

Partita for Mixed Dectet “Steampunk”

Score 2:

Instrumentation, Performance Notes, Interlude Scores, Aria Cello Part

Instrumentation:

Flute (doubling flute, piccolo, alto flute)

Clarinet (doubling B-flat clarinet, E-flat clarinet, bass clarinet, B-flat contrabass clarinet)

Bassoon (doubling bassoon, contrabassoon)

Horn in F

1 Percussionist:

chimes

paper (see performance note)

4 temple blocks

vibraslap

various metallophones (see performance note)

2 brake drums (high and low)

2 cowbells (high and low)

triangle

Keyboard:

either synthesizer, acoustic instruments, or combination of both (see performance note)

Violin

Viola

Cello

Double bass

Vocalist

(see performance note)

Performance Notes

Partita is inspired by a variety of principles of the steampunk aesthetic: anachronism, impracticality, foregrounding of technology, and improvisation. The piece is in seven movements, to be performed in the following order:

1. **Preludio:** The Gilbourne Line Takes on Horses at Kingsfirth for an Additional 3 Shillings
Interlude: Trio in B-Dur, op. 24 (Allegro), von Herr P. A. Kreusser
2. **Passacaglia:** The Clock Tower in Ploughman's Square Has 4 Faces and 17 Storeys
Interlude: A Ballade by M. Coppée - "Pour modifier notre patraque"
3. **Aria:** Aviatrix Geertje van Wieren's Airship Floats Eternally Over the Thulean Ice Floes
Interlude: Variations Brillantes on a French Popular Song, by Mr. Tolhurst (Miss Fieldhouse)
4. **Fuga:** Professor Granville P. Hartwick's Quadruple Aeolipile Fails to Serve Any Earthly Purpose

The four "partita proper" movements (Preludio, Passacaglia, Aria, and Fuga) are inspired by archetypal steampunk technologies. These involve all the players and will almost certainly require a conductor. These four movements should be performed in the usual 20th/21st-century classical concert manner.

The three interludes, written (mostly) in the style of pieces likely to be found on 19th-century programs, use subsets of the full ensemble and should not be conducted. During these interludes, any players not playing (including the conductor) should sit with the audience and emulate a 19th-century (especially early 19th-century) audience, speaking freely with other members of the audience, entering or exiting mid-piece, reacting audibly (either positively or negatively) during and after the end of the movement. There is no need to be aggressively theatrical or over-the-top: what works best is to be as "natural" as possible: greet friends in the audience and have real conversations with them that you might have under other circumstances; introduce yourself to people you don't know; discuss the music that you're listening to; and, at times, simply listen quietly. This will likely be very disruptive to the rest of the audience, so do what you can avoid pulling the focus completely from the performers – always maintain the role of an audience member. (Keeping the conversation volume relatively low can help with this.) The idea is to play up the tension between two distinct modes of audience etiquette, not to relegate the music entirely to the background.

Some notes for specific instruments:

Strings:

All four string instruments should use a distortion pedal with a pickup microphone and standard PA speakers. (If absolutely necessary, the piece can be played without distortion. In this case, the cello should be off stage for movement 3.) No specific brand or setting (gain, level, etc.) is recommended, as

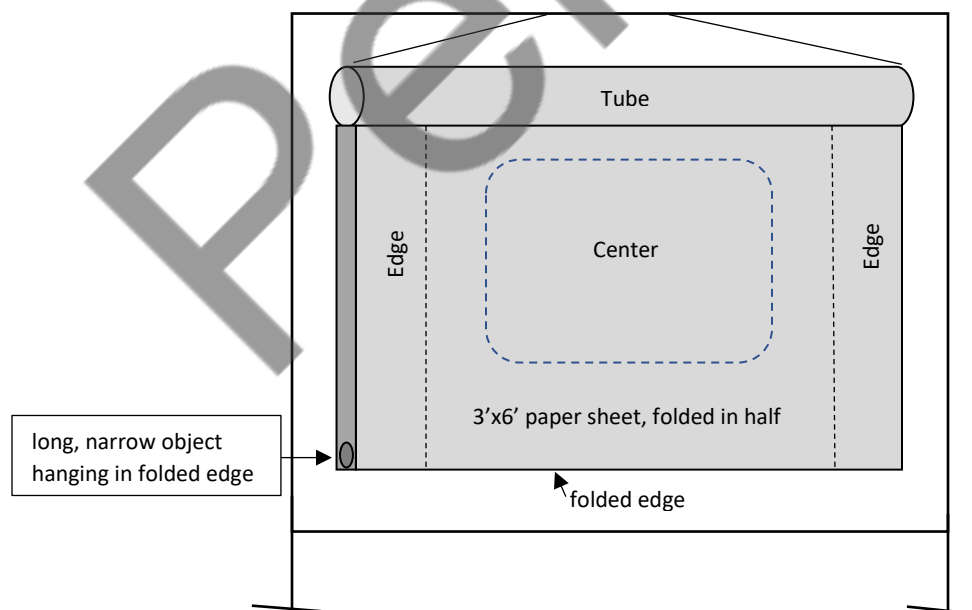
these may need to vary from situation to situation. The goal should be to find the right balance between tone quality and volume: the most possible distortion without drowning out the other instruments. Violin and viola should use distortion on movements 1 and 4; bass on movements 1, 3, and 4.

