

of the

michael hicks

$\text{♩} = 104$

pp cresc. (sim.) pp (<f> ad lib. →) (sim.)
 pp cresc. (sim.) ff pp (<f> ad lib. →) (sim.)
 pp cresc. pizz. arco pp (<f> ad lib. →) pizz.
 pp cresc. ff pp cresc.

5" 10" 5"

* even throbbing, ricochet battuto

PPP P

* P even throbbing, ricochet battuto

(ord) be

5" 5" 5"

↑ ↓ 1/4 tone

sul pont. eter., sporadic, rapid alternation pitch grad. →

sul pont. eter., sporadic, rapid alternation

PPP P (< > ad lib.) pitch grad. →

* non-sync., diff. tempi, $\text{♩} = 70-80$

10" first tempo

20" pizz. arco (4") (11") (attacca)

(passionately) f (< > ad lib.)

(3") mf (sf ad lib.) etc., sporadic, rapid alternation

(3") mf (sf ad lib.) etc (as before)

pitch grad. →

pitch grad. →

fff (accel/decel ad lib)

fff (accel/decel ad lib)

fff (accel/decel ad lib)

fff (accel/decel ad lib)

15" 15" 10"

fast, even throbbing

pizz, frantic

slowing

fast, even throbbing (but non-sync.)

pizz, frantic

occasionally

pizz, frantic

ff (> < ad lib)

ff (> < ad lib)

ff (> < ad lib)

ff

pizz arco pizz # arco

pizz, even throbbing arco passionately

5:3

7:6

d.

d.

ff (> < ad lib)

ff (> < ad lib)

ff (> < ad lib)

ff

↓ ↑ 1/4 →

↓ ↑ 1/4 →

(=> < ad lib)

first tempo

7"

10"

molto accel.

pizz

PPP

(pizz)

rit.

even throbbing, ricochet battuto

non-sync, diff. tempi, $\downarrow = 70-80$

Detailed description of the first system: This system consists of four staves. The top staff has a treble clef and a 6/8 time signature. The second staff has a treble clef and a 6/8 time signature. The third staff has an alto clef and a 6/8 time signature. The bottom staff has a bass clef and a 6/8 time signature. The music is marked 'first tempo'. There are two bracketed sections: the first is 7 measures long and the second is 10 measures long. Dynamics include 'pizz' (pizzicato), 'PPP' (pianississimo), 'p' (piano), 'f' (forte), and 'rit.' (ritardando). Performance instructions include 'even throbbing, ricochet battuto' and 'non-sync, diff. tempi, $\downarrow = 70-80$ '. There are also some handwritten notes like '(sim.)' and 'molto accel.'.

7"

<><> etc.

sul pont.

pp

dim.

pizz.

pp

fr.

pp

dim.

N

N

Detailed description of the second system: This system consists of four staves. The top staff has a treble clef and a 6/8 time signature. The second staff has a treble clef and a 6/8 time signature. The third staff has an alto clef and a 6/8 time signature. The bottom staff has a bass clef and a 6/8 time signature. The music is marked '7"'. There are various dynamics including 'f' (forte), 'pp' (pianissimo), and 'dim.' (diminuendo). Performance instructions include '<><> etc.', 'sul pont.' (sul ponticello), 'pizz.' (pizzicato), and 'fr.' (fermata). There are also some handwritten notes like 'N' and 'pp'.

Handwritten musical score for the first system, consisting of four staves. The notation includes various dynamics and performance instructions:

- Staff 1 (Violin):** Starts with *ord. Pizz.* and *f*. Later features *tr. (widem ad lib)*, *f*, *tr. (sim.)*, and *pp*.
- Staff 2 (Violin):** Features *ord. Pizz.*, *f*, *p*, *f*, *arco tr.*, *p*, *f*, *pizz*, and *tr. (sim.)*.
- Staff 3 (Viola):** Features *ord. Pizz.*, *f*, *p*, *f*, *arco*, *(d.)*, *f*, *pizz*, and *tr. (sim.)*.
- Staff 4 (Cello):** Features *ord. Pizz.*, *f*, *p*, *f*, *arco*, *(d.)*, *f*, *pizz*, and *tr. (sim.)*.

Handwritten musical score for the second system, consisting of four staves. The notation includes various dynamics and performance instructions:

- Staff 1 (Violin):** Starts with *ord. pizz* and *f*. Includes a slur over the first two measures and a dynamic change to *f* in the third measure.
- Staff 2 (Violin):** Starts with *arco* and *f*. Includes a slur over the first two measures and the instruction *passionately*. A bracket above the staff indicates an *8"* interval. A note in the third measure has the instruction *(hold E, slide D up and down as much as whole step either direction)*.
- Staff 3 (Viola):** Starts with *ord. pizz* and *f*. Includes a slur over the first two measures and the instruction *(ad lib)*.
- Staff 4 (Cello):** Starts with *(pizz)* and *f*. Includes a slur over the first two measures.

10"

arco # - # tr. pont. (tr.) (as before)

Passionately

pp

f

pp

f

pp

arco

pizz.

arco

tr.

pizz.

P

f

P

tr.

tr.

pp

pizz.

P

f

P

pizz.

P

f

P

arco

(♩)

pizz.

P

f

P

arco

pizz.

arco r/b

40"

arco ricochet bottuto, pizz., arco, pizz., arco r/b

(Constantly change dynamic)

arco - passionately

pp

f (= < ad lib.)

grd.

start here to play the vn. II line from its beginning in this section (canon)

5"

arco

pizz.

arco

pizz.

pp

(Constantly change dynamic)

♩ = ca. 80
pizz (♩ ad lib) 2nd x rit.

5" 10"

first tempo

passionately tr. (widen ad lib.)

(♩ ad lib.)

passionately (♩ ad lib.)

pizz. mf

pont. PPP

(♩)

rit. ♩ = 90

ord

tr. $\overline{8ve}$

10"

ff mf PPP

ff

tr. tr. tr. tr.

ord

p

ff mf PPP

ff

free, accel/decel 2d lib

poco <> ad lib.

Free, accel/decel ad lib.

poco <> ad lib

free accel/decel 2d lib etc.

poco <> ad lib

8" ric. bst. as before

5" tentatively

15" gaining confidence, accel/decel ad lib (legato)

3/4

f

pizz (2dx & ad lib)

(pizz) frantic

(f)

p *f* *p* *f*

f

(pizz) b

(pizz.)

3/4

3/4

3/4

3/4

even throbbing ricochet, battuto

f *p*

pizz. frantic

f

f (non sync w/vn 1)

p

$\text{♩} = 76$ very gradually gliss. up to middle C (by end of next system) + ♯^{2d} lib

arco

ff

arco

ff

arco

ff

5/8

5/8

5/8

5/8

start together

15" throbbing

10"

slowly, rubato, non sync.

ad lib. ff

slowly, rubato, non sync.

ad lib. ff

slowly, rubato, non sync.

ad lib. f

* tutti = pont → tasto ad lib

5"

35" (tutti accel.)

1st tempo

accel. → arco, ricochet, butt

pizz arco

pizz arco

arco

tr.

tr.

long

ff (rapid > < ad lib.)

start here to play v2. line from its beginning

ff (rapid > < ad lib.)

ff (rapid > < ad lib.)

(grad. add sf)

(grad. add ff)

f

f

* vns+va:
after ca. 10"
gradually slide trill up and down (up to a minor third either direction) + expand width of trill ad lib.

7"

40"

tasto

tasto

pizz rubato (slow)

(accel →)

(relax)

arco

f

p

f

fff

pizz

pp

pizz

pp

pizz

pp

as long as feasible

fff