

daniel silliman

endless castle romance

for 16 musicians

(2016)

instrumentation:

piccolo (*amplified, tuned about 50 cents sharp*)
oboe (*with felt or cork mute*)
bass clarinet (*with felt or cork mute, tuned about 31 cents flat*)
soprano sax (*with felt or cork mute, tuned about 31 cents flat*)
bassoon

horn (*with practice mute*)
b-flat trumpet OR b-flat piccolo trumpet (*amplified, with practice mute*)
trombone (*with practice mute*)

2 percussionists (*both amplified*)
[I = triangle, marbles + wooden drawer, tambourine, 3 crotales (top B-flat, B, C) and 5 small objects]
[II = large frame drum, large log drum, small thunder sheet, dowel rod]

piano (*muted with duvets and pillows in the inside and underside; some passages optionally played on toy piano*)

violin I (*amplified*)
violin II (*amplified*)
viola (*amplified, scordatura I, II, III, IV ad lib.*)
cello (*amplified*)
double bass (*amplified, scordatura II, III, IV ad lib.*)

score is transposing.

general notes & symbols:

time structuring/coordination

There is no tempo or meter. These were abandoned to allow for a greater interpretational freedom on the part of each musician. In the place of these constraints, each page is divided into 15 tick-marks, each 15mm apart. To help with parsing the time, a 'bar-line' is given every five ticks, but these have no structural or agogic significance besides this, though 'bar numbers' are nonetheless given. The time value for the tick-marks is at the discretion of the performers, but it should be of a more or less constant value throughout. A possible value could be 1”.

The music is notated proportionally: thus, the relative density or sparseness of material on the staff indicates its relative speed, the players attending generally to the tick-marks as they pass by. Generic beaming conventions (single, double, triple and quadruple beams) are used in most of the parts to help reinforce a particular music's relative velocity; however, please note that these do not necessarily indicate exact eighth, sixteenth, thirty-second, and sixty-fourth divisions; in this way, there are multiple ways to proceed: the possible nesting and interpreting of irrational rhythms are left to each performer to recalculate on their own or feel out in the moment. To avoid confusion, *the length of beams determines the length of notes* – ties are generally not used to indicate durations.

Intended points of alignment between parts are rare, and, generally, no part is more important than any other. Even when parts appear to line up vertically in the score, *a blurring of the unison is preferable to exactitude*. All other interactions that arise during the course of playing the piece are incidental.

accidentals

(♯) = one quarter-tone sharp (♮) = one quarter-tone flat

(⤴ ⤵) = a little higher/lower, less than a quarter-tone

N.B. accidentals apply *only* to the notes they immediately proceed, and the notes to which the altered pitches are tied. If spacing doesn’t allow conventional placement, accidentals may be placed over the notes they alter. A bracket extending from such an accidental indicates all notes falling under the bracket are so altered.

special techniques/notations

- (□)= multiphonic (context depends on instrument, usually *ad lib.*)
- (▼)= slap tongue for bass clarinet + sax // pedal tone for brass
- (◯ / ◇)= harmonic/overblown sounds // unpitched air sounds for brass
- (◆) = lip pizz. for piccolo // tongue-stopped air for brass [“ffft” sound]
- (+v) = add voice (sing/scream, etc.) to create inference in tone (exclusive to brass)

instrument-specific notations

NB what follows is an overview – more instrument-specific information for these and other special techniques, and descriptions for how they are produced, are included in each respective part.

The piccolo part makes use of a 2-staff tablature system, wherein the top staff indicates fingered pitch and special techniques. Above this staff, the following symbols are sometimes used to indicate embouchure position, with dashed lines indicating transitions between them. Special techniques that prescribe a particular position, like lip pizzicato and whistle tones, override these markings.

 normal position  away from mouthpiece  fully enclosing mouthpiece

The piccolo’s bottom staff indicates air pressure graphically. The middle line of the bottom staff represents the minimum air pressure required to stably sustain the fingered pitch given. Graphics within this staff thus indicate the regulation of airflow – the thicker the graphic, the greater the air pressure. Since, to a certain extent, this also prescribes dynamics, traditional dynamic markings are not given.