Cello should also use distortion on movements 1, 3, and 4; on movement 3 the equalization should be adjusted to maximize high frequencies and minimize low frequencies. (At the premiere, the low EQ was turned all the way down, mid all the way up, high halfway up.) Again, if no distortion is used, the cello should play this movement off stage.

No distortion should be used on the first Interlude.

Percussion:

Preludio: The paper instrument is made from a roll of standard heavy postal wrapping paper, approximately 3 feet wide. The center cardboard tube should be removed from the roll and should have twine or wire strung through its center, from which it is hung horizontally from a tam-tam frame, or something like it. (It is easiest to play if it's at eye level.) A sheet roughly 3' x 6' should be taken from the roll and folded in half (resulting in a roughly 3'x3' square), and then suspended below the tube. The "meeting" edges of the sheet should be attached to the tube (tape is fine) and the folded edge should be at the bottom, with some kind of long narrow object (like a dowel or curtain rod) hanging inside the fold to keep the sheet from moving too easily. This instrument should be played with dowel rods (AKA bundle sticks, Hot Rods, etc.) in three locations: the 3-inch strips along the right and left edge of the sheet (resulting in a splashier, brighter sound), the center of the sheet (a darker, more muffled sound), and the tube itself. It may be necessary to amplify the instrument. See illustration.



In the part, the edge is notated on the bottom staff, the center on the middle staff, and the tube on the top staff, in order to correspond roughly to vertical position of the places on the instrument.

Experimentation with construction, size, and performance is encouraged. If for some reason, using this instrument is absolutely impossible, three drums (also played with dowel rods) may be substituted: small snare for the edge part, large snare (snares off) for the center part, and large field drum (without snares) for the tube part.

Passacaglia: This movement is very difficult for one player. At minimum, some sort of mount will be required for the vibraslap, and all but the most accurate percussionists may wish to have some kind of flat, wide surface attached to the vibraslap ball which widens the striking area of the instrument without stifling the vibration. At the premiere, the vibraslap part was played by the conductor.

Aira: This is all improvised – see the notation in the score. The actual instruments used are at the discretion of the performer. Some adjectives for the part might be sparse, floating, atmospheric, spacious, airy, etc.

Keyboard:

This part may be played on a synthesizer (such as a Nord), acoustic instruments, or a combination of both. A combination of both provides the best effect.

Preludio/Fuga: While theoretically playable on harpsichord, not all instruments will have the range or action necessary to execute it. At the premiere, these movements were played on a Nord, with the RM effect adding a distortion-like effect. (See score)

Passacaglia/Interlude 3 (Variations): Best on a typical acoustic grand piano. If on synthesizer, use standard grand piano sound.

Interlude 2 (Ballade): Best on an out-of-tune upright. If on synthesizer, use upright piano sound. (While it may not be possible for the synthesizer to be out of tune, feel free to adjust whatever settings are necessary to make the instrument sound as low-quality as possible.)

Aria: Celesta, or celesta sound on a synthesizer.

Vocalist:

Ideally, the vocalist for Interlude 2 should be a member of the ensemble, though it isn't necessary. Versions for high and low voice are included; male voice is preferred. At the premiere, this movement was sung by the conductor.

