

Richard Ayres

“piece-with-running-from-left-
to-right-and-back-again”

for Violin, Piano, Percussion
(and optional runners)

1996

Preview File Only

Duration: 5 minutes ca.

for Daniel Matej

Piano

Viola

Percussion:

*very small Clash Cymbals (Becken)**

Bass drum

Kazoo

Cow Bell (Cb.)

Guiro (Gro.)

Pipe (Pp.)

Klaxon (Klx.)

* = ca.15cm diameter childrens toy clash cymbals are ideal

This piece is a scene from the opera No.26 and may be played as a pure concert work or with theatrical content:.

"piece-with-running-from-left-to-right-and-back-again."

Instructions for the theatrical performance of this piece:

Two curtains/screens hang at the back of the stage with a gap of approximately one and a half metres between them.

The ensemble is divided into two groups, 'players' (percussion, piano, violin) and 'runners'. The players sit in a usual ensemble position and play the music. The runners begin standing behind one curtain, and, following the cues and descriptions in the score, run or walk from behind one curtain, past the gap in the middle, to behind the other curtain.

The cues and their instructions must be carried out within the bar above which they are written.

The cues have the following abbreviations:

All = The entire group moves together.

One = One member of the group moves independently.

Group = The remaining members of the group move (when one member must stay behind or has previously moved independently)

L to R = Left to Right.

R to L = Right to Left.

Fast = move quickly.

Slow = move slowly.

An example:

19) group, L to R, fast.

means,

Cue 19, within one bar, the remaining members of the running group (one having previously moved independently) must move from left to right quickly.

"piece-with-running-from-left-to-right-and-back-again"

♩ = 112

cymbals (becken) - very small.

percussion

Bass Drum *p*

piano *fff*

violin

percussion

♩ = 104

1).....

2).....

piano *p dolce* *ff* *ff*

violin (practice mute) *pp* *sub. f* *sub. pp* *sub. f*

percussion 5X

piano *p* *misterioso* *molto* *ff*

violin 5X

- 1) all, L to R, fast.
- 2) all, R to L, fast.

© richard ayres

♩ = 60

percussion

piano

fff (two hands)

mp dolce

mp

mp

violin

sub. *pp*

p

molto vib...

percussion

piano

mp

fff

violin

percussion

♩ = 112 pushing

3).....

Hi-Hat
Rim-Shot
B.Drum

piano

ff

fff

ff

violin

senza sord.

poni.

fff

ord.

f

f

3) one, L to R, slow.

percussion

piano

violin

Dynamic markings: *p*, *ff*, *f*, *marc.*

percussion

piano

violin

4).....

5).....

Dynamic markings: *p*, *ff*, *f*, *fff*, *ff sempre*

percussion

piano

violin

6).....

7).....

8).....

9).....

Dynamic markings: *ff sempre*, *cresc. poco a poco.....*, *8+*

- 4) goup, L to R, fast.
- 5) group minus one, R to L, slow.
- 6) one, R to L, slow.
- 7) all, L to R, fast.
- 8) all, R to L, fast.
- 9) one, L to R, slow.

10).....

percussion

Cymb *fff*

B.drum *fff*

piano *fff*

violin

♩ = 72 11).....

percussion

Bd. *ff*

* Cb. Gro. Pp. Klx.

Kazoo *ff*

piano *mp*

violin *ff* senza sord. Distorted. Press very hard on strings. Sul pont.

♩ = 104 12).....

percussion

Kazoo

piano *mp* *fff* sempre poco

violin

- 10) one, L to R, slow.
- 11) group, L to R, fast.
- 12) one, R to L, fast.

* = { Cb. = cow bell
 Gro. = guiro
 Pp. = metal ppe
 Klx. = klaxon (bulb hooter - car horn)

percussion $\text{♩} = 104$ 8X
 cymb.
 B.D. *ff*

legato $\text{♩} = 92$ 8X

piano

violin *tacet al fine*

13)..... 14)..... 15).....

percussion

piano *ff marc.* *ff*

7X 16)..... 3X

percussion

piano *fff* *p* 3X

86.

17).....

percussion

piano *fff* *pp*

86.

13) all, R to L, fast.

14) all, L to R, fast.

15) one, R to L, fast.

16) one, R to L, fast.

17) one, R to L, fast.