The horn and trombone parts mostly make use of multi-staff tablature system. The top staff refers to all embouchure actions: aperture of the buzz, articulation, air pressure, flutter tongue, singing while playing, etc. The second staff, by way of a generic pitch notation, refers to length of tubing, controlled by either valves or slides.

The trombone has an additional third staff indicating use of the F-trigger:

(●) = depress trigger fully (⌘) = depress trigger halfway (○) = release trigger

For horn: (B♭ *tr*.....) = trill Bb valve (B♭⌘) = depress B-flat valve halfway

Sometimes the horn and trombone parts make use of regular staff notation, though fingerings or slide combinations may be suggested for attaining precise overtones.

The piano is prepared with pillows and duvets in its underside and under the lid, the goal being to substantially mute the sound. Some passages, where marked, may optionally be played on a toy piano (minimum range C4-C6).

The viola and double bass parts mostly use a notation system where definite pitch is not a priority. Instead, a two-line staff articulates the upper- and lower-bound for a region of pitches determined by context, with roman numerals indicating the string on which the music should be played.

amplification:

The piccolo may be amplified with a head-worn omnidirectional microphone, mounted on the left ear and wrapping around the face to the left side of the mouth, with a view towards making the whistle-tones more present. Other solutions may provide a similar effect.

The (piccolo) trumpet may be amplified with a stand-mounted microphone to allow for more flexibility with the diffusion of the part, as a practice mute is used for most of the piece.

The setups for percussion I and percussion II are both partially amplified: Percussion I’s 5-object setup is amplified with a stand-mounted mic directly above the cadre of objects. Percussion II’s frame drum is amplified with a piezo contact mic on the underside of the head of the drum to pick up the vibrations from the bowed and plucked dowel.

The strings are each amplified (ideally individually) in the usual way. The gain on the violins and cello may need to be increased beyond typical ensemble balance conventions – their music should be supernaturally louder. *Amplification for the violins and cello is especially important for ensuring their parts maintain a near-constant presence throughout the piece.*

“I saw pipers with long silver pipes, raising these to their mouths, and then, very faintly, I heard their piping, too. I saw hundreds, thousands of men. . . And in the great pennanted tent, I knew, was Henry V himself.”

- oliver sacks, *hallucinations* (2012)

endless castle romance

an astonished, muffled heroism; "already having been". . .

daniel silliman (2016)

[illegible]

[illegible]

picc. (overblow harmonics)

ob. *mp* *mf* *f* *sfz* *pp* *mf* *pp* *f* *sfz* *sfz* *p* *f* *pp* *mf* *sfz*

b. cl. 3+4 *mf* *f* *mf* *mp* *p* t. tr.

sop. sax C5 *p* *mf* *sfz* *p* *f* *p* *mf* *ppp* "p" *p* "p" altissimo overblow C5

bsn. t. tr. "parlando" *p* *p*

hn. air

b♭ (picc.) tpt. *p* *ff* *mf* *ff* *mp* *ff* *p*

tbn. air

objects + triangle *sfz* *sfz* *sfz* *ff* *p*

frame drum prepare dowel . . . take bow "pizz."

pf. 15 *sfz* *mf* *pp* *sfz* *sfz* (white and black key clusters - use both forearms) (fist) *ff* *mf* *p* *ff* *sfz* *sfz*

vln. I *(p)*

vln. II *(p)*

vla.

vc. ord., pitch is discernible *(p)*

db.

