# Gordon Williamson

# Unhinged

(2014)

für Orchester for orchestra

> Partitur Score



## IMPRESSUM

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# INSTRUMENTATION

3 Flutes (3rd doubling Piccolo)

3 Oboes

3 B<sup>b</sup> Clarinets (3rd doubling B<sup>b</sup> Bass Clarinet)

2 Bassoons

Contrabassoon

 $4 \ F \ Horns \ (all \ use \ straight, \ stop \ and \ practice \ mutes)$ 

3 C Trumpets (all use straight, cup, harmon, wah-wah and practice mutes)

3 Trombones (3rd is Bass Trombone, all use straight, harmon, wah-wah and practice mutes) Tuba

Timpani 4 Percussion

: Percusssion 1:	Bass Drum	Percussion 2:	Bass Drum
	Tubular Bells		3 Button Gongs
Percussion 3:	Marimba		Tam-Tam
	Crotales (middle C crotale can be lowered into water)		Glockenspiel (with pedal)
			2 Tubular Bells (water bells, see notes)
	Plate Bell		
	5 Temple Blocks (low - high)	Percussion 4:	Tam-Tam
	Button Gong		Button Gong
			Vibraphone
			5 Wood Blocks (med - high)

Harp Piano

14 Violin I (all use metal practice mutes)
12 Violin II
10 Viola
8 Violoncello (all use metal practice mutes)
6 Contrabass

Duration: ca. 12 Minutes

This is a transposed score: all transposing instruments are notated in their relevant transpositions.

# Orchestral setup:

Perc. 1 Perc. 2 Timp. Perc. 3 Perc. 4 Cl. Bsn. Hn Fl. Ob. Tpt. Tbn. Vln. II Vla. Hp. Tb. Pno. Vln I Vc. Cb.

Cond.

# PERFORMANCE NOTES

#### General:

Grace notes are played before the beat.

Glissandi are executed over the entire notated durations, pitches in parentheses (either during or at the end of the gliss) are not audible arrival points but rather serve as rough goals/guidelines that inform the speed of the glissando.

Dynamics are resultant: ie notated *piano* is the desired audible dynamic level (passages with practice mutes or utilizing particlar playing techniques will need to be played significantly louder in order to be heard as *piano*).

Quarter tones are noated as follows: 🖕 d 🛊 🗰 (3/4 flat, 1/4 flat, 1/4 sharp, 3/4 sharp)

The length of various fermatas and pauses in the piece will vary depending on the acoustics of the performance space, but are meant to be an audible break in the music (breath marks are somewhat shorter).

### Winds:

- △ ▲ indicates half air, half tone playing.
- × indicates a specific fingering over which an extended playing technique is to be executed (technique is specified in the score).

bisb. is an alternate note fingering trill.

pizz. is a lip pizzicato (in the flute, the clarinets should immitate this timbre).

slap in the clarinets is the percussive slap tongue effect, in the oboes and bassoons is a softer, underblown percussive effect. (Peter Veale refers to this as a slap tongue in his oboe technique book and Pascal Gallois uses the term 'flap' in his bassoon technique book).

#### Brass:

- indicates sung pitches.
- $\times$  is an open hand slap on the mouthpiece of the instrument, a 'pop' sound.
- ↑ is the highest note possible.
- noteheads are pure air sounds, sometimes to be executed over a given fingering. Pitched air sounds are also called for, here the notated pitches are input pitches for the player (sounding roughly a second higher/lower).

Practice mutes are called for in all brass instruments except for the tuba. Ideally these are Yamaha 'Silent Brass' mutes.

Both 'wah-wah' and harmon mutes are called for in the score. The wah-wah mute is the harmon mute with stem in (having one of each is preferable but, as written, it is probably possible to insert/remove the stem in the breaks between playing).

# Percussion, Harp, Piano:

- + in the piano are dampened pitches, either with the finger or using the preparation described below

'Mallet handles' are often called for in the various percussion parts. The desired sound quality is indeed the light and high pitched clicks produced when playing with mallet handles. Alternatives such as timbales sticks or perhaps drum sticks with very small heads are all possible substitutes for actual mallet handles (which are easily damaged), and may even carry the sound further in an orchestral space.

The second percussion player uses 'water bells'. These are the two individual tubular bells, removed and suspended with a rubber or bungee elastic over a bssin of water. The bells can be lowered into the water, lowering the pitch. The third percussionist also has a small basin of water for use with the middle C crotale.

Both the piano and the harp make use of a hard plectrum.

Harp harmonics sound an octrave higher than written.

The following pitches of the piano are dampened (+) throughout the piece, and can be prepared in advance using tuning wedges, sticky tack or some other material:



# Strings:

- ~ is finger tapping (best realized with the first finger dampening the string and the second finger tapping).
- ٨ is the highest note on the indicated string.
- indicates the sudden dampening of all strings. 0



III IV The are sounds played behind the bridge, the string is always indicated.

The following abreviations for playing techniques are used throughout the string parts:

s.t. / m.s.t.	sul tasto / molto sul tasto		
m.s.p. / s.p.	sul ponticello / molto sul ponticello		
pos. ord.	return to ordinary playing position		
c.l.t. / c.l.b.	col legno tratto / col legno battuto		

arco ord. return to normal playing (with the bow hairs)



is a chromatic cluster (here in the contrabass: each of a six players has their own pitch to fill out the perfect fourth)

The string parts are often divided by stand (Violin I div. a 7, for example), and groups of stands (Violin 1-2, 3-4, 5-7) are specified for the spatial placement of sounds (ie. moving from the front to the back of the section or left to right on stage). Passage marked div. a 2 are the normal inside/outside stand division of the section.

A few passages have a non-divisi unison marked beating. The fingered pitch is pulled down very slightly to create audible beats against the open string.

Some passages in the violoncello and contrabass make use of upper partial harmonics, the numbers refer to the specific partial numbers of the harmonic series.

Longer passages notated under a single slur are executed with free bow changes: the desired sound is an unbroken line (particularly for longer glissasndi).

Two particular glissandi techniques are used throughout the piece:



The 'seagull gliss' is a artificial harmonic glissando produced on a single string by not adjusting the physical distance between the stopped pitch and the harmonic as the player moves up/down the string (as opposed to a sliding on a fourth harmonic, where the player adjusts this distance to accommodate for the changing length of the string). The notated pitches are approximate and are a visual representation of the larger move-ment up or down the string rather than specific start/end harmonics.



This gesture is a glissando across all four strings: the left hand holds a chord that moves the notated distance while the bow moves from the lowest to highest strings. This notation varies slightly due to the gesture being executed at various speeds and directions, but the basic physical motion is the same. (Violin I in bars 153-155 is the same gesture, played as fast as possible, for example).

dedicated to Johannes Schöllhorn

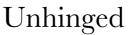
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