

Garth Paine

No Stone Unturned

Commissioned by Simone Mancuso for the San Diego New Music Ensemble

2016

No Stone Unturned

GARTH PAINE
(2016)

Flute
pppp

Trombone

Violin

Viola

Cello

Double Bass

Electronics

bounce back of bow

Violin
Bounce back of bow

Viola
Bounce back of bow
ppppp

Violoncello

hair of bow (arco)

✓

10

Fl.

Tbn.

Vln.

Vla.

Vc.

D.B.

Elec.

key slaps

p

wait 5"

mf

p

ppppp

back of bow

allow to bounce

Violin back of bow

allow to Bounce

Viola back of bow

allow to Bounce

Violoncello back of bow

allow to Bounce

Double Bass back of bow

allow to Bounce

Electronics

1

just audible

3

Detailed description: This is a musical score for a chamber ensemble. The instruments are Flute (Fl.), Trombone (Tbn.), Violin (Vln.), Viola (Vla.), Violoncello (Vc.), Double Bass (D.B.), and Electronics. The score is divided into three sections by vertical dashed lines. The first section (measures 10-15) features 'key slaps' in the Flute and Trombone parts, with dynamics ranging from *p* to *mf*. The second section (measures 16-20) includes a 'wait 5"' instruction and features 'back of bow' techniques in the strings and Double Bass, with dynamics like *mf* and *p*. The third section (measures 21-25) is characterized by 'ppppp' dynamics and 'allow to bounce' instructions for the strings. The Electronics part is represented by a box labeled '1' and a wavy line. The score concludes with a final measure marked '3'.

Fl. *increasing bend* *sf* *ff* *ppppp* *pp*

Tr. *mute, growl* *f* *pp* *blow air*

Vln. *Violin*

Vla. *Viola*

Vc. *Violoncello* *ff*

D.B. *Double Bass arco, hair of the bow harmonics* *psf* *psf* *psf* *back of bow* *free bounce accel.....* *pp*

Flute *blow wind, no tone* *just audible*

Alto Flute

Elec.

Annotations: *increasing bend*, *blow wind, no tone*, *just audible*, *mute, growl*, *blow air*, *back of bow*, *free bounce accel.....*, *psf*, *pp*, *ff*, *ppppp*, *pp*, *ff*, *psf*, *psf*, *psf*, *pp*

Performance marks: checkmarks, 'x', and various musical symbols (accents, slurs, dynamics) are placed throughout the score.

Wait for Electronics

Not Together
Play at random times

Fl.

Tr.

Vln.

Vla.

Vc.

D.B.

Elec.

C Flute

Flute
repeat 8 x

Trombone

repeat 8 x

(repeat previous square 4 more times)

Violin

repeat 8 x

repeat 8 x

Viola

repeat 8 x

cello

repeat 8 x

Violoncello

Double Bass

repeat 8 x

Electronics

Violoncello

repeat 6 x

Bass repeat 5 x

3

key clicks

Fl. *mf*

Tbn.

Vln.

Vla.

Vc. *ff*

D.B. *p*

Elec.

The score consists of seven staves: Flute (Fl.), Trombone (Tbn.), Violin (Vln.), Viola (Vla.), Violoncello (Vc.), Double Bass (D.B.), and Electric Guitar (Elec.).

- Flute (Fl.):** Features a series of key clicks represented by solid black circles. A dashed line indicates a melodic contour. Dynamics start at *mf* and transition to *p* after measure 7.
- Trombone (Tbn.):** The staff is empty.
- Violin (Vln.) and Viola (Vla.):** Both staves are empty, indicating they are muted.
- Violoncello (Vc.):** Contains three measures of chords, each marked with *ff* and a fermata.
- Double Bass (D.B.):** Contains one measure of a chord marked *p* with an *8va* marking and a fermata.
- Electric Guitar (Elec.):** The staff is empty.

ff

Tbn. *ff*

Vln. *pizz.* *sfz* arco

Vla. *ff* 6 gliss. gliss.

Vc. *f*

D.B. *ff* Double Bass scratch note

Elec.

Flute *ppp* 3 3 *ppp* 3 3

Trombone *sf*

Violin

Viola

Double Bass scratch note



Wait 5"

Fl. *mf* tremolo

tr

p

ppp

Flute

Tr.

Vln. *sfz ff* pizz. arco

Trombone *sf*

Vla. *ff* 6

gliss. ++va

tr

ff

gliss. ++va

Vc. *f*

Double Bass scratch note

Double Bass scratch tone

D.B. *ff*

D.B. *ff*

Wait 5"

Elec.



Wait 20"

Fl.

Tbn.

