

Horace.

Music: Penultimate draft of Cues (back in January 2019)

Serial	Character/Length of piece	Couperin candidate	D'Anglebert cand.	Space for notes
000	An overture to the whole play, allowing projection of introductory slides. The final section to be suggestive of armies drawn up in readiness for battle.	Allemande no 1 (bells)	Prelude in G from 00 to 00. 42 and (change of mood) 1. 40 - 2. 19	
1.01 <i>sic</i>	Equivalent of three knocks chords, sad, while characters appear at stands	CHORDS		
1.02	Fairly neutral, one slide		Galliard just 20 seconds	
2. 00	time for three slides, starting cheerfully	Allemande no. 2 first section, 20+ seconds		

2. 01	equivalent of three knocks	CHORDS		
2. 02	time for one slide, bad news		Prelude in D a good flourish, lasting 10seconds (e.g. 0. 25ff for this and next two	
2. 03	10-15 secs. one slide, stern		see above	
2. 04	10-15 secs. one slide, noble		see above	
3. 00	Intermezzo, allowing time for two slides, while setting mood for Sabine's great Chaconne		Prelude in d, 0 - 0. 42 (down to 1. 33 at a pinch, but 50 seconds wd be right (continues in next)	
3. 01	suggestive (but how?) of the division of one character into two actresses		Continue	

4. 01 <i>sic</i>	Sustain mood for 15 seconds. New phrase to suggest anxiety, soon to be dispelled by good news	CHORDS Gigue, just first phrase		
4. 02	5-8 seconds, arrival of Camille	Gigue, 5 comes in ten second bursts		
4. 03	5-8 seconds, exit of Julie			
4. 04	5-8 seconds, entry of Vieil Horace	CHORDS		
4. 05	10-15 seconds, but tragic , for the return of Julie, with news of apparent Roman defeat	CHORDS		
5. 00	Intermezzo, during three slides summarising the real end of the duel (in Roman victory)	Chaconne, second section, about 25-30 seconds down to O. 51 on recording		

5. 01	Brief but triumphant	Gigue 19 (as in previous, next phrase)		
5. 02	30 seconds, solemn adagio, Procule brings 3 swords		Prelude in d Galliard in d one section, e.g. from 4. 00	
5. 03	Fortissimo chords (off stage stabbing)			
5. 04	Held chords (appalled silence)			
5. 05	Rapid, 15 seconds, dramatic entry of distraught Sabine			
6. 00	A calm intermezzo, 40 seconds, if possible in three phrases/sections, one for each of three summary slides	Sarabande in G [87]	Sarabande in G Galliard in d (3. 36 onwards)	
6. 01	equivalent of three knocks			

6. 02	Bold fanfare for entry of King, 30 seconds	Chaconne (with drumbeat)		
6. 03	Merely neutral punctuation, to allow a slide of Valère's face and name before he intervenes			
7. 00	Substantial, but not too long: four slides, each needing 10-12 seconds, first pair contrapuntal, second pair like a cabaletta			
7. 01	equivalent of three knocks			
7. 02	Short but striking to gain attention and to prevent applause at the real end of play, and allowing projection of a single slide to introduce the original Epilogue of 1640, which reverts to Camille and the Oracle	Sarabande no. 12 (which is free, like a prelude)	Galliard in d	