[illegible]

picc.

ob. *with mute*

b. cl. *3+4* *3+4* *3+4* *(sim.)*

sop. sax *with mute* *(slap)* *teeth on reed* *(keys)*

bsn. *mf* *mf* *mf* *p* *sfz* *sfz* *mp* *ff* *p poss.*

hn. *B $\flat$*

b $\flat$ (picc.) tpt. *p poss.* *ff*

tbn. *f* *f* *f*

objects + triangle *p*

frame drum *sfz* *sfz*

pf. *f* *ff* *f* *(fist)* *(fists ad lib.)* *ff* *f* *ff* *f*

vln. I *p*

vln. II *p*

vla. *p* *pp* *mf* *p* *sf* *mf* *p* *mf* *f* *p* *p*

vc. *p* *pp* *mf* *p* *sf* *mf* *p* *mf* *f* *p* *p*

db. *p* *pp* *mf* *p* *sf* *mf* *p* *mf* *f* *p* *p*

16 17 18

[illegible]

8

picc.

ob.

b. cl.

sop. sax

bsn.

hn.

b^b (picc.) tpt.

tbn.

objects + triangle

frame drum

pf.

vln. I

vln. II

vla.

vc.

db.

(whistle tones) 24

sffz p *f* *ff* *sffz p* *ff* *p sub.* *f*

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

p poss. *p* *f* *sffz*

pp (beats w/ b. cl.)

sffz *f* *sffz* *ff* *p sempre* *ff* *p* *f* *p* *ff* *ff* *ppp*

pp legato poss.

remove dowel, take superball mallet

grand piano (loco)

(opt. toy piano)

to sul pont. - - - - - sul pont.

mf decresc. poco a poco

mf *pp*

sffz p *p* *sf* *pp* *mfp* *mfp* *p*

to sul pont. - - - - - sul pont.

p *mf* decresc. poco a poco

sffz p *p* *sf* *pp* *sfz p* *mfp* *p*

[illegible]

picc.

b. cl.

sop. sax

bsn.

hn.

tbn.

objects + triangle

frame drum

pf.

vln. I

vln. II

vc.

3+4

ppp

sf

pp

mp

p

(highest possible band of harmonics, soft as possible. . .)

p *poss.*

p

ppp

p *<sf>pp*

p

(slap)

(keys)

mf

p

t. tr.

t. tr.

F-1 2

11.

F-1

11.

F-1 2 3

13.

F-1 2

(alternate F# and A fingerings)

11. 13. 11. 10. 12. 10.

F-1 2 3

11.

F-1 2

11.

F-2 3

10.

10.

11.

F-1 3

F-2 3

12.

13. 14. 13.

pp

p

ppp

pp

p

ppp

p

pp

p

ppp

(+v)

mf

sfzp

p

l.v.

sfzp

ff

sfzp

ff

prepare dowel. . . . "pizz."

sfzf

mp

remove dowel, take superball mallet

15

ppp

pp

mf

ppp

f

(*ppp*)

8^{va}

(*ppp*)

(gett.)

ppp

cresc. poco a poco

(*ppp*)

picc.

b. cl.

sop. sax

bsn.

hn.

tbn.

objects + triangle

frame drum

pf.

vln. I

vln. II

vc.

lip pizz.

(highest possible band of harmonics, soft as possible. . .)

p

mf

p

mf

pp

sfz

p poss.

p poss.

mp

ppp

p

p poss.

p poss.

p poss.

mp

F-12

F-23

F-1

F-0

F-2

11.

10.

10.

11.

12.

14.

12.

14.

pp

pp

p

p

p

to drumsticks l.v.

mf

sfz

sfz

mf

ff

f

mp

f

"pizz."

prepare dowl. . . .

(trembling, uneven)

15

ppp

p

mp

sffz p sub.