Vln. *fff* *ff* arco (*+++va*) (*+++va*)

Vla. *pp* as fast as possible randomize rhythm by lengthening occasional note wait for violin repeat *ppp*

Vc. *ppp* (slow glissandi throughout) Violoncello *f*

D.B. *ppp* *gliss.* *gliss.* *gliss.* *gliss.* *mf* *gliss.*

Elec. 5

x 2

Fl.

click
f

click

hard air blow

key clicks
mf

Wait 20"

Tbn.

molto rubato
mf

To

Vln.

pizz.
p

arco (++va)

(++va)

Vla.

as fast as possible
pp

ppp

Vc.

f

D.B.

gliss.
ppp

gliss.

gliss.

gliss.

Wait 20"

Elec.

The score is divided into two sections by a vertical dashed line. The first section includes a Flute part with 'click' markings and a 'standard mute' box. The second section includes a Viola part with 'varying modulation depth and speed (random)' and a 'wispy floating' instruction, and a Violin part with 'pizz.' and 'arco' markings. Dynamic markings range from *ppp* to *f*.

Flute (Fl.)
 - *f* (first section)
 - *mp* (second section)
 - *f* (third section)
 - *p* (fourth section)

Viola (Vla.)
 - *ppp* (first section)
 - *f* (second section)
 - *f* (third section)
 - *p* (fourth section)

Violin
 - *f* (first section)
 - *p* wispy floating (second section)
 - *p* (third section)
 - *mf* (fourth section)
 - *f* (fourth section)
 - *p* (fourth section)

12

Fl.

Tbn.

Vln.

Vla.

Vc.

D.B.

Elec.

Flute

pppp

Violin
Bounce back of bow

Viola
Bounce back of bow

hair of bow (arco)

6

11/12/16 22:24:36 no stone unturned 8

repeat 3 times with 5-7 second gap

Fl. *pp*

Tbn. *pp*

Vln. *pp*

Vc. *pp*

D.B. *mp* To

Elec.

pp

pp

pp

pp

mp



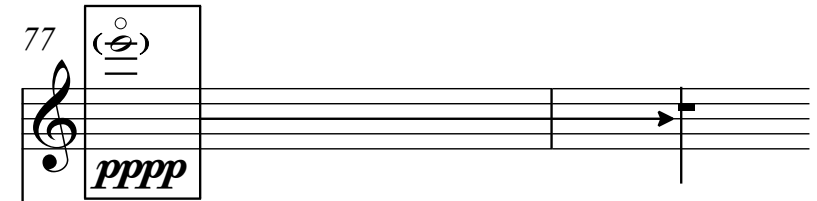
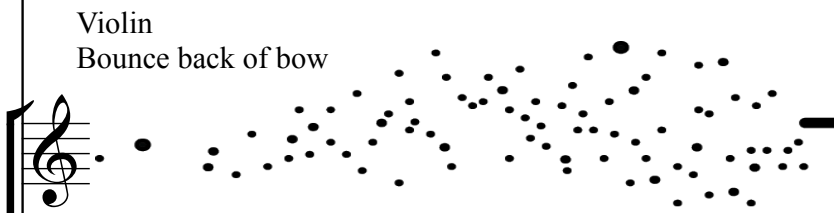
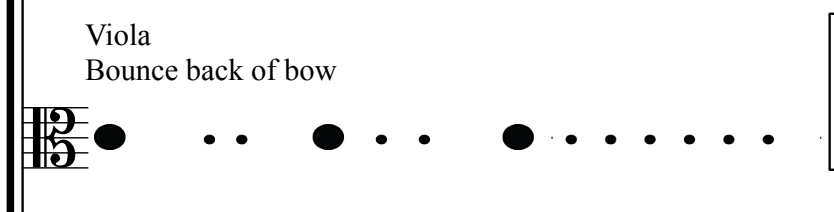
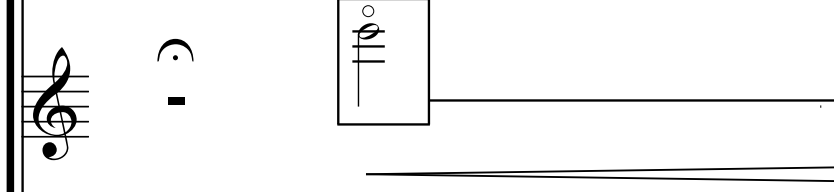
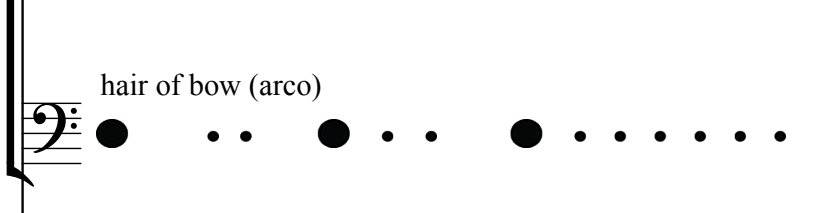
pppp

