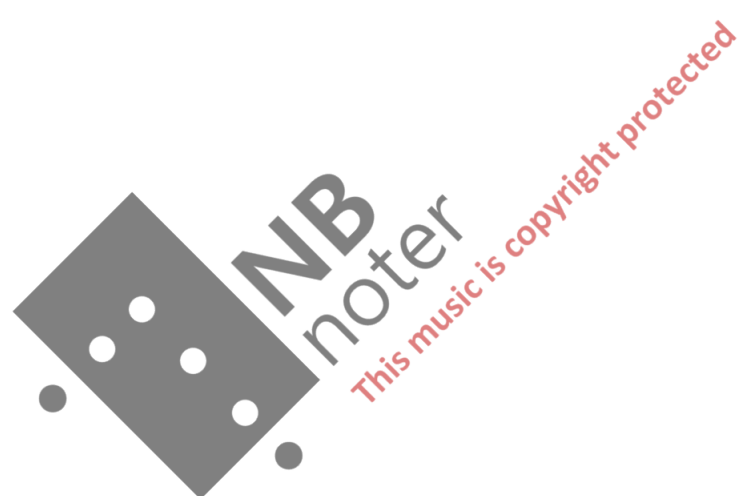




Grains

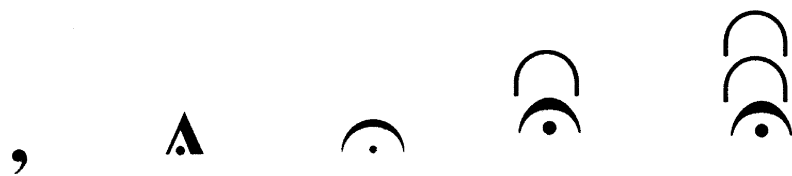
for percussion, viola and harp

Ruben Sverre Gjertsen 2003

Commissioned by Music Factory 2003 and Bit 20

Duration: 12'

The piece consists of 13 parts which are not intended to be separated as movements, but keep their tension with sudden and absolute silences, or played attacca.



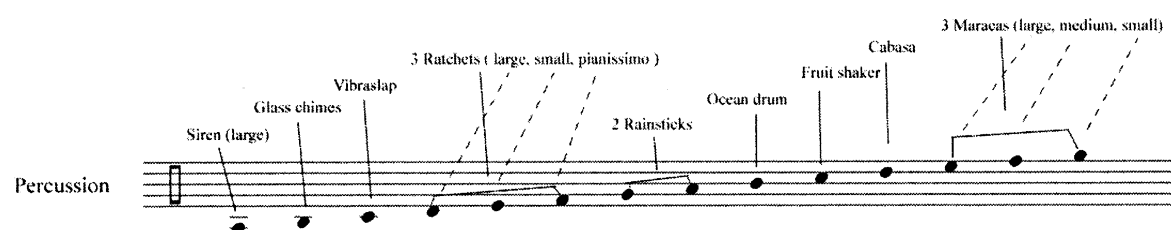
shortest ←-----→ longest
suggested durations (ad lib.)
breath short 1''- 2'' 2''-3'' 3''- 4''

In general, think kaleidoscopic. Listen to static sounds without tension and direction, focus rather on the smallest timbre changes. Overall textural changes are sudden and unpredictable. Loud dynamics give energy and richness of timbre, never aggression.

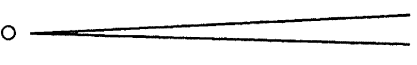
mf— = static dynamic, on and off, without direction.

percussion:

3 Skin Maracas, containing large metal grains (Small, medium, large)
Cabasa
Large fruit shaker, size like a large maracas
Ocean drum
2 Rainsticks, placed on racks to allow slight, gradual or rapid turns
3 Ratchets (pianissimo, small, large)
Vibraslap
Glass chimes (never metal)
Siren (large)



Creating continuous noise

Any instrument;  *pp* means only single, irregular grains at the beginning, then increasing and smooth density.

Maracas and shaker; Never rhythmical shaking (if so it's written out). Two hands must be used to turn the instrument smoothly, taking over to even out all changes of hands, without accents.

Cabasa; Hand and instrument must be turned to form a perfect circular movement with no accents or audible cycles.

Ocean drum; Must be lifted and never damped. Turn carefully to find irregular sounds or smooth sounds.

Ratchet; Lower dynamics mean slower turns, completely irregular single clicks, with friction. Avoid any periodical rhythm.

Siren; Preferably a large hand siren. In any case never a ordinary siren sound. Barely turned, to sound like a large pepper grinder.

for viola:

Microtones

$\sharp\sharp = 1/4$ tone sharp $\sharp\sharp\sharp = 3/4$ tones sharp $\flat = 1/4$ tone flat $\flat\flat = 3/4$ tones flat

$\uparrow = 1/8$ sharp

$\downarrow = 1/8$ flat

Accidentals apply to repeated notes.

