

In C

# Infinite Regress

a setting of translations of texts by Vladimir Mayakovsky

Paul Clift  
composed 2011

**A1** ♩ = 66

The score is divided into several systems, each corresponding to a different instrument or section. The Flute part starts with a tempo of ca. 15" and a 4/4 time signature. The Oboe part includes instructions like "drop paper-clips onto bass-drum; vary dynamics freely" and "bass-drum". The Bass Clarinet in Bb part features "détimbré / breathy / emphasise key-clicks". The Trombone part has a "with cup mute (not harmon!)" instruction. The Percussion part includes "tuned gongs" and "vibraphone (ON)". The Piano part has a "SCORDATURA\*" instruction. The Violin, Viola, and Violoncello parts include "practice mute" and "scordatura\*" instructions. The Contrabass part has a "mute" instruction. The score is filled with complex rhythmic patterns, including triplets and sixteenth notes, and various dynamic markings such as ppp, p, mp, and pp. There are also performance instructions like "as loud as possible while maintaining the indicated pitch" and "sounding as loud as contrabass".

\*strings: those strings indicated here with a downward-arrow should be lowered to the point where the note 'breaks', i.e. where no distinct pitch is discernible. Typically, this occurs at roughly a 'minor-7th' below normal tuning.  
 \*\*spoken text should be delivered with a soft, flat, monotonous voice; almost mumbled. Timing/rhythm may be freely interpreted but must cover the indicated duration