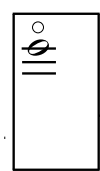
Double Bass
bounce back of bow



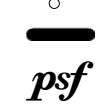
Violoncello

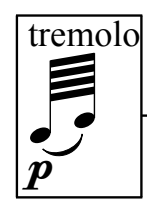

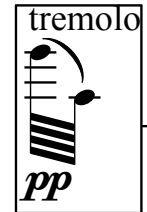



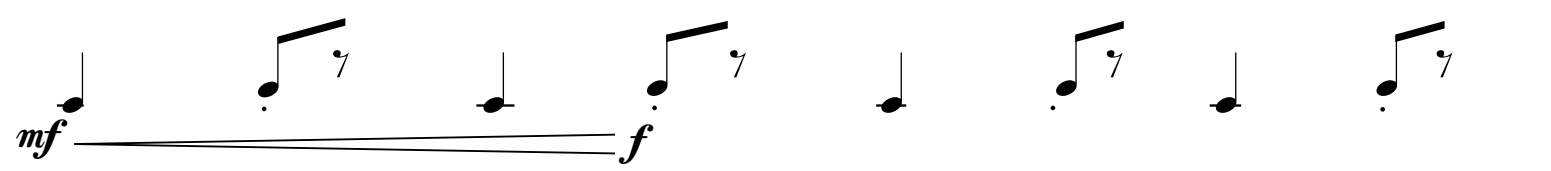
Listen for Rattles

Tone

Vc. 77 
 Trb.
 Vln. Violin Bounce back of bow 
 Vla. Viola Bounce back of bow 
 Vc. 
 D.B. hair of bow (arco) 
 Elec.


 ppppp


 psf

 psf

 psf

$\text{♩} = 60$ *second octave*
 tremolo 
 D *gliss.* E *free time* D *gliss.* F *gliss.* G
 tremolo 
gliss. *gliss.*
 tremolo 
 tremolo 
 tremolo 
 To
 Vc. *Molto rubato* 
 mf
 D.B. 
 mf *f*

Fl. *second octave*

tremolo *p*

tremolo *pp*

Trb. Trombone mute, growl *sfz* *pp*

Vln. tremolo *pp*

Vla. tremolo *p*

Vc. grind tone *sfz*

D.B. *mf* *sfz*

Elec. 7

To

wait for flute to finish repeat

wait for flute to finish repeat

Fl. *pp* *pppp*

Trb.

Vln. Violin
Bounce back of bow

Vla. Viola
Bounce back of bow *ppppp*

Vc. Violoncello

D.B. bounce back of bow

Elec. 8 hair of bow (arco)

The score consists of seven staves. The Flute staff has a *pp* dynamic marking and a *pppp* dynamic marking with a hairpin. The Trumpet staff is empty. The Violin staff has a 'Bounce back of bow' instruction with a dotted line and a box containing a bow icon. The Viola staff has a 'Bounce back of bow' instruction with a dotted line and a box containing a bow icon, and a *ppppp* dynamic marking with a hairpin. The Violoncello staff has a box containing a bow icon and a hairpin. The Double Bass staff has a 'bounce back of bow' instruction with a dotted line and a box containing a bow icon. The Electric Bass staff has a box containing the number '8' and a 'hair of bow (arco)' instruction with a dotted line and a box containing a bow icon. The score includes various musical notations such as clefs, dynamics, hairpins, and performance instructions.

Fl. *rit.* key slaps *p* *mf* *p* *pppp* *just audible* ♩=40

Tr.

Vln. Violin back of bow free bounce to end

Vla. *ppp* back of bow allow to bounce Viola back of bow free bounce to end

Vc. Violoncello back of bow free bounce to end

D.B. Double Bass arco, hair of the bow harmonics *psf* *psf* *psf* back of bow allow to bounce Double Bass back of bow free bounce to end

Elec.

The score consists of seven staves: Flute (Fl.), Trumpet (Tr.), Violin (Vln.), Viola (Vla.), Violoncello (Vc.), Double Bass (D.B.), and Electronics (Elec.). The Flute part features a series of notes with dynamic markings *p*, *mf*, *p*, and *pppp*, along with a tempo marking of ♩=40 and the instruction "just audible". The Viola and Double Bass parts include a box containing a circled number 16. The Viola part has a *ppp* dynamic marking. The Double Bass part includes a *psf* dynamic marking and the instruction "arco, hair of the bow harmonics". The Violin, Viola, Violoncello, and Double Bass parts all have "back of bow" and "allow to bounce" instructions, and end with "free bounce to end". The Electronics part is represented by a simple box and a line extending to the end of the page.

Electronics finishes here on repeat