The general standard is no vibrato. N. V. (non vibrato) is only written after a vibrato shape, or as a reminder. When used, exaggerated forms of vibrato (to slow, to fast) are more normal than traditional vibratos.

ST = sul tasto

SP = sul ponticello (this is the normal, clear, metallic sul pont.)

ASP = alto sul ponticello (means as close to the bridge as possible (almost at the bridge), the result should be a distinct, clear, bright whistling sound, the fundamental should not be heard)

AST = alto sul tasto, at the middle of the sounding string (where possible) This can in some cases cause only a quiet noise.

slow bow = reduce the bow speed to lose the fundamental pitch. When this is used for harmonics, the result could be only the soft noise of the bowing (making a way of fading the sound out).

multiphonics : touch the given position and play towards sul ponticello, adjust bow speed (slower) and pressure (slightly, just to split the pitch), to make a stable multiphonic sound. They should have a soft sound, and never sound like the high-pressure bowing.

crini +legno = 1/2 crini (hair), 1/2 legno



= extremely slow, high-pressure bowing, never tones or distorted tones (except where a transition is wanted), a dry, percussion-like "white" noise. Soft dynamics do never mean less pressure, just even slower speed, with resulting pops of noise.

horizontal (ordinary direction bowing)

vertical (along the strings) This does also depend on sp/st-indications. The intention is purely a noisesound and it must not sound like the multiphonics.

The directions may be combined, and dynamics can give the balance between them. For instance h.f + v.pp These signs apply to the whole note, or until a normal bowing sign is given.



= medium-pressure bowing; a softer, still distorted very sound. One should hear a distorted pitch.

Most string indications are for one note or phrase only and should after a longer rest always be followed by arco ordinario (usually, reminders are given).

for harp:

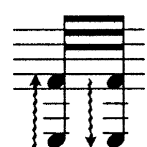
The piece is written for harp without tuning mechanism on the two lowest strings. Seven tones are tuned one quartertone down with pedals in the middle position. These strings are written as quartertones in the score, even though this will only be exact in the middle position.



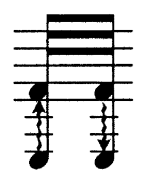
♯ = 1/4 tone sharp ♯ = 3/4 tones sharp ♭ = 1/4 tone flat ♭ = 3/4 tones flat

Accidentals apply to repeated notes.

For harmonics, the played note is in parenthesis, the sounding note is written above:



written before chord ; arpeggio (broken chord)



written on chord ; jet- arpeggio (glissando)

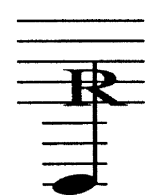
gettato = bounce stick on strings

The notation often gives attackpoints in arpeggio sounds. There is no need to damp, or calculate separate durations of notes within a figure, unless specified, as large chords and continous resonance is wanted. Especially noises, scraped sounds and very deep notes should ring as long as possible. The rhytm gives duration of the scraping or glissando action itself, not the sounding duration.

⊕ =damp all, register or note (follow lines)

◇ = damp notes with the other hand while playing

◆ = played note (for gliss. with stick or vertical scrape along string)



= rattle sound (deep string vibrating against neighbour string)

To be played with:



=fingers (normal play)



=back of hands



=nails



=back of fingernails



=wire brushes



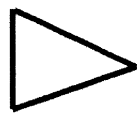
=triangle sticks



=metal sticks



=soft sticks



=thick plectre



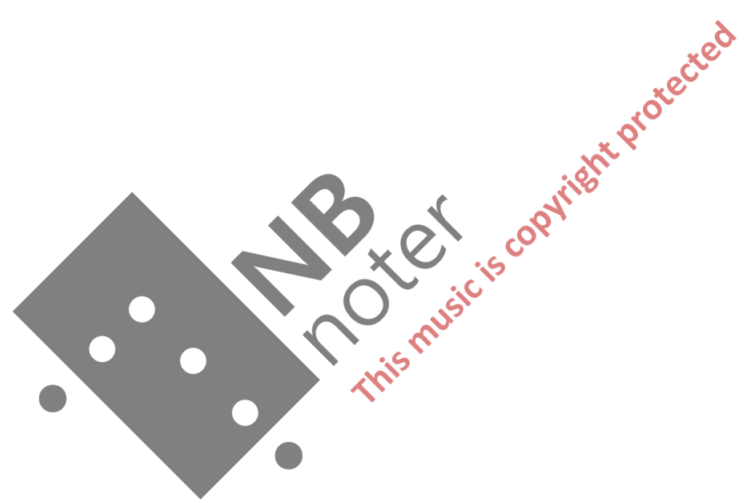
=metal plectre

Indications like scrape, strike are given.

