

Rain Tiger

for clarinet, two violas, cello, piano, toy piano, steel drums, maracas, and bowls

Michael Hicks

Performance Notes

All players play from score. (The B-flat clarinet part is transposed.)

The notation alternates between conventional metered notation and more flexible notation in sections with real-time durations assigned to them (timings are only approximate).

A bracketed figure should be repeated *rubato* for the duration shown by a line following it.

Viola and “shadow viola”

In addition to the main viola, whose player should be at the front of the ensemble, the piece calls for a “shadow viola,” whose player is seated at the back of the ensemble. Throughout most of the piece, the shadow violist plays the viola part *just behind the viola in time and only slightly above the threshold of audibility* (i.e., a quasi-echo). In so doing, the player may “cheat” on difficult passages, playing the gist of a passage if not all the notes precisely.

On pp. 13-14, as noted in the score, only the shadow violist plays; he or she should play the part as written, projecting the part as if he or she were the main violist. On pp. 14-15, as noted in the score, while the shadow violist plays the quasi-cadenza the main violist pantomimes playing, as if he or she were actually playing it, but not letting the bow touch the strings. From p. 15 to the end, as noted in the score, only the main violist plays the viola part while the shadow violist remains at rest.

Piano

The piano (which must be a grand) must have a moderately light-gauge necklace chain laid perpendicularly across the strings about 1" from the dampers (on the side opposite from the keyboard). Since this chain should run from the lowest to the highest string (draped over or threaded under braces as feasible), several strands laid end to end will be needed to traverse the entire width of the piano’s harp.

In several places the score calls for a “brush.” This is a drummer’s wire brush tremoloing on the strings as suggested in the notation. In all these passages the sustain pedal should always be down.

Pedaling otherwise in the piece is left to the discretion of the player *for the purpose of phrasing and shaping lines*. The written rests, however, should be observed. Whenever a long sustain of a chord is to be accomplished with the pedals, written-out ties will make that evident.

Toy piano

Any toy piano of two or more octaves should be usable. (Older models--e.g. Jaymar brand uprights--typically provide more exotic sounds, richer overtones, but may have a noisier action.) During tremolo passages the player should generally try to minimize the noise of the action by executing the tremolo more slowly than one normally would, gently rocking on the keys at a more moderate pace. The noise of the action must not protrude too much from the ensemble—slight overall muting or baffling of the instrument might be needed for balance. Notes may be transposed by an octave, as dictated by the range of the instrument used.

Steel drum

The part is intended for a “triple guitar” steel drum.

Maracas

Use two large wooden maracas with a very high pitched sizzle. Except as noted in the score (“both”), only one maraca at a time plays each note. The player may alternate maracas *ad lib.*

Bowls

These are a group of 5-6 resonant bowls made of stoneware, glass, or porcelain, varying in size (salad size to casserole size) on which two players in alternation trill their fingers on the rims (toward the inside), from bowl to bowl, *ad lib.* (These bowls should be chosen for the quality of their ringing.) These form a kind of “distant rain gutter drone” throughout the piece, just slightly above the threshold of audibility in quiet passages (*slight* miking may be needed), not audible in louder passages, but *always* present throughout the piece.

$\text{d} = 80 \pm$

Rain Tiger

michael hicks (2002)

B \flat cl

V2
(+ "Shadow V2" - see perf. notes)

Vc

pho
w/chains
see perf.
notes

toy
pho

st.
drum

Mar
(bowls)
(Sempre)
(see perf.
notes)

Rain Tiger

ca. 10"

3

4 3 3 2 4 3 3

n p pp

pp < > < > sim. n

p pizz. tr. mp pizz.

