

distal

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solo viola and string trio

for the NZSQ

begin playing when
signalled by 1st violin

viola solo

violin I
violin II
violoncello

c. ♩ = 60

after once through as written,
pizz. play notes in any register

signal violist when
you have played the
box four times

after once through as written,
pizz. play notes in any register

sul pont. after once through as written,
play notes in any register

very rapid

(accel..)

mp

very rapid

(accel..)

mp

very rapid

(accel..)

mp

(♩ = 60)
solo perpetuo, molto rubato

pizz. arco col legno battuto
mp *pp* *mp* *f* *pp* *mp* *p* *mf* *f*

norm. *sul G* *gliss.* *sul D* *sul pont. quasi trill* *norm.* *6* *3* *7* *3* *3*

cut speed by a half (rit.)

sub. *p* *p* *mf* *(pizz.)* *mf* *(pizz.)* *mf* *pizz.* *mf*

A

furioso

pizz.

arco

ff

as rapidly as possible

(*pizz.*)

ff

very rapidly but slightly slower than violin I

(*pizz.*)

ff

very rapidly but slightly slower than violin II

(*pizz.*)

ff

The image shows a musical score for three staves. The top staff is in bass clef and contains a triplet of eighth notes marked *pizz.* and *ff*, followed by a fermata over a half note marked *f*, and finally a triplet of eighth notes marked *arco*. The middle and bottom staves are in treble clef. The middle staff has a boxed section of sixteenth notes marked (pizz.) and *ff*, with the instruction "as rapidly as possible" above it. The bottom staff has a boxed section of sixteenth notes marked (pizz.) and *ff*, with the instruction "very rapidly but slightly slower than violin I" above it. Vertical dashed lines connect the *ff* markings across the staves. A bracket with the number "3" is placed above the first triplet in the top staff.

- arco, gliss!
- space successive gliss entries irregularly and never closer than \downarrow together (as per the viola's progress).
- never gliss more than a tone from original note. Gliss in either direction.

- pizz, gliss!
- space successive gliss entries irregularly and never closer than \downarrow together (as per the viola's progress).
- always gliss approx. a tritone away from original note. Gliss in either direction.

- arco, bounce!
- half hair/half wood
- choose randomly from these pitches in any register
but don't play semitones, tones or octaves adjacently
- space successive bounce entries irregularly and
never closer than \downarrow together (as per the viola's
progress)

6 3

f pizz. arco pizz. arco

col legno battuto non battuto, vigorous

bounce

battuto 6 5 bounce

fff *f* *pp*

col legno battuto non battuto, vigorous

bounce

f *fff* *f* *mp* *pp*

5 gliss.

col legno battuto non battuto, vigorous

bounce

f *fff* *f* *mp* *pp*

5 gliss.

pizz. 3 gliss. 3 5 gliss.

mf

B

arco normale
mp

6

p

pizz.
mp

5

3

gliss.

gliss.

gliss.

etc

sul pont.
p

#

#

#

#

tremolo

3

etc

sul pont.
p

#

#

#

#

etc

pizz.
mp

gliss.

gliss.

quasi chitarra

This staff contains the primary musical notation. It begins with a series of chords marked with up and down bowing arrows, grouped by brackets labeled '6' and '3', with a dynamic marking of *f*. This is followed by a section marked *arco* and *mp*, featuring a slur over a series of notes. Next is a section marked *sul pont.* with a dynamic of *f*, containing a sixteenth-note run and a trill. The piece concludes with a section marked *pizz.* and *mf*, featuring a triplet and a glissando.

This staff provides an approximation of a chord. It is marked '(approx.)' and *mf*, with a dynamic wedge leading to *mp*. The notation shows a five-note chord with a bracket labeled '5' above it.

This staff is labeled 'arco sul pont' and contains a series of horizontal lines representing sustained notes or chords.