"Gliss. with stick" means a horizontal glissando of several strings.

"Change pitch with stick" means plucked string while holding stick against this string to make undefined pitch changes.

All pedal glissandi should be as gradual as possible. The pitches are start- or endpoints, and the focus should be on the area in the middle with halfpedal noise. Pedal changes are some times made during ordinary glissandi.



Grains

Ruben Sverre Gjertsen 2003

I

Ratchet, glass chimes
♩ = 40

Percussion

Viola

Harp

NV

SP

AST

mf

p

f

pp

f

mf static

7:4

5:4

3:2

jet-arp.

pp

mf

sffz

p < p

p mf > f

p

mp

B $\flat$ --> B $\flat$

D C B $\flat$ / E F# G# A

This musical score is for the piece "The Great Wall of China" by John Williams. It is arranged for Percussion, Viola, and Piano. The score is divided into three systems, each with a key signature change and a time signature change.

System 1: The key signature is one sharp (F#) and the time signature is 3/4. The Percussion part includes Cabasa, Glass chimes, and Ratchet. The Viola part includes ST (Soprano Trombone) and Vbr. (Vibraphone). The Piano part includes a jet-arp. (jet arpège) section. Dynamics range from *fff* to *mf*.

System 2: The key signature changes to two sharps (F# and C#) and the time signature changes to 2/4. The Percussion part includes Ratchet. The Viola part includes AST (Alto Saxophone). The Piano part includes ORD (Organ). Dynamics range from *pp* to *mf*.

System 3: The key signature changes to three sharps (F#, C#, and G#) and the time signature changes to 3/4. The Percussion part includes Ratchet. The Viola part includes AST. The Piano part includes ORD. Dynamics range from *pp* to *mf*.

The score includes various musical notations such as triplets, slurs, and dynamic markings. A large watermark "This music is copyright protected" is visible across the score.

The musical score consists of three staves: Percussion (Perc.), Viola (Vla.), and Harp (Hp.).

- Percussion (Perc.):** The staff begins with a 5-measure rest in 3/4 time. It then transitions to 2/4 time, where a Maracas part is written with a *pp* dynamic. The part concludes with a *subito tacet* instruction.
- Viola (Vla.):** The staff begins with a 5-measure rest in 3/4 time. It then transitions to 2/4 time, where a Viola part is written with a *pp* dynamic. The part concludes with a *subito tacet* instruction.
- Harp (Hp.):** The staff begins with a 5-measure rest in 3/4 time. It then transitions to 2/4 time, where a Harp part is written with a *ppppp* dynamic. The part concludes with a *subito tacet* instruction.

Additional markings include:

- Maracas:** A bracket indicates a *pp* dynamic.
- Viola:** A bracket indicates a *pp* dynamic. A *mf* dynamic is marked at the end of the part.
- Harp:** A bracket indicates a *ppppp* dynamic. A *ppp* dynamic is marked at the end of the part.
- Other markings:** *ORD.* (Order), *ASP* (Arpeggio), *sfz* (Sforzando), and *etc. arpeggio moderato irregolare dolcissimo* (etc. arpeggio moderate irregularly very sweetly).

Fruit shaker

9 *mf*

Perc.

9

Vla.

ST portamento

AST

ORD

7:4 9:8 6:4 3:2 5:4 5:6

p *sfz* *mf* *sfz* *f* *mf* *mfz*

9

Hp.

sfz *sfz* *sfz* *f* *p* *sfz* *mp* *mf*

près de la table

7:4

G --> G#

C -----> C#

D C# Bb / E Fb G A

Perc.
 11
 5
 "mf"
 subito tacet
 shake
 ff

Vla.
 11
 NV
 mf
 f
 5:4
 3
 ff
 3
 ff
 3
 ff

Hp.
 11
 pos. ord.
 près de la table
 f
 3
 8va-
 5:4
 6:4
 ff
 mf
 sffz
 3
 <mf>
 fff
 esplosivo
 pos. ord.
 lento -- accel.
 pp
 Fb --> F#
 D C# Bb / E F# GA