Partita was made possible by a grant from Idaho State University and written for Dr. Shandra Helman and the Idaho State University music faculty. The premiere took place at ISU's Goranson Hall on January 21, 2017. The piece was subsequently performed at the National Association for Music Education Northwest Division Conference in Bellevue, WA on February 18, 2017.

Partita for Mixed Dectet "Steampunk"

by Grant Harville

Score 2 (Interludes, Aria Cello Part)

1. Preludio: The Gilbourne Line Takes on Horses at Kingsfirth for an Additional 3 Shillings

Interlude: Trio in B-Dur, op. 24 (Allegro), von Herr P. A. Kreusser

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Interlude: Trio in B-Dur, op. 24 (Allegro), von Herr P. A. Kreusser

for violin, viola, and cello

Allegro

The musical score is arranged in three systems, each with staves for Violin (Vln.), Viola (Vla.), and Cello (Vc.). The key signature is B major (two sharps) and the time signature is common time (C). The tempo is marked 'Allegro'. The first system (measures 1-4) begins with a forte (*f*) dynamic. The Violin and Viola parts feature trills (*tr*) in measures 3 and 4. The second system (measures 5-8) continues the melodic lines, with a piano (*p*) dynamic marking in measure 8. The third system (measures 9-12) shows more complex rhythmic patterns, including quintuplets (5) and sextuplets (6) in the Viola part, and a piano (*p*) dynamic marking in measure 10. A large, diagonal watermark reading 'Pops' is visible across the center of the page.

14

Vln.

Vla.

Vc.

f

f

f

19

Vln.

Vla.

Vc.

tr *sf* *p*

tr *sf* *p*

tr *sf* *p*

25

Vln.

Vla.

Vc.

f *p* *f*

f *f*

f *f*

29

Vln.

Vla.

Vc.

p *f* *ff* *p*

f *ff* *mp*

f *ff*

33

Vln.

Vla.

Vc.

p

39

Vln.

Vla.

Vc.

pp *p* *mp*

pp *mp* *p*

44

Vln.

Vla.

Vc.

49

Vln.

Vla.

Vc.

f *tr* *f* *tr*

Interlude: Trio

5

52

Vln.

Vla.

Vc.

tr

ff

ff

tr

ff

(expositional repeat - take, or don't)

1.

56

Vln.

Vla.

Vc.

tr

f

f

f

3 3 3 3

2.

60

Vln.

Vla.

Vc.

pp

pp

pizz.

pp

3

66

Vln.

Vla.

Vc.

f

f

arco

f

3 3

70

Vln.

Vla.

Vc.

pp

f

ff

pp

ff *sub. p*

fp

75

Vln.

Vla.

Vc.

f

ff

f

ff

ff

80

Vln.

Vla.

Vc.

f

ff

f

83

Vln.

Vla.

Vc.

5 5 5 5 5

3 3 3 3 3

86

Vln.

Vla.

Vc.

fff ff f

fff ff

3

sempre ff

92

Vln.

Vla.

Vc.

pp f

pizz. fff f

tr

tr

tr

97

Vln.

Vla.

Vc.

ff

fff

3

3

101

Vln.

Vla.

Vc.

f arco

f arco

pizz.

f

tr

tr

107

Vln.

Vla.

Vc.

pp

p

pp

p

pp

p

113

Vln.

Vla.

Vc.

mf

p

mf

p

Detailed description: This is a musical score for a string trio (Violin, Viola, and Violoncello) in the key of B-flat major, 3/4 time. The score is divided into four systems, each containing three staves. The first system (measures 97-100) features a Violin melody with a triplet and a Viola/Vcello accompaniment with triplets. The second system (measures 101-104) includes dynamic markings like *f* arco and *f* arco, and a pizzicato marking. The third system (measures 105-108) shows a transition to *pp* and *p* dynamics. The fourth system (measures 109-113) continues with *mf* and *p* dynamics, featuring a crescendo in the Violoncello part.

118

Vln.

Vla.

Vc.

f *p* *f* *f*

123

Vln.

Vla.

Vc.

p *f* *ff* *p* *f* *ff* *mp*

127

Vln.

Vla.

Vc.

p

132

Vln.

Vla.

Vc.

pp *p* *mp* *pp* *p* *p*

138

Vln.

Vla.

Vc.

