

# In Dream Time

Ken Langer

**Allegro**

Soprano

Alto

Tenor

Bass

Drone

high percussion

middle percussion

low percussion

*p* (individually)  
Ah...(oh..ee..oh)

*p* (individually)  
Ah...(oh..ee..oh)

*mp* (opt. didjiridoo)

*mf*

*mf*

9

(clap or low stick)

*mp* There is a dream,

*mf*



Performance Note: When the voices are directed to sing "Ah...(oh..ee..oh)" they should attempt to imitate the sound of the didjeridoo each at their own pace to create a vocal montage.

24

The musical score consists of seven staves. The first four staves are vocal parts for four voices. Each staff begins with a treble clef and a dynamic marking of *f*. The lyrics are "hey! hey!" followed by "Ah...(oh..ee..oh)". A *Dimin.* (diminuendo) hairpin is placed above the first vocal staff, extending over the "Ah..." phrase. The first vocal staff ends with a *pp* dynamic marking and the syllable "Mm". The second, third, and fourth vocal staves end with the syllable "Mm". The fifth staff is a bass line with a treble clef, containing rhythmic notation. The sixth and seventh staves are for the didjeridoo, with the instruction "(didjeridoo return)" above the sixth staff. The sixth staff uses rhythmic notation with asterisks and stems to represent the instrument's sound. The seventh staff is a bass line with a bass clef, also using rhythmic notation with asterisks and stems.

*f* hey! hey! Ah...(oh..ee..oh) *pp* Mm

hey! hey! Ah...(oh..ee..oh) Mm

hey! hey! Ah...(oh..ee..oh) Mm

hey! hey! Ah...(oh..ee..oh) Mm

(didjeridoo return)