Cabasa

13

Perc. $\frac{3}{4}$ $\frac{2}{4}$ $\frac{4}{4}$ $\frac{3}{4}$

Vla. $\frac{3}{4}$ $\frac{2}{4}$ $\frac{4}{4}$ $\frac{3}{4}$

Hp. $\frac{3}{4}$ $\frac{2}{4}$ $\frac{4}{4}$ $\frac{3}{4}$

III $\frac{3}{4}$ $\frac{2}{4}$ $\frac{4}{4}$ $\frac{3}{4}$

AST $\frac{3}{4}$ $\frac{2}{4}$ $\frac{4}{4}$ $\frac{3}{4}$

M.ph. irregolare

ppp p pp

rapido rapido estremo rit. più lento irregolare

près de la table

C#-->C D C Bb / E F# G A

16

Perc. $\frac{3}{4}$ $\frac{2}{4}$ $\frac{4}{4}$ $\frac{3}{4}$

Vla. $\frac{3}{4}$ $\frac{2}{4}$ $\frac{4}{4}$ $\frac{3}{4}$

Hp. $\frac{3}{4}$ $\frac{2}{4}$ $\frac{4}{4}$ $\frac{3}{4}$

gett. AST

mf p mfz p sfz

pos. ord. 8va

f p mf p sfz f p mf

pppp 5:4 5:4

G --> G# D --> Db Db C Bb / E F# G# A

18

Perc. $\frac{3}{4}$ $\frac{2}{4}$ $\frac{4}{4}$ $\frac{3}{4}$

Vla. $\frac{3}{4}$ $\frac{2}{4}$ $\frac{4}{4}$ $\frac{3}{4}$

Hp. $\frac{3}{4}$ $\frac{2}{4}$ $\frac{4}{4}$ $\frac{3}{4}$

Rainstick Ocean drum

pp pp

NV 3:2 7:4

ASP II Meditativo SP I subito tacet

pp! mp pp

pos. ord. 6 3

près de la table mf > p

as many notes as possible mp > p sfz p

près de la table p mf

20

Perc.

Vla.

ST → SP

synchronize trill with tremolo

accel. al tremolo

gett.

non gett.

p *fff* *fffzpp* *sfzp* *mp* *mf* *sfz* *mp*

Hp.

m.d.

pos. ord.

pppp

près de la table

mf *mp*

pp *pppp*

E-->Eb

Db C Bb / Eb F# G# A

22

Perc.

Vla.

AST

gett.

gett.

SP

NV

f *mf* *f* *mf* *smfz* *mf* *f* *p*

written rhythm or ad lib.

pos. ord.

5:4

3

3

près de la table

f *ff* *mf*

take: m.d.

m.s.

strike près de la table

smfz

Bb ---> Bb

Db C Bb / Eb F# G# A

24

Perc.

Vla.

AST

ST

AST

NV ORD.

oscil. lento

f *p* *mp*

with tri. stick:

gliss. legato

gliss. leggiero

with tri. stick:

gliss. legatissimo

p sempre

sim.

3

gliss with stick

5:4

3:2

près de la table

p *pppp*

Bb ---> Bb

D C Bb / Eb F# G# A

Db -> D

III

Ratchet

32

Perc.

mf

32

Vla.

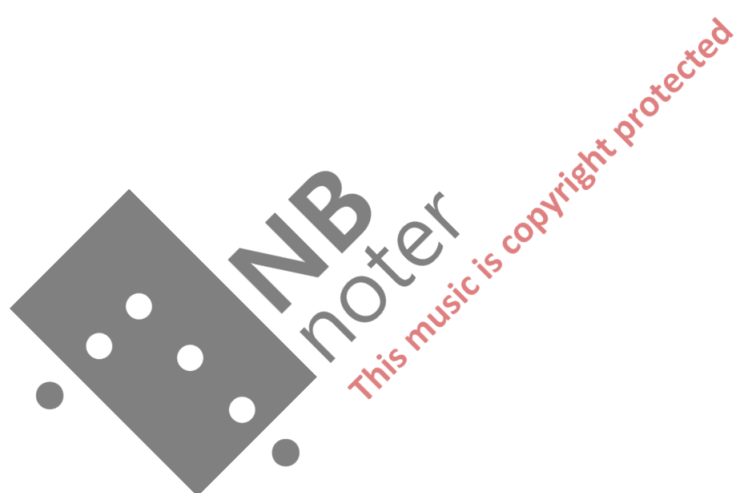
mf

gett. lunga

32

Hp.

The musical score for 'Ratchet' consists of three staves. The top staff is for Percussion (Perc.) in 3/8 time, starting at measure 32 with a single eighth note followed by a quarter rest, marked *mf*. The middle staff is for Viola (Vla.) in 3/8 time, also starting at measure 32 with a single eighth note followed by a quarter rest, marked *mf*, and then holding a long note (labeled 'gett. lunga') across measures 33 and 34. The bottom staff is for Harp (Hp.) in 3/8 time, starting at measure 32 with a single eighth note followed by a quarter rest, marked *mf*. The score concludes at measure 34 with a double bar line and a 2/4 time signature change.