143

Vln.

Vla.

Vc.

f

f

tr

146

Vln.

Vla.

Vc.

tr

ff

tr

ff

tr

ff

mp

151

Vln.

Vla.

Vc.

ff

tr

9

9

154

Vln.

Vla.

Vc.

sf *p*

sf *p*

sf *p*

158

Vln.

Vla.

Vc.

f *sf* *p*

f *sf* *p*

f *sf* *p*

162

Vln.

Vla.

Vc.

f *ff*

f *ff*

f *ff*

167

Vln.

Vla.

Vc.

Interlude: A Ballade by M. Coppée - “Pour modifier notre patraque”

version for high voice and keyboard

Text: Jules Verne

Maestoso ♩ = 84

Maestoso ♩ = 84

Keyboard

(out-of-tune *f*
upright piano)

5

mf

Pour mo-di - fier — no - tre pa traque — Dont l'an - cien axe se de-traque, Ils on

mf

10

p

fait — un ca - non qu'on-braque, A - fin de mett-re tout en vrac! C'est

p

15

8 bien pour vous flan - quer, pour vous flan - quer le trac, le trac, le

20

8 trac! Ordre est don - ne pour qu'on le traque, pour qu'on le

25

8 traque, Ces trois im - be - ciles!

30 *p*

Mais... - crac! Le coup est par - ti... Mais...

pp (loco)

8va

35 *p* *f* *ff* *Lent*

crac! Le coup, le coup, le coup est par - ti Ri - en ne

p *f* *ff* *Lent*

8va

41 *a tempo* *mp*

craquel! Vi - ve no - tre

a tempo *mf*

45 *f* *rit.*

vie - ille pa - traque! Vi - ve no - tre vie - ille pa -

50 *a tempo* *ff*

traque! _____

a tempo *ff*

The musical score is for a piece titled 'Interlude: Ballade'. It is written for voice and piano. The key signature has three sharps (F#, C#, G#), and the time signature is 8/8. The score is divided into two systems. The first system starts at measure 45 and ends at measure 50. The voice part has lyrics: 'vie - ille pa - traque! Vi - ve no - tre vie - ille pa -'. The piano accompaniment features a melody in the right hand and a bass line in the left hand. The second system starts at measure 50 and ends at measure 54. The voice part has the lyric 'traque!' followed by a long line. The piano accompaniment continues with a melody in the right hand and a bass line in the left hand. The score includes dynamic markings: *f* (forte) and *rit.* (ritardando) in the first system, and *a tempo* and *ff* (fortissimo) in the second system. The score is watermarked with 'PONSOL'.

Interlude: A Ballade by M. Coppée - “Pour modifier notre patraque”

version for low voice and keyboard

Text: Jules Verne

Maestoso ♩ = 84

Keyboard

(out-of-tune *f* upright piano)

5

mf

Pour mo - di - fier — no - tre pa traque — Dont l'an - cien axe se de-traque, Ils on

10

p

fait — un ca - non qu'on-braque, A - fin de mett-re tout en vrac! C'est

p

15 *f*

bien pour vous flan - quer, pour vous flan - quer le trac, le trac, le

20 *ff*

trac! Ordre est don - ne pour qu'on le traque, pour qu'on le

25 *f* *ff*

traque, Ces trois im - be - ciles!

30 *p*

Mais... - crac! Le coup est par - ti... Mais...

pp (loco) *8va*

35 *p* *f* *ff* *Lent*

crac! Le coup, le coup, le coup est par - ti Ri - en ne

p *f* *ff* *Lent*

41 *a tempo* *mp*

craque! Vi - ve no - tre

a tempo *mf*

The musical score is written for voice and piano. The key signature has one flat (B-flat). The score is divided into three systems. The first system (measures 30-34) features a vocal line starting with 'Mais... - crac! Le coup est par - ti... Mais...' and a piano accompaniment with a 'loco' section. The second system (measures 35-40) continues the vocal line with 'crac! Le coup, le coup, le coup est par - ti Ri - en ne' and includes dynamic markings from piano to fortissimo. The third system (measures 41-44) starts with 'craque! Vi - ve no - tre' and includes tempo markings 'a tempo' and 'mp'. The piano part in the third system is marked 'mf'. A large 'Rehearsal' watermark is overlaid diagonally across the page.

