

Nolan Krell

You're strange but you smell good. So, I'll tell you a secret.
for ensemble

2015/16

You're strange but you smell good. So, I'll tell you a secret.

performance directions

scoring

1 mezzo-soprano

1 trumpet in Bb (with cup mute)

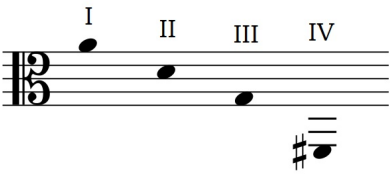
percussion (1 player): bongos (2: medium-sized pair), woodblocks (2: one slightly larger than the other), and tom-toms (2: low/mid or low/mid-low).

2 pianos (1st doubling celesta). Both parts also require a pair of stones (palm-sized and rather smooth) and a block of styrofoam or fiberglass (about 10"x4").

1 violin

1 viola

scordatura

viola: 

The score is transposed.
The trumpet sounds a major 2nd lower than written.
The celesta sounds one octave higher than written.

durruration: approx. 21 minutes

general remarks

This piece explores the physical territory between an instrument and its performer. Many (most) of the instructions given may result in little to no sound. This piece should be on the edge of audibility for much of the duration, or a little above that. Often, it is the action and intention of creating a sound that is more important than the sound itself.

Horizontal arrows indicate a smooth transition from one state or technique to another.

Dynamics in quotation marks ("*ppp*") do not indicate audible intensity but the intensity at which something is played. There are used for techniques which are, by nature, very quiet.

Ordinary dynamics should adhere to the following chart:

- pppp* = only audible from the stage. The sound vanishes beyond, maybe, the first few rows of the audience.
- ppp* = barely audible to the audience.
- pp* = very soft; audible but some detail may be lost.
- p* = very soft but with presence.
- mp* = like *p* but slightly louder.
- mf* = approximate speaking volume.
- f* = loud but without distorting the sound quality.
- ff* = loud but with some timbre distortion
- fff* = overbearing

cresc. from nothing: 

cresc. to nothing: 

Tempo markings in this work should be strictly observed.

quarter tones:

quarter sharp: 

quarter flat: 

instrumental and vocal techniques

mezzo-soprano

breath:

in: V

out: ▮

if no breath is specified, assume "out".

text:

All text is in IPA.

fricatives:

- f = 'fun
- θ = 'th'ought
- ʃ = 'sh'EEP
- s = 's'un
- ç = *ni'ch't* (german): palatal, front of the mouth
- x = Ba'ch': velar, mid-back of the mouth
- h = 'h'igh

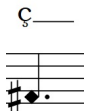
vowels:

- i = b'ee'
- e = l'e't
- a = h'a't
- α = th'ou'ght
- o = 'o'pen
- u = b'oo't

If there is a fricative with a vowel in brackets (ie, f(i)), this is a voiced fricative with the approximate vowel.
In these cases, an unvoiced fricative such as 'f', would be realised as 'v'.