IV

33 Siren

Perc. *pp* ! *pp*

Vla. *mf* *mfz*

Hp. *gliss. moderato ad lib.* *ppp* *sempre* *gliss. moderato ad lib.*

D C Bb / E F# G# A

Bb ----->

slowly

35 Siren

Perc. *3*

Vla. *tremolo accel. tremolo riten.* *I* *p* < *smfz*

Hp. *gliss. moderato ad lib.*

-----> B#

G# -----> G

37 Glass chimes

Perc. *pp* *pppp* *mp* *p* *<> mfz* *ppp* *mf*

Vla. *IV* *ST* *mp*

Hp. *gliss. moderato ad lib.* *ppp* *mp* *près de la table* *3* *5* *mf*

E-->Eb

C-->C#

B# --> Bb

F# ---> F

39 Cabasa turn subito tacet

Perc.

Vla.

III
gett.
POCO SP
ASP
accel. al tremolo

Fingering: SP ASP

pos. ord.
près de la table
m.d.
m.s.

Ab --> A
Bb ----> Bb
A ----> Ab
D C# Bb / Eb F G A

mfz
f
sffz
mf > p

40

Perc.

Vla.

8va
gliss. moderato
pppp

8va
gliss. moderato
pppp

F -----> F#
slowly

D C# Bb / Eb F# G A

41 Ratchet

Perc.

Vla.

ORD
pff p > < mf mp
f
sffz
secco
AST
f
sffz
secco

8va
sffz
f
6
3
mp mf mp

C#-->C
D C Bb / Eb F# G A

43

Perc.

Vla.

SP

ST III IV

sffz

f

mf

5:4

3:2

3

m.d. 3 pos. ord.

pppp sempre

m.s. près de la table gliss. moderato

ppp

près de la table

sfz

f

mf

jet-arp. 7:4 3

près de la table pos. ord.

G --> G#

D C Bb / Eb F# G# A

G# -----> G

45

Perc.

Vla.

SP

POCO ST

ASP

I

II

I tremolo accel.

p

ff

mp

5

près de la table

gliss. lento

mfz

sfz

mfz

mfz

take:

Eb --> E

Fb --> F

G -----> G#

F# -----> F -----> F# -----> F

F -----> Fb

D C Bb / E F G# A

47

Perc.

Maracas turn slowly

pppp

Vla.

II cold

pp

pp

pos. ord.

Hp.

vertical scrape up strings secco, stop on strings

m.s.

près de la table

près de la table 5

près de la table 5

mp

mp

mp

mf

sfz

G# -----> G

G -----> Gb

F -----> Fb

vibr. lento

wait for harp

subito tacet

49 Perc.

49 Vla.

49 Hp.

près de la table
vertical scrape along strings
(ossia: )

top of string

E-->Eb

D C Bb / Eb Fb Gb A

51 Perc.

51 Vla.

51 Hp.

Glass chimes

POCO SP.

vibr. grottesco

près de la table
jet-arp.

pos. ord.

subito tacet

Vibraslap

ST NV change bows often

AST

ad lib. as many notes as poss.

etc. rapido

Fb --> F

F --> Fb

G --> Gb

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V

55

Perc.

Vla.

Hp.

p *p* *sfz* *smfz* *pp*

mp *f* *ff* *mf* *pp* *sfz*

Bb ---> B $\sharp$

Fb ---> F

D C B $\sharp$ / Eb F Gb A

57

Perc.

Vla.

Hp.

Ratchet

"mf"

SP

I M.ph. (d)

POCO ST

II

III NV

pp *p* *mp* *ppp* *sfz* change bows often

mp *mf* *sfz* *p* *p* *static* *mf* *mf* *pp* *pos. ord.* *l.v.* *subito tacet*

mp *mf* *sfz* *p* *p* *static* *mf* *mf* *pp* *pos. ord.* *l.v.* *subito tacet*

mp *mf* *sfz* *p* *p* *static* *mf* *mf* *pp* *pos. ord.* *l.v.* *subito tacet*

59

Perc.

Vla.

Hp.

Glass chimes

Ratchet

Rainstick

oscil. lento

AST

SP NV

ASP

pp *f* *pp* *ppp* *sfz* *pp* *sub.* *mf* *p* *ff* *p* *mp*

pp *f* *pp* *ppp* *sfz* *pp* *sub.* *mf* *p* *ff* *p* *mp*

pp *f* *pp* *ppp* *sfz* *pp* *sub.* *mf* *p* *ff* *p* *mp*

60 Ratchet

Perc. *sfz* *smfz* *sffz*

Vla. *pp* *p* *mf* *p*

Hp. etc. rapido

mf static

B $\flat$ ---> B $\flat$ D C B $\flat$ / E $\flat$ F G $\flat$ A

62 Siren

Perc. *pp*

Vla. *mf* *p* *mp* *pp* *mf*

Hp. *mp* *brillante* *mf* *p* *mp* *près de la table* *pppp* *p* *ppp*

G $\flat$ --> G

63 Siren

Perc. *smfz*

Vla. *p* *gett.* *sffz*

Hp. *près de la table molto* *smfz* *m.d./change pitch with stick* *m.s.* *smfz*

F --> F $\sharp$

E $\flat$ -----> E D C B $\flat$ / E F $\sharp$ G A

VI

64

Perc.