45 *f* *rit.*

vie - ille pa - traque! Vi - ve no - tre vie - ille pa -

50 *a tempo* *ff*

traque! _____

a tempo *ff*

The musical score is for a piece titled "Interlude: Ballade". It is written for voice and piano. The key signature has two flats (B-flat major or D-flat minor), and the time signature is 8/8. The score begins at measure 45. The vocal line starts with the lyrics "vie - ille pa - traque!" and "Vi - ve no - tre vie - ille pa -". The piano accompaniment features a melodic line in the right hand and a bass line in the left hand. The tempo is marked "a tempo" and the dynamics are "f" (forte) and "ff" (fortissimo). The score ends at measure 50 with a double bar line.

Interlude: Variations Brillantes on a French Popular Song, by Mr. Tolhurst (Miss Fieldhouse)

for clarinet and keyboard

Alla polacca ♩ = 96

B♭ Clarinet

Alla polacca ♩ = 96

Keyboard (grand piano) *f*

4

p 6 3 3 3 3 *f*

10

Lento ♩ = 40 *accel.* **Brillante** ♩ = 96

pp *cresc.*

Lento ♩ = 40 *accel.* **Brillante** ♩ = 96

13 *rit.* *ff* *rit.* *p* *mf* Tempo ♩ = 96

19 *mp*

25 *p* *f* *p*

The image shows a musical score for a piano piece titled 'Interlude: Variations'. It consists of three systems of music, each with a single melodic line in the right hand and a more complex accompaniment in the left hand. The key signature has two flats (B-flat and E-flat), and the time signature is 4/4. The first system starts at measure 13 and includes a 'rit.' (ritardando) marking, a 'ff' (fortissimo) dynamic, a 'p' (piano) dynamic, and a 'mf' (mezzo-forte) dynamic. A tempo marking of 'Tempo ♩ = 96' is present. The second system starts at measure 19 and includes a 'mp' (mezzo-piano) dynamic. The third system starts at measure 25 and includes 'p' (piano), 'f' (forte), and 'p' (piano) dynamics. A large, diagonal watermark reading 'Rehearsal' is overlaid across the middle of the page.

31

mf *f*

36

poco rit. *a tempo*

mf

poco rit. *a tempo*

ff *mp poco leggero*

41

3

The image shows a musical score for a piece titled 'Interlude: Variations'. It consists of three systems of music, each with a single melodic line on a treble clef staff and a piano accompaniment on a grand staff (treble and bass clefs). The key signature has two flats (B-flat and E-flat). The first system starts at measure 31 and ends at measure 35. It features a melodic line with a crescendo from mezzo-forte (mf) to forte (f). The piano accompaniment consists of chords and moving lines in both hands, with a crescendo from mf to f. The second system starts at measure 36 and ends at measure 40. It includes tempo markings 'poco rit.' and 'a tempo'. The piano part has a section of fortissimo (ff) chords followed by a section of mezzo-piano (mp) chords marked 'poco leggero'. The third system starts at measure 41 and ends at measure 45. The melodic line features a triplet of eighth notes in measure 42. The piano accompaniment continues with chords and moving lines in both hands.

