

Symphony Games No. 1a 2024/6/20
for Strings (Orchestra) ~ 2024/7/12
(11:35am).

Miscellaneous

Instruction:

Every player is supposed to have their own rhythm, unless explicitly stated.

Conductor shall conduct orchestra in "1" $\frac{1}{2}$, every semi-breve, with disregard to normal fixed tempo. Freely conduct!

In this work, many changes on pitches would require players to slide!

$\circ \underline{\underline{\circ}}$ will mean slide while $\circ _ \circ$ means slurs (phrasing on connected, depends.)

Conductors ~~shall~~ are recommended to hold \circ semi-breve long if 2 semi-breves are connected for all ~~the~~ parts playing the pitch (>4 seconds).

Parts of themes taken from Canton folk song $\frac{9}{8}$ (1936, pub. 1952), by $\frac{1}{2}$ (1962).

~~There~~ There exists long notes. Staggering bowings are actually preferred, but only to individually ^{extremely} change bowings when bow reaches the end tip.

• Aleoric brackets meant to be played repeatedly and indefinitely, ^{Fixed} ~~no~~ rhythm indicated relatively only to the bracket. However, performer should play it in folk style (fragment of a folk song after all).

P.S. Performers can change strings ~~for~~ before sliding, after accenting the desired pitch ^{all performers} conductor shall indicate next pulse after ~~every~~ has finished sliding to next ^{pitch} note, and performer shall accent the note right at the pulse!

Violin Aletoric!

1 (non div.)

Violin I and II staves. Violin I (top) starts with a treble clef and a key signature of one sharp (F#). It contains a melodic line with notes and rests, marked with dynamics mf , $< f >$, mf , and $ppp/8$. Violin II (bottom) starts with a bass clef and contains a similar melodic line, marked with mf and $ppp/8$. A $div.$ marking is present above the Violin II staff.

Viola

1 (div.)

Viola staves. The top staff has a treble clef and contains a melodic line with notes and rests, marked with $ppp/8$. The bottom staff has a bass clef and contains a similar melodic line, marked with $ppp/8$. A mf marking is present at the end of the bottom staff. A $div.$ marking is present above the top staff. A $sull.c.$ marking is present above the bottom staff.

Cello

1

Cello staff 1. Treble clef. Melodic line with notes and rests, marked with mf and f . A mf marking is present below the staff.

2

Cello staff 2. Bass clef. Melodic line with notes and rests, marked with mf . A mf marking is present below the staff.

3/Double Bass

Double Bass staff. Bass clef. Melodic line with notes and rests, marked with f . A mf marking is present below the staff. A $2H pizz.$ marking is present above the staff.

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//

Handwritten musical score for Violin I (Vn I), Violin II (Vn II), Viola (Va), Violoncello (Vc), and Double Bass (Cb).

Vn I: Treble clef, 2/4 time. Dynamics: *p*, *f*, *mf*, *f*. Includes a *(nondiv.)* marking and a *< f >* dynamic change.

Vn II: Treble clef, 2/4 time. Dynamics: *p*, *f*, *mf*. Includes a *(nondiv.)* marking and a *p < mf* dynamic change.

Va: Treble clef, 2/4 time. Dynamics: *p*, *f*. Includes a *Doting.* marking and a *p < mf* dynamic change.

Violins (Vn I & II): Includes rhythmic patterns in brackets with *mf* and *p* dynamics, and a *(- →)* dynamic change.

Vc: Bass clef, 2/4 time. Dynamics: *mp*, *mf*. Includes a *pizz.* marking and a *tu ~~~~~* marking.

Double Bass (Cb): Bass clef, 2/4 time. Dynamics: *p*, *f*. Includes a *pizz.* marking.

The score concludes with a double bar line and repeat slashes on the bottom staff.

Handwritten musical score for Violins (Vn), Violas (Va), and Cellos/Double Basses (Vc).

Vn
 - mf - p - ppp mf
 - ppp mf

Va 1
 - p - f (subito) mf

Va 2
 - p - f (subito) mf

Vc 1
 - p - f mp

Vc 2
 - mp

Vc 3
 - non-div. p ff

Arrows indicate phrasing and dynamics across staves.

*) Conductor shall indicate next beat/semi-beat after ~~all~~ ^{all players} have played 16th notes!!
 Players shall play 16th notes fast!!

**) Yes,

Handwritten musical score for Violin (vn), Viola (vcln), and Cello (Cello).

Violin (vn): Starts with a *flauto* (flute) section in a box with dynamics *(mf?)*. The main part begins with *pizz!* (pizzicato) and *mf*. A *Decorde!* (harmonic) section follows with dynamics *ppp* and *p*. The piece ends with a *f* dynamic.

Viola (vcln): Features a melodic line with dynamics *mp*, *p*, *mp*, and *p*. It includes a section with *ppp* and *p* dynamics.

Cello (Cello): Starts with *calm, clear* and *mp*. A *div.* (divisi) section follows with *non-harm.* (non-harmonic) notes. Dynamics include *mf* and *f*. The piece concludes with *ff* dynamics.

At the bottom, there is a note: // *) ~~pp~~ Asynchronous pizz. //

Handwritten musical score for a string quartet, consisting of five staves. The notation includes various dynamics, articulations, and performance instructions.

- Staff 1 (Violin 1):** Starts with a dynamic of *mf* and a tempo marking of *And.*. It features a sequence of notes with a dynamic change to *mp.* and a section marked *ppp*. The staff concludes with a *subito* instruction.
- Staff 2 (Violin 2):** Features a dynamic of *mp.* and a section marked *ppp*. It concludes with a *subito* instruction.
- Staff 3 (Viola):** Features a dynamic of *mp.* and a section marked *ppp*. It concludes with a *subito* instruction.
- Staff 4 (Violoncello):** Features a dynamic of *mf* and a section marked *ppp*. It concludes with a *subito* instruction.
- Staff 5 (Double Bass):** Features a dynamic of *f* and a section marked *ppp*. It concludes with a *subito* instruction.

The score includes various musical notations such as notes, rests, and dynamic markings (*mf*, *mp.*, *ppp*, *f*). Performance instructions like *And.*, *subito*, and *(non-harmonic)* are present. The piece ends with a double bar line and a fermata on the final note of the fifth staff.

Handwritten musical score for strings and woodwinds. The score includes parts for Trombones (1-3), Violins (1-2), and Basses (1-3). The notation is dense with various musical symbols, including dynamics (mp, mf, f), articulation (trills, accents), and performance instructions like "div." and "gliss.". There are also handwritten annotations like "(b)", "(A)", and asterisks.

// (*) Depends. If capable, gliss. If no, then ignore the gliss. //

***) Change string! D => G.

Violin

(div.)

*)

1 *ppp/g*

2 *G corde (div.)* *G corde <f>mf* *ppp/g*

3 *Decorde* *G corde* *(div.)* *(no dynamic change)* *ppp/g*

1 *(div.)* *ppp/g* *(unis)*

2 *(no div.)* *ppp/g* *sfz* *(no trem.)* *(unis)*

3 *<f* *mf* *(no trem.)* *sfz*

1 *(div.)*

2 *(div.) (f)*

3 *mf*

// *) *mf* , Also if *mf* is possible, then play *mf* instead of *mf* . //

Violin
1 (last statement).

→ until conductor says stop!

2024/7/102
11:35am.