Vla.

Hp.

66

Perc.

Vla.

Hp.

VII $\bullet = 52$

Perc. 67 Rainsticks f sub. 5 Ratchet ff 5 Cabasa mp 9:8 Rainstick f

Vla. 67

Hp. 67 etc. rapido mf pp

Bb ---> B $\flat$ D C B $\flat$ / E F# G# A E --> E# B $\flat$ ---> Bb

Perc. 69 Fruit shaker turn irregularly f 7:4 Ocean drum mf $sffz$ mf 3 Cabasa p 5

Vla. 69 AST III mf f static ff AST IV f

Hp. 69 with tri. stick: gliss. legatissimo mf 5

D C Bb / E# F# G# A Bb ---> B $\flat$

Perc. 71 Cabasa

Vla. 71 AST II oscil. lento mfz mp

Hp. 71 pos. ord. mf scrape vertical, hard, slowly along strings top of string mf près de la table mf

D C B $\flat$ / E# F# G# A C -----> Cb G# ---> G Cb --> C# D C# B $\flat$ / E# F# G A

73

Perc.

Vla.

Hp.

SP II M.ph.

NV

tremolo riten.

$\langle sfz \rangle$ pp sub.

bisbigliando (rapid permutations)

pos. ord. gliss. legato

$ppppp$

B $\flat$ ---> B $\flat$ D C# B $\flat$ / E# F# G A

75

Perc.

Vla.

Hp.

Cabasa

$\langle mfz \rangle$ pp

gett.

ORD

vibr.

ASP

ORD NV

SP

POCO SP

mf p

f

mf $sfzp$

p distinto

B $\flat$ ---> B $\flat$ F# --> F

E# --> E D C# B $\flat$ / E F G A

77

Perc.

Vla.

Hp.

SP

ASP

SP

AST pizz. sempre

ad lib.

ff $sfzp$ mf f p mf mp f mf

fff $pppp$ fff p f mp

sub.

79 Ratchet Rainsticks 5:4 Maracas turn Ocean drum

Perc. *ff* *f* *p* *mf*- static *mf*- *p*

Vla. 79 pizz. arco gett. gett. lunga I *ffz* *smfz* *mf*-

Hp. 79 pos. ord. *pp*- static *pppp*-

D--> D# D# C# B $\flat$ / E F# G A
F --> F#

81 Cabasa

Perc. *f*

Vla. 81

Hp. 81 sub.

NB noter
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83

Perc. Maracas turn slowly

Vla. IV

Hp. *p* secco

Ratchet

subito tacet

pp

mp

ff

mf sub. static

take:

F# --> F

D# --> D

85

Perc. Rainstick

Vla.

Hp. *mfz*

Vibraslap static sound

scrape vertical, hard, slowly along strings irregular accents

Bb --> Bb

A ----> Ab

G --> Gb

E --> Eb

D C# Bb / Eb F Gb Ab

87

Perc. Ratchet

Vla. NV "wie ein hauch"

Hp. près de la table strike

pos. ord.

half pedal vibrato

mf

pp

mp

mf

p

f

mp

p

C# --> Cb+

88 Ratchet, Glass chimes

Perc. *pp* — *sfz* *pp* — *gett.* *mf* *oscil. lento* *AST SP* *sfz*

Vla. *gett. II I III* *ST NV* *mf leggiero* *f* *sfz* *f* *p sub.* *pp* *mp*

Hp.

-----> C

89 Ratchet, Glass chimes

Perc. *pp* *sfz* *pp* *oscil. lento estremo*

Vla. *Bow:* *ST* *SP* *ASP* *subito tacet* *NV* *pp* *mf* *pp*

Hp. *mp* *sfz* *mp* *f* *p*

F -----> Fb

91

Perc.

Vla. *SP* *ASP* *subito silenzio* *ff* *pp* *sub.*

Hp.