46

quick 32nds -
quasi acciaccatura

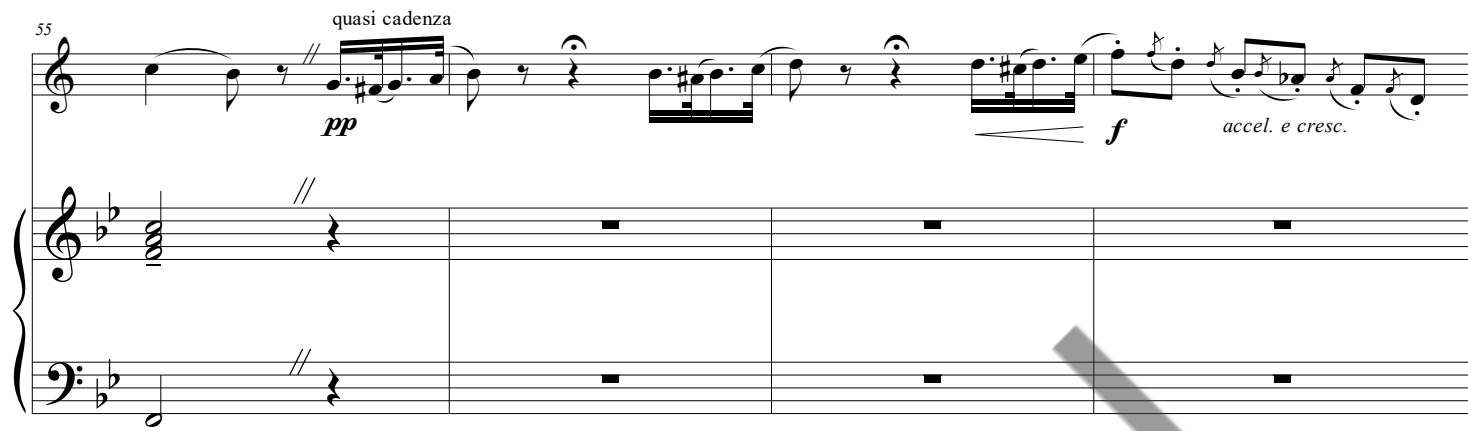
48

p *f* *p*

51

55 *quasi cadenza*

pp *f* *accel. e cresc.*



59 *a tempo*

ff *f* *a tempo* *p* *mf*



63

f



67 *poco rit.* *a tempo* *mf* 6 3 6

poco rit. *a tempo* *mp*

71 6 6 6 3 6

74 6 3 6 3 3 3

76

6 6 6 3

79

p 6 3 6 7 3 *f* *p*

82

6 3 6 6 6

rubato - quasi cadenza

85

p

6

6

Repeat figure several times while accelerating both fingering and articulation as much as possible, until the two become out of sync

87

accel. e cresc.

6

6

88

a tempo

ppp

f

a tempo

p

mf

6

3

6

6

6

91

6

6

6

f



95

molto accel.

Grave ♩ = 60

ppp

molto accel.

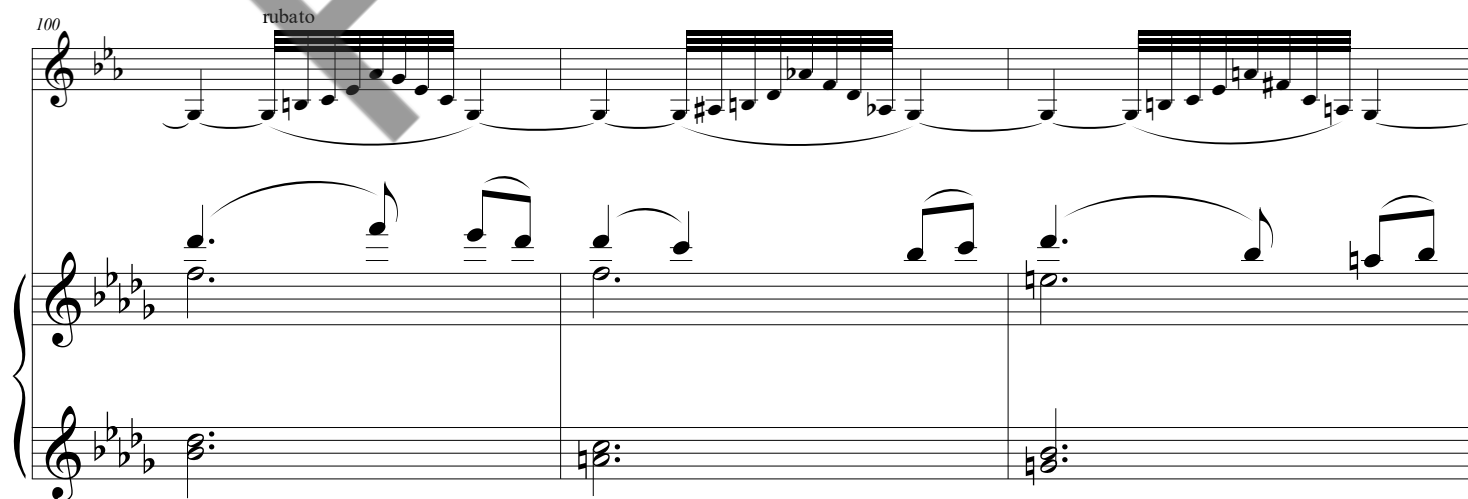
Grave ♩ = 60

p



100

rubato



103

107

ppp sempre non espr.