= an unvoiced fricative



= a voiced fricative



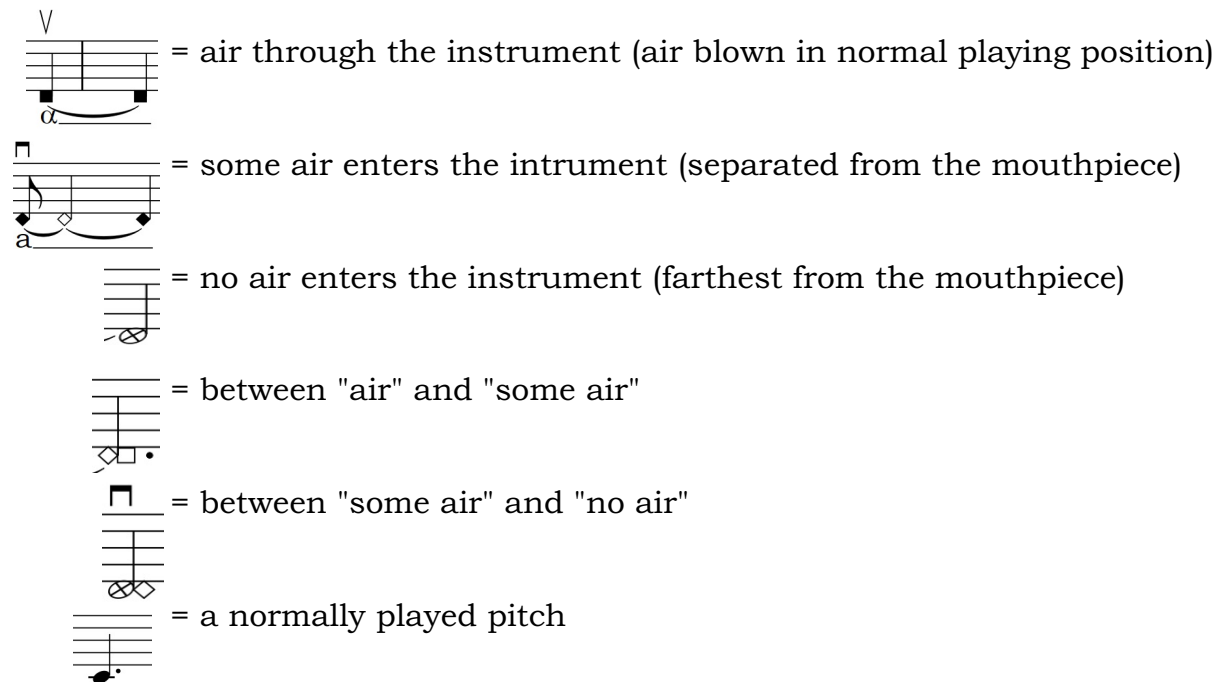
= a normally sung pitch



trumpet

breath and text: see mezzo-soprano

Various notehead shapes are used throughout this piece to show the distance between the mouth and the mouthpiece. These are always placed in the space below the staff but do not indicate any actual fingerings.



preparation:

Remove all 3 valve tuning slides. You will be instructed to put them back in and remove them again at points in the piece. This should be done as carefully and quietly as possible. When slides are removed, all notes that could be played by pressing valves 1 and 2 simultaneously should be played with the 3rd valve only.

Attempt to place each note as if you were to play the note of the instrument's natural harmonic series above the indicated pitch. In this way, the air flow should only be adjusted as if it were a natural, non-valve instrument and the valves are literally changing the instrument. This is to ensure that notes that are members of different partials do not sound the same.

The entire piece is played with a cup mute in.

percussion

The default action taking place on these pairs of instruments is the sound of rubbing or sliding the fingertips (one on each hand) across the surface of the instrument. This is done by making one of the following patterns:

0 = circle

1 = vertical (up and down)

8 = a "figure 8" shape

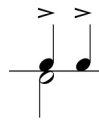
The indicated pattern continues until a new pattern is presented. The changes in direction in each pattern should be made as carefully as possible. The single-line notation indicates the higher-pitched instrument above the line and the lower-pitched below the line.

 = with fingernail

 = small, irregular "tremolo sliding"

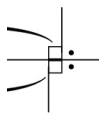
 = lightly tap with remaining fingers

 = a single tap

 = emphasized with increased speed

op = increased pressure

 = on rim

 = continue action about 1-2mm above the instrument: contact is made based on the nervous twitch of the player

piano

The piano parts should be treated and approached as if they were percussion instruments.

The piano staves are split so that the top staff indicates hand actions and the bottom staff indicates pedal actions (except for the celesta at letter E).

Top staff:

Number clef:

0
1
8 = indicates rubbing or sliding the fingertips on the perscribed additional objects. Each line represents a different object.

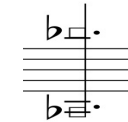
0 line = create a circle by rubbing the two stones together

1 line = slide a fingertip back and forth lengthwise on the styrofoam block

8 line = create a "figure 8" shape by rubbing on the underside of the paino's body.

As with the percussion part, the changes in direction of these actions should be made as carefully as possible.

 = "guero", move along the front of the keys creating a "guiro" sound with the fingernail (ie, *Guero* by Helmut Lachenmann).

 = "shake" key by gripping with two fingers. Black keys can be gripped on the sides; white keys can be gripped on the surface and front.

 = tap on the surface of the key. T=top (away from player); B=bottom (towards player).

 = silently depress key. The rhythmic profile of these passages is more importantly determined by when the keys are released.

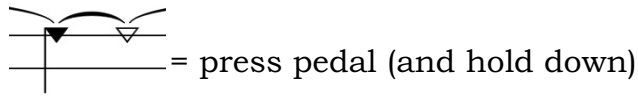
All of these actions have a level of danger; pitch may be accidentally produced. The player should attempt to avoid pitch from the strings (unless otherwise specified) but the intensity at which something is performed at might force the player into a scenario where pitch will inevitably be produced.

Pedal clef:

 = on three lines, each line indicates actions on a specific pedal. The top line indicates the rightmost pedal, the middle line indicates the middle pedal, and the bottom line indicates the leftmost pedal.

All pedal instructions are played very softly (somewhere around *pppp* or *ppp*) unless otherwise notated.

piano (cont.)



= press pedal (and hold down)



= release pedal



= "flick" the pedal so that the strings of the silently pressed keys resonate.

"sfz"

The celesta should be placed to the right of the first pianist. Both players should have a music stand or something similar with a soft cloth to place their stones and styrofoam on.

violin/viola

The string staves are split in two. The top staff indicates distance between the string and the bow. The bottom line of that staff represents 100% chance of contact between the string and the bow (however, no extra pressure is exerted, like *flautando* bowing). The middle line is about 1-2mm from the string so that contact is made based on the nervous twitch of the player. The top line is a 0% chance of contact. Anything else is in between these extremes.