4 p 3 2 4 p 3 3

pp

pp

4 3 2 4 3 3

pp

pp

pp

3

B♭ cl

Va

vc

pno

toy pno

st drum

mar

3 5 7 4 3 c2. 10"

pp mp → n pp (arco) pp LH pizz. 2rco pizz. 4H pizz.

brushes on strings PPP

8va basso

(non-sync. w/va) R both one both

3

(cond. cues)

ca. 15"

cl. (PPP) | x. | $\begin{array}{c} \text{n} \\ \leftarrow \end{array}$ pp $\begin{array}{c} \text{mp} \\ \leftarrow \end{array}$ pp | - | x. | - | x. | pp | x. | $\begin{array}{c} \text{y} \\ \leftarrow \end{array}$

v2 (PPP) | x. | x. | x. | - | - | x. | - | x. | x. | x.

vc (PPP) | x. | $\begin{array}{c} \text{b} \\ \leftarrow \end{array}$ p | - | - | - | x. | - | x. | x. | x.

pno (3) | x. | pp | $\begin{array}{c} \text{b} \\ \leftarrow \end{array}$ p | - | 3 | 2 | 3 | 2 | 3 | 2 | 3 |

toy pno | x. | x. | - | x. | - | $\begin{array}{c} \text{pp} \\ \leftarrow \end{array}$ | 3 | 2 | 3 | 2 | 3 | 2 | 3 |

st. drum | x. | x. | x. | - | $\begin{array}{c} \text{p} \\ \leftarrow \end{array}$ | x. | pp | x. | x. | x. | x. | x. |

mar | x. | y | $\begin{array}{c} \text{p} \\ \leftarrow \end{array}$ | - | - | x. | x. | y | p | - | x. | x. |

4

cl 5
vcl 3
vc 2
pno 3
toy pno 3
st drum 3
mar 3

Measure 1: cl (5), vcl (3), vc (2), pno (3), toy pno (3), st drum (3), mar (3).
Measure 2: cl (5), vcl (3), vc (2), pno (3), toy pno (3), st drum (3), mar (3).
Measure 3: cl (5), vcl (3), vc (2), pno (3), toy pno (3), st drum (3), mar (3).
Measure 4: cl (5), vcl (3), vc (2), pno (3), toy pno (3), st drum (3), mar (3).
Measure 5: cl (5), vcl (3), vc (2), pno (3), toy pno (3), st drum (3), mar (3).
Measure 6: cl (5), vcl (3), vc (2), pno (3), toy pno (3), st drum (3), mar (3).
Measure 7: cl (5), vcl (3), vc (2), pno (3), toy pno (3), st drum (3), mar (3).
Measure 8: cl (5), vcl (3), vc (2), pno (3), toy pno (3), st drum (3), mar (3).
Measure 9: cl (5), vcl (3), vc (2), pno (3), toy pno (3), st drum (3), mar (3).
Measure 10: cl (5), vcl (3), vc (2), pno (3), toy pno (3), st drum (3), mar (3).

5

A handwritten musical score for six instruments, spanning six staves. The instruments are: cl (Clarinet), vcl (Violin), vc (Cello), piano, toy piano, and st. drum (Snare Drum). The score includes dynamic markings such as *f*, *mf*, *p*, and *mp*, as well as performance instructions like *tr. unison.* and *f.v.v.v.*. Measures are numbered 3, 4, and 5 above the staves. The piano part features a bracket under its first two staves. The score concludes with a measure number 6 at the bottom.

6

ca. 15"

*tutti: very tremolo speed
(Cond. cue as before)*

*RH: brush on strings
match rhythm of clar., shape in contrary motion to clar.*

PPP <=> S

The score consists of six staves. The first three staves (Oboe, Violin 2, Violin 1) have dynamic markings like f, pp, and pizz. Sporadic, fast/slow vary ad lib. The piano staff has dynamic markings like pp and p. The toy piano staff has dynamic markings like ppp. The maracas staff has dynamic markings like pp and s. There are also performance instructions for tremolo speed and RH brush on strings.

cl 2 5
tr. unnn

va 2 3 5
pp f
(gliss.)
arc

vc 3
f pp f
RH: Brushes (sim.)
RH (sim.)

pno 2 5 (f)
tr. unnn pp f
3 (f)

toy pno 2 5 p < f
tr. unnn 2 5 p < f
3 p < f
both accel

st drum 2 5 p < f
tr. unnn 2 5 p < f
3 p < f
f p f
accel

*tutti: espressivo, shape ad lib.

ca. 10"

d

ff*

pizz arco

ff* <>

pno

toy piano

st. drum

mar

ca. 10"

mp sim. <> ad lib.