Eb --> E

Fb --> F

96

Perc. *pp*

Vla. *ASP* *SP* *vibrato estremo* *AST* *ASP* *ST* *POCO SP* *ASP* *ST* *POCO SP* *subito tacet*

Hp. *sfz* *mp* *sfz* *pp* *ff* *p* *sfz* *pp* *p* *acc.* *ppp* *sub.* *scrape* *près de la table*

keep pedal noise

D C B $\flat$ / Eb F G $\sharp$ Ab G $\sharp$ -----> G $\sharp$

Ab-----

G $\sharp$ ---->G

97

Perc. Cabasa *sfpp* *f* *pp* Glass chimes *subito tacet*

Vla. *arco* *sfz* *sfz* *p* *IV* *III* *SP* *mf* static *SP* *pp* senza espressione

Hp. *m.s.* *change pitch with stick* *vibrato irregolare* *subito estremo* *mf* *brillante* *près de la table* *mp* *subito tacet*

sfz *sfz* *sfz*

----->A $\flat$ D C B $\flat$ / Eb F G $\flat$ A

B $\flat$ --->B $\flat$

G -->G $\flat$

F----->F $\flat$

99

Perc. *ORD* *NV* *SP* *ASP* *AST*

Vla. *p* *sfz* *p* *pp*

Hp. *près de la table* *quasi pos. ord.* *près de la table* *m.d.* *change pitch with stick* *vibrato estremo grottesco* *m.s.* *sfz*

sfz *f* *sfz* *p*

sfz *secco*

B $\flat$ -->B $\flat$

100 Maracas

Perc. *pp*

Vla. *sfz* 5:4 *sfz* 3:2 *sfzpp* 5:4 *mf*

Hp. *mf*

101

Perc. *mf* *pp* *p* *f* *sub.* *fff* *pp* *mp sfz*

Vla. *mf* *pp* *p* *f* *sub.* *fff* *pp* *mp sfz*

Hp. *mp* *mf* *p* *mf* *pp* *f* *pos. ord.* *oscil. lento*

AST *POCO SP II* *ORD* *SP*

7:4 *5:4* *3:2* *6:4* *7:4*

with tri. stick *3* *17:16* *acc. / rit. sempre etc.*

près de la table *pos. ord.* *oscil. lento*

D C B $\flat$ / E $\flat$ F $\flat$ G $\flat$ A *F $\flat$ --> F* *E $\flat$ -----> E* *E $\flat$ --->*

103 Ratchet Ocean drum

Perc. *fff* *mf* *ff*

Vla. *gett.* *p* *f* *static*

Hp. *sim.* *pos. ord.* *près de la table* *subito tacet* *change pitch with stick* *m.d.* *m.s.* *5* *fff*

8va *8va* *8va*

sim. *pos. ord.* *près de la table* *subito tacet* *change pitch with stick* *m.d.* *m.s.* *5* *fff*

-----> E $\flat$ *E $\flat$ --> E* *F --> F $\sharp$* *G $\flat$ --> G* *D C $\sharp$ B $\flat$ / E F $\sharp$ G A* *C --> C $\sharp$*

105

Perc. *mp* *p* *mp* subito tacet

Vla. ASP IV M.ph. subito tacet

Hp. *pp* *m.s.* *m.d.* *p* *pp* *sub.*

with tri. stick

près de la table

B $\natural$ -----> B $\flat$

IX

106

Perc. Ratchet *mf* subito silenzio

Vla. *mf* gett. lunga (new attacks when necessary) crini+legno legno

Hp.

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X

107

Perc. *sfzp*

Bow: *I II III IV* *mf* *cpl legno batt.* *tremolo irregolare accel.* *pp*

Vla. *nervoso* *III* *3:2* *7:4* *5:4* *mp* *sfz* *pp* *senza espressione* *5:4*

Hp. *mf* *f* *p* *3:2* *p* *distinto* *esplosivo* *f* *ff*

D C# Bb / E F# G A

F# -> F

108

Perc. *mf* *irregolare* *mfzp* *ppp* *(small pops or outbursts)*

Vla. *AST SLOW BOW* *oscil. lento* *pppp sub.* *pp* *pppp* *sfz*

Hp. *8va* *etc.* *12:8* *3:2* *p* *mp* *pp* *9:8* *pos. ord.* *ff* *esplosivo* *rapido poss.* *mp* *jet-arp.* *sfz*

près de la table *ppp quasi niente* *F -> F#*

110

Perc. *ppp sfz* *sub.* *crini* *SP* *cold* *oscil. lentissimo*

Vla. *col legno batt.* *sfz* *ff pesante* *pp*

Hp. *written rhythms or rapido poss.* *jet-arp.* *mf* *mp* *delicato* *mf* *p* *près de la table* *sfz* *poco près de la table* *pedalgliss.* *5:4* *3:2* *9:8* *p* *f* *pp* *E ----->Eb* *jet-arp.* *let stick vibrate against string* *pedalgliss./vibrato lentissimo* *Eb ----->E* *-->E*

112 Glass chimes subito tacet

Perc. *p* — static discreto *pp* *

Vla. *p* M.ph.

