

# III The Long Dark Night

*senza misura*  
WATER DRUM (\*see note)  
5-6"

ca. 15" *A tempo* ♩ = 60 *senza misura*

perc 2

WATER DRUM *p* < *mf* 5-6"

WATER DRUM *p* < *mf* 5-6"

WATER DRUM *p* < *mf* 5-6"

*(CONCERTINO ONLY)*

vn I solo *(senza sord.)* *dolce e espr.* *p* *f* *mf* *gl.*

vn I *con sord.* *non-vib.* *add vib.* *n.* *f* *p* *gl.*

vn II *con sord.* *non-vib.* *add vib.* *n.* *f* *p* *gl.*

va *con sord.* *non-vib.* *add vib.* *n.* *f* *p* *gl.*

vc *con sord.* *non-vib.* *add vib.* *n.* *f* *p* *gl.*

1 2 3

\*The members of the Percussion 2 group must be divided into three subgroups. The top line applies to the group at stage right (the conductor's left); the middle line applies to the centre group, and the bottom line applies to the group at stage left.

The water drum is a lightweight aluminum or stainless steel pot (with handle) with water in it (to a depth of about 1 cm). The pots may be of varying sizes. It is held horizontally and struck on the bottom in a gentle drumroll with a rubber mallet. While rolling, gradually tilt the pot to raise the pitch. The roll stops when the pot has been tilted as far as it can go without spilling any water. This gesture should take 5-6".

The water drums are played independently beginning with the player on the extreme stage right. Players then enter, in order, **immediately** after the previous player **starts**, so that the sound overlaps and progresses around the perimeter of percussionists. Total time for this passage should be about 15" (though this may vary depending on how many players there are).

The string entry should connect with the end of the water drum gesture.

*A tempo* (♩ = 60) *senza misura* *A tempo*

perc 2

vn I solo *p* *sfp* *f* *passionately* *solo con rubato (somewhat independently)* *solo relaxing a bit...* *p*

vn I *f* *p* *gl.* *ensemble in strict time* *f* *p* *gl.*

vn II *f* *p* *gl.* *ensemble in strict time* *f* *p* *gl.*

va *f* *p* *gl.* *ensemble in strict time* *f* *p* *gl.*

vc *f* *p* *gl.* *ensemble in strict time* *f* *p* *gl.*

4 5 6 7

**A** GLASS BOTTLE  
(blow across opening)

perc 2

GLASS BOTTLE  
(blow across opening)

*mf*

GLASS BOTTLE  
(blow across opening)

*mf*

vn I solo

grace notes on the beat

*f* > *p* *f* > *p*

*dolce*

*p* sempre

(in strict time)

(join vn I)

vn I

*p* *f* > *p* *f* > *p* *f* > *p* *f* > *p* *f* > *p*

*gl.*

*n.*

via sord.

vn II

*p* *f* > *p* *f* > *p* *f* > *p* *f* > *p* *f* > *p*

*gl.*

*n.*

via sord.

va

*p* *f* > *p* *f* > *p* *f* > *p* *f* > *p* *f* > *p*

*gl.*

*n.*

via sord.

vc

*p* *f* > *p* *f* > *p* *f* > *p* *f* > *p* *f* > *p*

*gl.*

*n.*

via sord.

8 9 10 11



perc 2

SHAKER

*mf*

*p* *f* *p* *f* *p*

*mf*

vn I

unis. *f* *p* *f* *p*

sul pont.

ord. (non-trem.)

6 6

vn II

*p* *f* *p* *f* *p* *f* *p*

sul pont.

ord. sul pont.

va

*p* *f* *p* *f* *p* *f* *p*

sul pont.

ord. sul pont.

vc

*p* *f* *p* *f* *p* *f* *p*

*gl.* (o)

12 13 14 15



perc 2

METAL LID  
(struck on edge with wooden stick)

*mf* *mf* *mf* *mf*

METAL LID  
(struck on edge with wooden stick)

*mf* *mf* *mf* *mf*

METAL LID  
(struck on edge with wooden stick)

*mf* *mf* *mf* *mf*

vn I

*n.* *pp* sempre

sul tasto non-vib.

tr (b) *tr* (b) *tr* (b) *tr* sim. *gl.*

vn II

*f* > *p* *n.* *f* > *p* *f* > *p*

ord. *gl.*

va

*f* > *p* *n.* *f* > *p* *f* > *p*

ord. *gl.*

vc

*n.* *f* > *p* *n.* *f* > *p* *f* > *p*

*gl.* (o)

16 17 18 19 20

**B**

senza misura

perc 2

vn I

vn II

va

vc

1-2" (\*see note)

(\*see note) *pp*

ca. 5-6" (\*see note)

ca. 4-5"

ca. 5-6" (\*see note) *mf* *n.* (conducted)

ca. 4-5" *mf* *n.* (conducted)

21 22

\*All violins play independently in this passage. The chromatic descent should not be fast, but rather be a soft, delicate cascade of sound. Do **not** start together; rather, one second violinist begins, then the other seconds join in quickly one after the other (always starting on the Bb). The first violinists begin their descent 1-2" after the cascade starts, again entering and descending independently.

The viola/cello crescendo/decrescendo should be conducted; after the rest, the conductor cues in the viola/cello glissando, which then proceeds independently to the final pitch.

All players will reach their final pitches independently. Time begins again when all strings have established this final pitch.

perc 2

vn I

vn II

va

vc

(on cue) *f* very slow gliss. *pp*

(on cue) *f* very slow gliss. *pp*

SHAKER

(hit against palm) *pp* *f*

23 24 25 26 27

**C**

A tempo

poco più mosso

poco rit. . .

perc 2

vn I

vn II

va

vc

SHAKER

(hit against palm) *pp* *f*

*ppp* *f*

*ppp* *f* non-div.

*ppp* *f* non-div.

23 24 25 26 27

♩ = 60 *poco più mosso* *poco rit. . .* ♩ = 60

perc 2 SHAKER (hit against palm) *pp* → *f*

vn I *ppp* *non-div.* *f* *ppp unis.*

vn II *ppp* *div.* *f* *ppp*

va *ppp* *f* *ppp*

vc *ppp* *f* *ppp*

28 29 30 31 32

**D** 2 METAL LIDS (crash together & hold)

perc 2 *ff*

2 METAL LIDS (crash together & hold) *ff*

vn I *ff* *gl.* *pp* → *f poss.*

vn II *ff* *gl.* *pp* → *f poss.*

va *ff* *gl.* *pp* → *f poss.*

vc *ff* *gl.* *pp* → *f poss.*

33 34 35 36 37

*senza misura* ca. 15"

perc 2 GLASS BOTTLE *mf* WATER DRUM (\*see note) 5-6" *p < mf*

GLASS BOTTLE *mf* WATER DRUM 5-6" *p < mf*

vn I *pp* (ca. 10") *non-trem.* *n.*

vn II *pp* (II) *non-trem.* *n.*

va *pp* (ca. 10") (III) *non-trem.* *n.*

vc *con sord.* (III) (hold through measure) *pp*

38 39 40 41 42 (ca. 3:20) *attacca*

\*as in measure 1, but in the reverse direction, starting at stage left