(gliss)

brush

sim. <> ad lib. LH

ca. 8"

ca. 8"

ca. 8"

pp

f p

pp

9

Cl.

pizz subt. pizz (until noted) arco

Vcl

pizz subt. (until noted) arco

Vc

pno

toy pno

st. drum

M25

Detailed description: This is a handwritten musical score page for a six-part ensemble. The parts are: Clarinet (Cl.), Violin (Vcl), Cello (Vc), Piano (pno), Toy Piano (toy pno), and Snare Drum (st. drum). The score is in common time and consists of two systems of music. The first system starts with a dynamic of p. It contains various musical instructions such as 'pizz' (pizzicato), 'arco' (bowing), 'mf', 'f', 'pp', and performance techniques like 'mf 3' and 'f <> <>'. The second system begins with a dynamic of mf. The piano part has a bracket under its first two staves labeled 'pno'. The snare drum part has a dynamic of pp at the start of its second staff. The score ends with a double bar line and repeat dots above it.

10

CL p <> <> sim. p <> <>

Va f.v. n.v. mf (d) ord.

Vc p - mf <> <> sim. pp (LH pizz.)

pno p mf p b.d. brush ppp < p (put brush down)

toy pno mf p pp

st
drum 3 etc. } alternate & combine C's ad lib., sempre trem.)

MAR p 5

4 = ca. 100

11

3

Handwritten musical score page 11. The score consists of seven staves:

- cl**: Clarinet part. Measures 1-10 show various dynamics (pp, mf, f) and articulations (trills, slurs). Measure 11 starts with a dynamic of **pp**.
- vcl**: Bassoon part. Measures 1-10 show dynamics (pp, mf) and articulations (trills). Measure 11 starts with a dynamic of **pp**.
- vc**: Double bass part. Measures 1-10 show dynamics (p, pp) and articulations (trills). Measure 11 starts with a dynamic of **pp**.
- pno**: Grand piano part. Measures 1-10 show dynamics (pp, mf, f) and articulations (trills, slurs). Measure 11 starts with a dynamic of **pp**.
- toy pno**: Toy piano part. Measures 1-10 show dynamics (pp, f) and articulations (trills). Measure 11 starts with a dynamic of **pp**.
- st drum**: Snare drum part. Measures 1-10 show dynamics (f) and articulations (trills). Measure 11 starts with a dynamic of **pp**.
- mar**: Maracas part. Measures 1-10 show dynamics (f) and articulations (trills). Measure 11 starts with a dynamic of **pp**.

Measure 11 concludes with a dynamic of **pp** and a tempo marking of **nr./s.v. ad lib.**. The page number **11** is located in the top right corner.

3 3 4 3 3 4 3 5

cl mp $\# \frac{2}{2}$ pp ad lib. pp pp mp
v2 pp mf
vc pp mf n.v./s.v. ad lib.
pno 3 3 4 pp 8va tr. 3 pp 4 pp 3 pp 5 pp (mp) 3
toy pno 3 4 tr. tr. 3 4 3 5
st drum #
mar n p pp 3

13

 $\text{d}=80\pm$

ca 8'' ca 15'' ca 7''

cl PPP (shadow viola only; until noted) *p* (blow, trill on keys)

(*v2*) PPP (\equiv 2d lib) *p* *f* *sporadic* (as before)

vc PPP (\equiv 2d lib) *p* *f* *mf* pizz sporadic (as before)

pno BRUSH *p* *f* *pp* *mf* (match rhythm of clz.)

toy pho

st. drum PPP *p* *5* *2* *5* *2*

m25 *p* both (non accel) *(x.)*

2
tr. um

ca 10"

ca 45" (incl. segment on next page)

(shadow v.a. plays, v.a. pantomimes in sync., as though playing)
rhapsodic
n.v. → f.v.

cont'd

cl
v.a.
vc
pno
toy pno
st drum
mar

15

cl

v2

vc

pno

toy pno

st drum

mar

3 2 7 2 7 4

V2 only - no shadow v2. > for rest of piece

pizz 2cc

<> <> sim

3 p = 3 2 7 f 2 7 p 4

3 pp 3 2 7 mf 2 p 7 pp 4

pp <> f p p

pp <> p

4

ca 45"

(↗ and ^{poco} ↘ ad lib, morendo to end)

cl f PP

V2 f PP

Vc f morendo to end

pno (≡ and alternate ad lib) < > < > sim.

p (very slow)

toy pno f PPP

st drum f = morendo to end

mar S S f = N