

NOTES TO PERFORMERS

Play in a percussive manner

III
IV
I

Strings to be used

ff

"Dead stroke" - a forceful battuto-type stroke, mid-bow, in which the bow is pushed down on the strings until the preparation for the next note. The effect adds a short buzzing sound to the attack as the bow naturally rebounds a bit. The left hand mutes the strings unless otherwise noted.

"Dead pizz" - a pizzicato with the string muted. No pitch, just thwack.

"Noise bite" - a very short, aggressive sound, like a scratch tone as short as a battuto stroke; off-string.

Rhythmic movement of the left hand muting and un-muting the strings, making a counterpoint of percussion and open-string sounds. Start in muted position unless otherwise noted. First up arrow is the first note played in un-muted position.

p

gliss.

Both fingers of a harmonic glissando together to maintain the given partial. Both notes of a double stop gliss unless noted otherwise.

6 6 6

Left hand pressure:
harmonic, ordinary,
in-between

infinite ricochet

mp

"Infinite ricochet" - pull the bow so slowly that it jumps up, making a series of evenly-spaced bounces under a single bow.

to Douglas Boyce
SPELL

Kyle Bartlett (2012)

Very Still, Shadowed ♩ = 55

Musical score for Violin, Viola, and Violoncello, measures 1-7. The score is in 4/4 time, with a tempo of ♩ = 55. The Violin part starts with a *pp* dynamic and a *n* (no bow) marking, followed by a *mp* dynamic and a *n* marking. The Viola part starts with a *n* marking, followed by a *p* dynamic and a *n* marking. The Violoncello part starts with a *n* marking, followed by a *p* dynamic and a *n* marking. The score includes dynamic markings (*pp*, *mp*, *p*, *n*) and a *V* (Violin) marking.

Musical score for Violin, Viola, and Violoncello, measures 8-15. The score is in 3/4 time, with a tempo of ♩ = 55. The Violin part starts with a *p* dynamic, followed by *mp*, *pp*, *mp*, and *p* dynamics. The Viola part starts with a *n* marking, followed by a *p* dynamic and a *n* marking. The Violoncello part starts with a *p* dynamic, followed by a *n* marking, a *p* dynamic, and a *pp* dynamic. The score includes dynamic markings (*p*, *mp*, *pp*, *n*, *ff*) and a *V* (Violin) marking. A *(dead stroke)* marking is present above the Violin staff in measure 15.

Musical score for Violin, Viola, and Violoncello, measures 16-19. The score is in 3/4 time, with a tempo of ♩ = 55. The Violin part starts with a *pp* dynamic, followed by a *pp* dynamic, a *mp* dynamic, and a *p* dynamic. The Viola part starts with a *pp* dynamic, followed by a *mp* dynamic, a *p* dynamic, and a *mp* dynamic. The Violoncello part starts with a *pp* dynamic, followed by a *mp* dynamic, a *p* dynamic, and a *pp* dynamic. The score includes dynamic markings (*pp*, *mp*, *p*, *ff*) and a *V* (Violin) marking. An *ord.* (order) marking is present above the Violin staff in measure 17, and a *8va* (octave) marking is present above the Violin staff in measure 18.

20

8va

p *ff* *p* *ff* *p* *ff*

pp *mp* *n* *mp*

gliss.

ff *p* *ff*

pp *mp* *jeté* *jeté* *(dead stroke)* *ff*

A Ferocious ♩ = 160+

28

(ff) *(ff)* *(ff)*

↓ (IV) ↓ (IV) (IV)

B Still, Becoming Anxious ♩ = 55

33

pp *mp* *n* *pp* *mp* *pp*

n *mp* *pp* *mp* *pp*

pp *mp* *n*

41

pp mf pp mf pp mp p

mf pp mf p

mp

jeté

49

ord.

fp f

jeté

sul pont.

(ricochet)

gliss.

ord.

fp

54

sul pont.

fp f fp f ff mp ff mp ff mp ff mp

sul pont.

fp

4 III **C** Ferocious ♩ = 160+

IV ↓ ord. pos.

III *ff* ord. pos.

IV ↓ *ff*

III ord. pos.

IV ↓ *ff*

Musical score for 'Ferocious' (III) in 3/4 time, tempo 160+. It features three staves with a complex rhythmic pattern of eighth and sixteenth notes. The first two staves are marked with *ff* and 'ord. pos.' with a downward arrow. The third staff is also marked with *ff* and 'ord. pos.' with a downward arrow. The time signature alternates between 3/4 and 4/4.

64 **D** Blossoming ♩ = 55

Musical score for 'Blossoming' (D) in 4/4 time, tempo 55. It features three staves. The top staff is in treble clef with dynamics *mf*, *p*, *mp*, and *p*. The middle staff is in alto clef with dynamics *mf*, *p*, *mp*, *p*, *mp*, *p*, and *mf*. The bottom staff is in bass clef with dynamics *ff*, *mf*, and *mp*. The piece includes glissandos and a 'dead pizz' instruction.

69

Musical score for 'Blossoming' (D) continuation. It features three staves. The top staff is in treble clef with dynamics *mf* and *p*. The middle staff is in alto clef with dynamics *p* and a triplet of eighth notes. The bottom staff is in bass clef with dynamics *p*. The piece includes glissandos.

72

Musical score for 'Blossoming' (D) continuation. It features three staves. The top staff is in treble clef with sixteenth-note patterns and dynamics *6* and *5*. The middle staff is in alto clef with sixteenth-note patterns and dynamics *5* and *6*. The bottom staff is in bass clef with sixteenth-note patterns and dynamics *5* and *6*.

74

5

n

p

ord. pos.

p

n

sul tasto arco

mp

3

3

3

77

smooth, silver

smooth, silver

p

6

6

6

5

5

p

6

p

5

5

6

5

80

6

6

6

6

5

5

6

5

5

sul pont.

3

82

very fast, uneven

all notes gliss

mf

all notes gliss

very fast, uneven

mf

3

3

p