ppp *p*

112

8va - - - - -

The musical score is for a piece titled "Interlude: Variations". It is written in G major (one sharp) and 4/4 time. The score is divided into three systems, each starting with a measure number: 103, 107, and 112. The first system (measures 103-106) features a piano accompaniment with a steady eighth-note bass line and a solo instrument with a melodic line. The second system (measures 107-110) includes dynamic markings *ppp* and *p*, and performance instructions *sempre* and *non espr.*. The third system (measures 112-115) includes a trill in the solo instrument and an octave marking *8va*. A large, diagonal watermark "Rehearsal" is visible across the middle of the page.

117

3

pppp

(8va)

121

Molto adagio ♩ = 40

as fast as possible, any pitches with this general contour

pp *fff* *pp* *ppp* *fff* *ppp*

Molto adagio ♩ = 40

122

pp *fff* *pp* *fff* *ppp* *fff*

8va

ppp

124 **Tempo** ♩ = 96

ppp p mf

127

mp

130

The musical score is written for piano and voice. The piano part consists of two staves: a treble staff and a bass staff. The bass staff includes a low octave register marked '8va'. The vocal part is written on a single staff. The score is divided into three systems, starting at measures 124, 127, and 130. The tempo is marked as 96 beats per minute. Dynamics include ppp, p, mf, and mp. The score includes various musical notations such as slurs, ties, and a wavy line indicating a tremolo or vibrato effect.

134

mp

ff, *p*

Measures 134-136. The right hand features a melodic line with a wavy line above the first measure, followed by a series of eighth notes and a final triplet. The left hand provides a harmonic accompaniment with chords and single notes. Dynamics include *mp*, *ff*, and *p*.

137

Measures 137-139. The right hand continues the melodic line with eighth notes and a final triplet. The left hand provides a harmonic accompaniment with chords and single notes.

140

f

mf

Measures 140-142. The right hand features a melodic line with a wavy line above the first measure, followed by a series of eighth notes and a final triplet. The left hand provides a harmonic accompaniment with chords and single notes. Dynamics include *f* and *mf*.

142

Musical score for measures 142-143. The right hand features a melodic line with eighth and sixteenth notes, including a trill. The left hand provides harmonic support with chords and moving lines in both staves.

144

Poco meno mosso

p

, Poco meno mosso

p dolce, grazioso, poco rubato

Musical score for measures 144-148. Measure 144 begins with a new tempo marking "Poco meno mosso" and a dynamic "p". The right hand has a melodic line with a trill. Measures 145-148 show a more complex texture with multiple voices in both hands, including a "p dolce, grazioso, poco rubato" instruction.

149

Musical score for measures 149-152. The right hand features a melodic line with eighth notes and a trill. The left hand provides harmonic support with chords and moving lines in both staves.

153 *ad lib.*

p *cresc.*

155 *f* *fff*

Piu mosso ♩ = 132

ff

159

[illegible]

Cello

3. Aria: Aviatrix Geertje van Wieren's Airship Floats Eternally Over the Thulean Ice Floes

This part is to be played in time independent of all other parts, like an oration. Each verse should begin when indicated (the conductor can help); the ending measures should give a sense of how quickly the passages should be played. A few run-throughs should indicate whether there's a tendency to play too quickly or slowly.

With distortion: Low frequency turned all the way down, mid/high frequency all the way up

Rubato, quasi recitativo: declamatory without dragging

Verse 1: Ms. 15 (beat 3) to 26

Cello

Vc.

Vc.

Verse 2: Ms. 28-36

Vc.

Vc.

3. Aria: Aviatrix Geertje van Wieren's Airship
Floats Eternally Over the Thulean Ice Floes

Verse 3/4: Ms. 39 (beat 2) to 51

Vc. *mp* *p*

(approx. ms. 44, winds reenter) *poco riten.* *agitato - piu mosso*

Vc. *pp* *mf*

Vc. *molto agitato* *f* *cresc.*

Verse 5-1: Ms. 58-63

Vc. *f* *mf* *p*

Verse 5-2: Ms. 65-68

Vc. *mf* *mp*

Verse 5-3: Ms. 70-73

Vc. *molto lento* *pp*