Roman numerals indicate which string to play on.

clt = *col legno tratto*

cct = *con crini tratto*

bow positions:

mst = *molto sul pont.*

sp = *sul pont.*

psp = *poco sul pont.*

ord. = *ordinario*

pst = *poco sul tasto*

st = *sul tasto*

mst = *molto sul tasto*

A fraction indicates the length of the bow used on a note or phrase. This is in relation to the tip of the bow (ie, all "up bows" should start at the tip and continue until the indicated fraction; all "down bows" should start at the fraction and finish at the tip).

violin/viola (cont.)

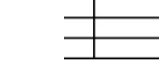
When using this two staff notation, intensity in the result of the defined parameters. Hairpin dynamics indicate an *accel* or *rit* of the bow speed.

If no fraction for bow length is indicated, the player should perform the indicated dynamic regardless of bow length.

left hand pressure:

 = ordinary pressure

 = harmonic pressure (do not attempt to create a harmonic, just use the same pressure above the indicated pitch)

 = half harmonic pressure

If "arco ord." appears, play the following section as you would in a traditional score.

viola

body clef:

 = bow on the wood of the body. The three lines visually represent the locations of bowing on the instrument. This should be done with *flautando* pressure.

 = left hand *pizz.*

scordatura:

The IV string is at sounding pitch.

Score

You're strange but you smell good. So, I'll tell you a secret.

Nolan Krell

[illegible]

[illegible]

21 **3/4** *ppp* 6:5 *ppp* 5 **4/4** *ppp* α *p* **5/4** *ppp* *sempre* **7/4** **4/4** 5 **7/8** **6/4** 3 **5/4** *poco rit* 3

M-S. $\text{c}(\alpha)$ $\text{c}(\alpha)$ α c c c c c c

Tpt. *ppp* *pp* *pp* *p* *ppp* *p* *ppp* α α α *pp* *ppp* α α α *pp* *p* *ppp*

Perc. *ppp* 3 3

Pno. 1 3 *pp* 3 *pp* 3

Pno. 2 *mp* *p* 5 *pp* *pp*

3/4 **4/4** **5/4** 7/4 4/4 7/8 6/4 3 5/4

Vln. *msp* 2/3 2/3 2/3 1/2 1/2 2/3 1/3 2/3 1/3

Vla. 2/3 2/3 2/3 1/2 1/2 2/3 1/3 1/3 *msp* 1/3

[illegible]

39 **6**/**4** *ppp* *sempre* **7**/**4** *ppp* *<pp>ppp* **3**/**4** **5**/**4** **4**/**4** **10**/**4** = 50 rit----- 5

M-S. x x α x x x x ç ç ç ç ç ç ç

Tpt. *ppp* *sempre* a a x a a a a a a a *p*

Perc. bongos 8 3:2 *mf*

Vln. II 1/3 2/3 2/3 3/4 3/4 1/2 1/2 3 8va 1/4 1/4 1/2 1/2 3/4

Vla. II 1/2 1/2 2/3 2/3 3/4 3/4

[illegible]

59

M-S.

4/4 3/8 3/4 pppp 5/8 3/8 4/4 pppp 1/4 5/4 ppp 3/4 accel ----- ♪ = 60 pppp mf 2/4 5/4 pppp 7/8

Tpt.

a pppp a pppp a pppp a ppp i i i mf a pppp

Perc.

(cont. pppp) ppp

Pno. 1

"mp" "mp" "mp" "mp" "mp" "mf" "mf" sim

Pno. 2

(8) "mf" sempre T "mp" "mp"

Vln.

msp

Vla.

2/3 1/1 3/4 3/4 2/3 2/3 2/3 2/3

[illegible]

Musical score for "The Great Wall" by John Adams. The score is arranged for a chamber ensemble consisting of:

- M-S. (Music Synthesizer):** Features a melodic line with various dynamics including *ppp*, *pp*, *pppp*, *f*, and *f(o)*. It includes articulation marks like *s(i)*, *s*, and *s(o)*, and a tempo marking of $\text{half note} = 50$.
- Perc. (Percussion):** Includes a series of rhythmic patterns with dynamics *pppp* and *pp*.
- Pno. 1 (Piano 1):** Features a complex rhythmic pattern with dynamics *mp* and *fff*, and a tempo marking of $\text{half note} = 50$.
- Pno. 2 (Piano 2):** Features a complex rhythmic pattern with dynamics *mp* and *p*, and a tempo marking of $\text{half note} = 50$.
- Vln. (Violin):** Features a melodic line with dynamics *ppp*, *pp*, and *ppp*.
- Vla. (Viola):** Features a melodic line with dynamics *ppp*, *pp*, and *ppp*.