Red. →

15

sffz

sffz

sffz

8^{va}

ppp

cresc. poco a poco

8^{va}

(cresc. poco a poco)

(*pp*)

(*p*)

8^{va}

ppp

cresc. poco a poco

(*pp*)

31

32

33

38

picc. (overblow) (sim.) come prima

ob. multiphonic *ad lib.*; thin and high as possible, with as much control as possible

b. cl. *p* poss. *p* overblow highest harmonics

sop. sax *p* poss. *p* *mp* "p"

objects + triangle + crotales *pp* large triangle I.v. put down triangle beater, take second bow. . . crotales *p* blend with vln I+II, vc. I.v., put down bow to chopsticks *ff* objects large triangle *sffz p*

pf. *f* *ff* *p* trill speed: . . . slower . . . faster . . . slower . . . faster . . . *mf* *ff* *f* *ff* *f* *sffz* *f*

vln. I (mf) *f*

vln. II *f*

vc. *f*

37 38 39

picc.

ob.

sop. sax

objects + triangle + crotales

pf.

vln. I

vln. II

vla.

vc.

db.

(whistle tones)

replace mute

mute in

come prima

as before: unstable and always approaching and receding from inaudibility

pp

pp

pp_{sub.}

p

p

p blend with vln I+II, vc.

put down chopsticks take both bows. . .

crotales

arco

to chopsticks

sffz

sffz

ff

sffz

ff sempre

f

sffz

mf

sffz

f_{sub.}

f_{sub.}

f_{sub.}

f_{sub.}

senza sord.

(m.s.t. sempre →)

IV

III

II

I

II

III

IV

mf

fp

mf

mf

mf

p

f

p

sf

p

mf

mf

sfp

(8 - - - -) (loco) (- - - -) molto sul pont.)

f

f

f_{sub.}

senza sord.

(m.s.t. sempre →)

III

II

III

II

IV

I

III

mf

fp

mf

mf

mf

p

fp

ff

p

pp

sf

p

mf

mf

sfp

40

41

42

[illegible]

46

b. cl.

sop. sax

bsn.

hn.

b $\flat$ (picc.) tpt.

tbn.

log drum + frame drum

vln. I

vln. II

vla.

vc.

db.

52

53

54

p *mf* *p* *sf* *3+4* *p* *mf* *pp* *sf* *p* *t. tr.* *3+4* *sf* *p* *mf* *sf* *pp*

f *p* *mf* *p* *mf* *f* *p* *poss.* *ff* *p* *p* *sf* *p* *sf* *mp*

mf *p* *f* *p* *mf* *ff* *p* *p* *f* *p*

mf *p* *mf* *ppp* *sfz* *mf* *p*

pppp *pppp* (m.s.p. $\rightarrow$)

fp *pp* *mf* *f* *p* *f* *sf* *mf* *sf* *fp* *pp* *sf* *p* *ff* *fffz*

pppp (on the threshold of audibility) *fp* *pp* *mf* *f* *p* *f* *sf* *mf* *sf* *fp* *pp* *sf* *p* *ff* *fffz*

Musical score for measures 55, 56, and 57. The score includes parts for:

- b. cl.** (B-flat Clarinet): Features complex rhythmic patterns with triplets and dynamic markings ranging from *ppp* to *f*.
- sop. sax** (Soprano Saxophone): Includes melodic lines with slurs and dynamic markings like *mp*, *mf*, and *pp*.
- bsn.** (Bassoon): Provides harmonic support with dynamic markings from *ff* to *p*.
- hn.** (Horn): Features melodic fragments with dynamic markings and breath marks (+v).
- b♭ (picc.) tpt.** (B-flat Trumpet, Piccolo): Includes melodic lines with dynamic markings and breath marks (+v).
- tbn.** (Trombone): Provides harmonic support with dynamic markings and breath marks (+v).
- log drum + frame drum**: Includes percussive notation with dynamic markings *p*, *f*, and *pp*. Instructions include "take dowel and bow, mount dowel on log drum" and "arco".
- vln. I** (Violin I): Features melodic lines with dynamic markings *pppp* and instructions like "(m.s.p. →)" and "very slow gliss."
- vln. II** (Violin II): Features melodic lines with dynamic markings *pppp* and instructions like "very slow gliss."
- vla.** (Viola): Includes melodic lines with dynamic markings and fingerings (I, II, III).
- vc.** (Violoncello): Includes melodic lines with dynamic markings and fingerings (I, II, III, IV).
- db.** (Double Bass): Includes melodic lines with dynamic markings and fingerings (I, II, III, IV).