Hp. *pp* *p* *f* *fff* *smfz* *oscil. lento, gliss.* *scrape* *mfz*

5:4 *3:2* *5* *6*

mffz *mf*

D C# Bb / E F# G A C#->C----->C#----->C

114 Maracas

Perc. *pp*

Vla. *pp* I II

Hp. *pp* pos. ord. Ad lib. (.) (.)

pos. ord. *gliss. with stick* *près de la table* *lento irregolare molto* *delicato* *ppp* *rapido fluente* *pp*

8va *etc.*

D C Bb / E F# G A D --> Db E --> Eb

116 subito tacet

Perc. subito tacet

Vla. *p* AST trans. al vibr. ASP vibrato estremo ST vibr. rapido I II

Hp. *p* subito tacet *pp* *8va* *etc.* *lento accel. al fluente* *p* *ppp*

118 Maracas

Perc. *ppp* subito tacet

Vla. 118 SP *p* **VERTICAL BOW** III *p* POCO SP *p* irregular pops of noise (*ff* pressure, *pp* speed) AST

Hp. 118 vertical scrape along strings, slowly *mp* pos. ord. top of string *p*

Db C Bb / Eb F# G A

120 Cabasa

Perc. *ppp* - static

Vla. 120 subito tacet *mp* *p mf > pp* **VERTICAL BOW** SP *p* sim. AST

Hp. 120 vertical scrape along strings *pp* *leggero molto* *mf* *mf* *8va* *pos. ord.* *rapid permutations* *p* *pppp*

A --> Ab Db C Bb / E F# G Ab Db --> D

122 Ratchet

Perc. subito tacet *ff* *p* *sffz mp*

Vla. 122 ST subito tacet *p* I II *gett. esplosivo* *legno* *crini+legno* AST *p* senza espr.

Hp. 122 *pp* delicato

Ab --> A Bb --> Bb DC Bb / E F# G A

124 Maracas

Perc. $p < mf > pp$ pp sub. $pppp$

Vla. subito tacet "wie ein hauch" pp ppp

Hp. subito tacet p pp $p > mfz$

with tri. stick $8va$ scrape top of string $près de la table$

G --> G# $\circ < p > \circ$ Bb --> Bb D C Bb / E F# G# A

126 subito tacet

Perc. ppp SP ASP

Vla. $pppp$ cold $pppp$ p $smfz$ mp pp sub. ST SLOW BOW

Hp. $ppppp$ gliss. rapido extremo, leggiero gliss. with stick $près de la table$ $mp > p$ $\circ$ sub. Bb --> Bb C --> C#

10"

XI

Glass chimes

129

Perc. $\{3:2\} \{5:4\} \{3:2\}$ irregolare $ppppp$

Vla. $oscil. lento (1/4 tone)$ p mfz IV ASP $bow: II$ $spiccato$ $fingering$ $subito tacet$ SP p mf

Hp. mfz $gliss. legato$ pp 3 $gliss. legato$ $increasing range$

$D \rightarrow D\# (oscil. lento) \rightarrow D\#$

$D\# C\# B\flat / E F\# G\# A$

$F\# \rightarrow F$

131

Perc. 5 5 mp

Vla. $subito tacet$ p $6:4$ AST ST SP $gett.$ $l.v. lunga$ $bow: ultimate$ $subito tacet$ ffz mf ff pp $5:4$ mf

Hp. $gliss. rapido, ma molto leggero, saltando$ mf $7:4$ $3:2$ $5:4$ mp $let brush vibrate against strings$ $subito tacet$

$B\flat \rightarrow B\flat$

XIII ♩ = 52

Perc. 146 Cabasa shake *mp* Maracas turn slowly

Vla. 146 POCO ST

Hp. 146 *subito stop* m.d. etc. irregolare, permutations m.s. pos. ord.

F --> Fb
D C Bb / Eb Fb Gb Ab

Perc. 148 *pp* *pppp* *pp* *subito tacet*

Cabasa *mp* AST *subito tacet*

Vla. 148 *mf* *mp*

Hp. 148 pos. ord. près de la table *vertical scrape along strings high pressure, extremely slow* *p*

rall.

♩ = 52

150

Perc. Maracas

Vla. II M.ph. III M.ph. pp

près de la table
gliss. to halfpedal, keep halfpedal noise

Hp. mf

Bb --> Bb Ab --> A Bb --> Bb

153

Perc. Fruit shaker ppp Ratchet 5 ff-sub. Maracas ppp subito tacet

Vla. 5 M.ph. M.ph. AST SLOW BOW SP POCO ST subito tacet

Hp. 5 m.d. près de la table molto 5 etc. moderato irregolare, permutazioni quasi niente, delicato p subito stop

pos. ord. m.s. l.v. al niente

Bb --> Bb D C Bb / Eb Fb Gb A D --> Db C --> C# Db C# Bb / Eb Fb Gb A