

Island

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The musical score is divided into three systems, each featuring a Flute (Fl.) and Trombone (Tp.) part. The first system includes a 'Tape' part. The score is marked with various dynamics and performance instructions.

System 1:

- Flute:** Starts with the instruction "Exuberant". A fermata is placed over a note at 15". At 17", there is a "flt." marking with a fermata. The dynamic is *sfz*. At 30", there is an "ord." marking with a fermata. Dynamics include *ff*, *mf*, *mp*, and *pp*.
- Tape:** Includes the instruction "etc." and features dense rhythmic patterns.

System 2:

- Flute:** Starts with a fermata at 5". Dynamics include *f*, *pp*, and *p dolce*. A fermata is placed over a note at 45". At 53", there is a fermata. A sixteenth-note figure is marked with a "6" above it.
- Trombone:** Features a *sfz* dynamic marking.

System 3:

- Flute:** Starts with a fermata at 59". Dynamics include *mf*, *f*, *mf*, and *pp*. A trill is marked with "tr" and a fermata at 1'06". At 1'10", there is a fermata. A sixteenth-note figure is marked with a "5" above it.
- Trombone:** Features a sixteenth-note figure marked with a "6" above it.