The score is divided into three measures: 55, 56, and 57. Measure 55 includes a section for the log drum and frame drum. Measures 56 and 57 continue the orchestral and solo parts.

60

[illegible]

picc.

ob.

b. cl.

sop. sax

bsn.

hn.

b♭ (picc.) tpt.

tbn.

objects + marble drawer

frame drum

pf.

vln. I

vln. II

vla.

vc.

db.

ff sfz p mf p p ff mf p mf p

(split tone) *3+4* *(sim.)*

p < sf > p < mf > sf p

p poss. mf ppp < sf > sf p

ff pp p p mf p f sfz "p"

overblow *fff mf < mf > sf p pp ff ff*

ffz p < > p

(+v) *B♭* *B♭* *B♭*

p poss. (+v)

put down drawer, take drumsticks . . . *objects* *ff*

15- *f* *forearm* *palm* *ff* *mp* *ff*

f > p < f > p 8 ff p < ff f 8 8 8

8 8 8 8

[written, not sounding. . .]

picc.

ob.

b. cl.

sop. sax

bsn.

hn.

b♭ (picc.) tpt.

tbn.

frame drum

pf.

vln. I

vln. II

vla.

vc.

db.

ff *p* *f* *p* *p* *ffp sfzp* *p poss.*

3+4 3+4 3+4 take mute. . .

p *sfz* *p* *ppp* *f* *p poss.*

C5 C5 C5

p *sfz* *p* *p* *p poss.*

mf *p poss.* *p* *p poss.* *mf*

remove mute . . . without mute

remove mute . . . without mute (+v)

roll and tilt marbles inside drawer, as before

"pizz."

15- solo *sfz* forearms *f* *ff* *sfz* *ffz* *sfz*

8- 8- 2nd

pp [soft but undeniably present. . .]

(gett.)

pp [soft but undeniably present. . .]

(con sord. - practice mute)

ff *f* *f* *sfz* *f*

pp [soft but undeniably present. . .]

(con sord. - practice mute)

ff *f* *f* *sfz* *f*

picc.

ob.

b. cl.

sop. sax

bsn.

hn.

b♭ (picc.) tpt.

tbn.

marble drawer

frame drum

pf.

vln. I

vln. II

vla.

vc.

db.

(p poss.) *sfz* *pp* *ff* *sfz* *pp* *f* *sfz* *p* *ff* *p* *sfz* *p* *ff* *p* *mf* *ff*

(p poss.) *mf* *p poss.* *mf* *p*

mf *p_{sub.}* *p* *f* *pp* *f* *pp*

mf *p* *sfz* *mf* *p* *sfz* *mf* *ff*

p *sfz* *sfz* *p* *ff* *fp*

pizz. *to drumsticks* *to thunder sheet*

(both forearms) *ad lib.* *15* *sfz* *15*

8 *Reo.* *8* *p* *ff* *p* *ff* *f* *ff*

pp *p* *(cresc. poco a poco)*

pp *p* *(cresc. poco a poco)*

ff *p* *p* *sf* *mf* *p* *fp* *f*

pp *p* *(cresc. poco a poco)*

ff *p* *p* *sf* *mf* *p* *fp* *f*

70 71 72

This page of a musical score is a complex orchestration for a symphony. It features multiple staves for various instruments, including woodwinds, brass, strings, and percussion. The score includes complex notation, dynamics, and performance instructions.