 The score is written in a system with a key signature of one flat and a time signature of 7/8. The tempo is marked as $\text{half note} = 50$. The score includes various musical notations such as notes, rests, beams, and dynamic markings.

This musical score is for the piece "The Great Wall" by John Adams. It is a complex orchestral work featuring a variety of instruments and intricate notation. The score is divided into several systems, each containing staves for different instruments.

Key Features:

- Tempo and Meter:** The score begins with a tempo marking of "molto accel" (much acceleration) and a metronome marking of 96. The meter is complex, starting in 4/8 and changing to 6/4, 4/4, 6/4, 4/4, 2/4, 4/4, and 3/4.
- Instruments:** The score includes staves for M-S. (Music Stand), Tpt. (Trumpet), Perc. (Percussion), Pno. 1 (Piano 1), Pno. 2 (Piano 2), Vln. (Violin), and Vla. (Viola).
- Notation:** The notation is highly detailed, featuring many dynamic markings (e.g., *mp*, *ppp*, *mf*, *pp*, *sfz*), articulation marks, and complex rhythmic patterns. There are also many accidentals and ties.
- Structure:** The score is organized into measures, with some measures containing multiple staves for different instruments. The notation is dense and complex, reflecting the intricate nature of the music.

The score is a testament to the composer's skill in creating a rich and complex musical landscape. It is a work that demands a high level of technical proficiency from the performers and a deep understanding of the music's structure and notation.

[illegible]

12

M-S.

111

6

4

2

4

4

4

3

4

7

4

5

4

5

8

4

4

5

8

2

4

6

8

5

4

subito

J

♩

= 52

rit

----->

♩ = 48

ppp

α

ppp

α

ppp

α

ppp

α

ppp

α

mf

mf

ζ(α)

ζ(α)

ζ(α)

ζ(α)

ζ(α)

θ(i)

θ(e)

Tpt.

α

ppp

α

pppp

α

ppp

Perc.

pppp

ppp

Pno. 1

(8)

T

B

8va

5:6

"mf"

"mf"

Pno. 2

8va

"p"

"sfz"

8va

"p"

3

"mf"

"mf"

Vln.

2/3

I

sp

1/2

II

1/1

1/1

Vla.

1/1

3/4

3

I

msp

1/1

1/1

122 **5**/**4** *pppp* **4**/**4** *ppp* **5**/**4** **K** **4**/**4** *pp* **2**/**4** **3**/**4** **4**/**4** *pp* **5**/**4** accel **3**/**4** *ppp* **2**/**4** **13** **4**/**4**

M-S. ζ $\zeta(\alpha)$ $\zeta(\alpha) \rightarrow \zeta(a)$ a ζ a

Tpt. α a *ppp* *pppp*

Perc. 8 *p*

Pno. 1 *ppp* *ppp* *ppp*

Pno. 2 *p* *p* T 8^{va} B

Vln. **5**/**4** **4**/**4** **5**/**4** **K** **4**/**4** **2**/**4** **3**/**4** **4**/**4** **5**/**4** **3**/**4** **2**/**4** **4**/**4**

Vla. $\frac{3}{4}$ $\frac{3}{4}$ $\frac{1}{1}$ $\frac{1}{1}$

[illegible]

141

rit ----- $\text{♩} = 50$

6/4 *ppp*

M-S.

4/4 *f*

3/4 **6/4** **7/8** **3/4** **4/4** **5/8** **2/4**

u → o → f(α) → s(a) → ç → x → h

Tpt.

> ppp

f

take slides out

Perc.

bongos

mf

mp

tom-toms

p

ppp

pp

Pno. 1

ff

mf

5:6

ppp

mp

Pno. 2

> "pp"

ppp

ff

mf

mp

p

mp

6/4 **4/4** $\text{♩} = 50$ **3/4** **6/4** **7/8** **3/4** **4/4** $\text{♩} = 52$ **5/8** **2/4**

Vln.

1/1

mp

Vla.

2/3

mp

Tpt.

Tpt.

Perc.

Pno. 1

Pno. 2

Vla.

18

180

3/4

6/4

3/4

4/4

5/8

7/16

3/4

11/16

2/4

4/4

6/4

66

Tpt.

a

ppp

3

a

pppp

ppp

a

pppp

ppp

a

pppp

ppp

a

pppp

ppp

Perc.

tom-toms

0

ppp

1

pp

p

pp

pppp

pp

pp

pppp

pp

pppp

3

8

8

Pno. 1

pp

Pno. 2

pp

Vln.

3/4

6/4

3/4

4/4

5/8

7/16

3/4

11/16

2/4

4/4

6/4

66

arco ord

mosp

pppp

[illegible]

[illegible]