Woodwinds:

- Piccolo (picc.):** Features a melodic line with a "bisbig." (whisper) instruction.
- Oboe (ob.):** Includes dynamics like *sfp*, *sffz*, *sfp*, *ff*, *p*, *p*, *f*, *ffp*, *f*, *mf*, *ffp*, *f*, *p*, *fp*, *f*.
- Bass Clarinet (b. cl.):** Includes dynamics like *mf*, *ff*, *p*, *sfp*, *f*, *pp*, *ff*, *ff*, *sffz*, *p*, *f*, *p*, *sffz*, *p*, *f*, *p*.

Brass:

- Soprano Saxophone (sop. sax):** Includes dynamics like *pp*, *pp*, *p*, *mp*, *ffp*, *p*, *sf*, *pp*.
- Bassoon (bsn.):** Includes dynamics like *f*, *p*, *p*, *f*, *mf*, *sffz*, *p*, *f*.
- Horn (hn.):** Features a melodic line with a "hanon-esque" instruction.
- Trumpet (b. (picc.) tpt.):** Includes dynamics like *sffz*, *f*, *p*, *f*, *f*, *sfp*, *ff*, *sf*, *ff*.
- Trombone (tbn.):** Includes dynamics like *f*, *p*, *f*, *mf*, *sffz*, *p*, *f*.

Strings:

- Piano (pf.):** Includes dynamics like *ff*, *mf*, *p*, *f*, *ff*, *mp*, *f*, *p*, *ff*, *p*, *ff*.
- Violin I (vln. I):** Includes dynamics like *ff*, *mf*, *p*, *f*, *ff*, *mp*, *f*, *p*, *ff*, *p*, *ff*.
- Violin II (vln. II):** Includes dynamics like *ff*, *mf*, *p*, *f*, *ff*, *mp*, *f*, *p*, *ff*, *p*, *ff*.
- Viola (vla.):** Includes dynamics like *ff*, *mf*, *p*, *f*, *ff*, *mp*, *f*, *p*, *ff*, *p*, *ff*.
- Violoncello (vc.):** Includes dynamics like *ff*, *mf*, *p*, *f*, *ff*, *mp*, *f*, *p*, *ff*, *p*, *ff*.
- Double Bass (db.):** Includes dynamics like *ff*, *mf*, *p*, *f*, *ff*, *mp*, *f*, *p*, *ff*, *p*, *ff*.

Percussion:

- Objects + Marble Drawer:** Includes dynamics like *ff*, *mf*, *p*, *f*, *ff*, *mp*, *f*, *p*, *ff*, *p*, *ff*.
- Thunder Sheet:** Includes dynamics like *ff*, *mf*, *p*, *f*, *ff*, *mp*, *f*, *p*, *ff*, *p*, *ff*.

Performance Instructions:

- "bisbig." (whisper)
- "split-tone; partials as high and as loud as possible, and always oscillating slightly"
- "hanon-esque"
- "gradually becoming overwhelming, deafening"
- "pour marbles back into jar as loudly and conspicuously as possible"
- "ad lib."
- "cresc. poco a poco"

picc.

ob.

b. cl.

sop. sax

bsn.

hn.

b♭ (picc.) tpt.

tbn.

objects +
crotales +
tambourine

thunder sheet

pf.

vln. I

vln. II

vla.

vc.

db.

79

80

81

p *poss.* *with mute* *p* *poss.* *p* *ff* *air + flz.*

p *ff* *air + flz.*

p *ff* *air + flz.*

pp *practice mute*

pp *to bow* *arco* *objects* *chopsticks* *(only if time allows)* *crotales* *arco* *take tambourine* *tambourine* *(thumb roll)* *pp* *p* *ff*

p *sfz* *p* *ppp*

mp *pp* *mp* *pp*

p *pp* *mp* *pp*

(pp) *(c)* *m.s.p. II+III* *mp* *ff*

(ppp) *p*

mp *ppp* *pp*

84

This page of a musical score is for a symphony, featuring a variety of instruments and detailed performance instructions. The instruments listed on the left include Piccolo (picc.), Oboe (ob.), Bass Clarinet (b. cl.), Soprano Saxophone (sop. sax), Bassoon (bsn.), Horn (hn.), B♭ Piccolo Trumpet (b♭ (picc.) tpt.), Trombone (tbn.), Tambourine and Crotales (tambourine + crotales), Log Drum and Thunder Sheet (log drum + thunder sheet), Piano (pf.), Violin I (vln. I), Violin II (vln. II), Viola (vla.), Violoncello (vc.), and Double Bass (db.).

The score is divided into measures, with various dynamic markings and performance instructions. Key markings include *ppp* (pianissimo), *ff* (fortissimo), *mf* (mezzo-forte), and *p* (piano). Performance instructions include "take both bows . . .", "gently shake sheet with free hand", "bass drum mallet on log drum", and "shake sheet". The score also includes a section marked "Reed." and a section marked "increase pressure . . . grating . . .".

picc.

ob.

b. cl.

sop. sax

bsn.

hn.

b $\flat$ (picc.) tpt.

tbn.

objects + crotales

thunder sheet

pf.

Reo.

vln. I

vln. II

vla.

vc.

db.

(ord.)

with mute

ppp

*ffz**p*

f

pp

sfp

sfp

f

p

p poss.

p

pp

3+4

3+4

3+4

ppp

ff

p

p poss.

p poss.

p poss.

11, 12, 10.

11, 12, 10.

p

p

ff

ff

(+v)

f

ppp

put down one bow, take chopsticks

crotales

let ring until sound dies out naturally

objects

mp

mp

ff

pp

f

p

take bow . . .

grasping the thunder sheet with the muting hand, freeze in playing position until the end

mf

mf

ff

sffz

sffz

p

f

p

ff

p

sffz

*sfz**p*

8

15

15

Reo.

II. 13.

I. 10.

II. 10.

9, 10, 11.

(gett.)

put down penny . . .

p

mp

sfp

ppp

sfp

ppp

III. 11.

(gett.) 14.

13.

II. 11.

10.

put down penny . . .

mp

pp

sfp

ppp

p

m.s.p. II+III

m.s.t. IV

pp

p < *ff*

pp

mp

pp

8

picc.

ob.

b. cl.

sop. sax

bsn.

hn.

b♭ (picc.) tpt.

tbn.

crotales

thunder sheet

pf.

vln. I

vln. II

vla.

vc.

db.

ppp

ppp

p poss.

p poss.

pp

freeze

pp

pp

arco

l.v. al fine

take chopsticks . . .

ff

sffz

opt. toy piano

mf

f

p

ff

sfz

p < f

p

ff

p

ppp

sfp

pp

p

ppp

p

mf

pp

pp

This page of a musical score is for a symphony orchestra. It features the following staves and instruments:

- Woodwinds:** Piccolo (picc.), Oboe (ob.), Bass Clarinet (b. cl.), Soprano Saxophone (sop. sax), Bassoon (bsn.), Horn (hn.), E♭ (picc.) Trumpet (b♭ (picc.) tpt.), and Trombone (tbn.).
- Percussion:** Objects + Triangle and Thunder Sheet.
- Strings:** Violin I (vln. I), Violin II (vln. II), Viola (vla.), Violoncello (vc.), and Double Bass (db.).
- Piano:** A grand piano (pf.) is also present.

The score includes various musical notations such as notes, rests, dynamics (e.g., *ff*, *sfz*, *ff*, *p*, *mf*, *f*, *ppp*), articulations (e.g., *fz*, *m.s.p.*, *m.s.t.*), and performance instructions (e.g., "freeze"). The piano part features complex rhythmic patterns and dynamic markings. The string parts include specific articulations like "fz" and "m.s.p." and dynamic markings like *p*, *sfz*, *mp*, and *p*. The woodwind and brass parts are mostly empty, suggesting they are resting or playing a sustained note. The percussion parts are also mostly empty, with some initial notation for the objects + triangle and thunder sheet.