Organon Sostenuto

for flute, bassoon, cello, double bass and live electronics

for Tanja Dacesin, Külli Sass, Pia Enblom, Kristján Sigurleifsson

by Joshua Parmenter
2004 - Seattle, WA

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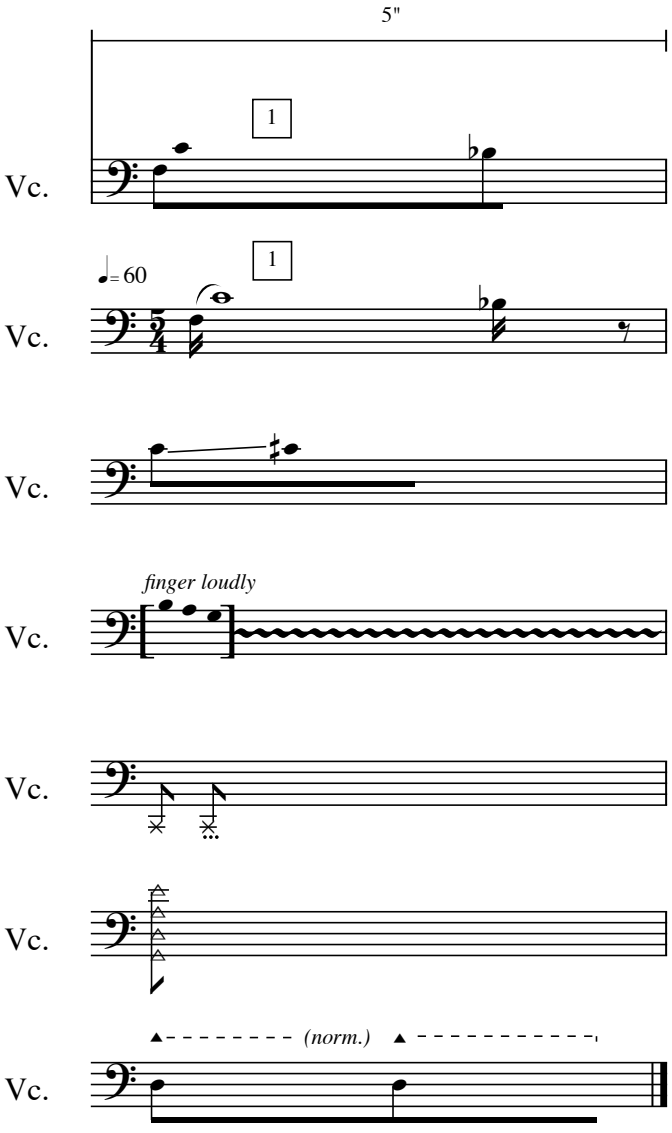
Organon Sostenuto



In passages where a timeline is placed above the staves, a durational notation is used. Beams indicate approximate duration. Stems indicate that a note should be attacked. Notes without a stem should be slurred. In the example to the left, a short note f is followed by a longer c, then a b♭ that is short and with an attack. Time is flexible. Numbers in square above a part indicate that the player should press their foot pedal controller at the indicated time. The number should then correspond with the computer display.
The second line shows how the same passage would be represented if a strict sense of time and meter was desired.

Glissandos are indicated with a straight line. These also occur in proportion to the durational scale.

Notes in large brackets indicate a repeated, random gesture. The contents of the brackets should be repeated for the duration indicated by the large wavy line.

The string should be struck with the wood or tip of the bow *sul tasto* creating a mild (***ppp***) to harsh (***fff***) slap sound against the fingerboard. Dots beneath the notehead indicate the the bow should be allowed to bounc

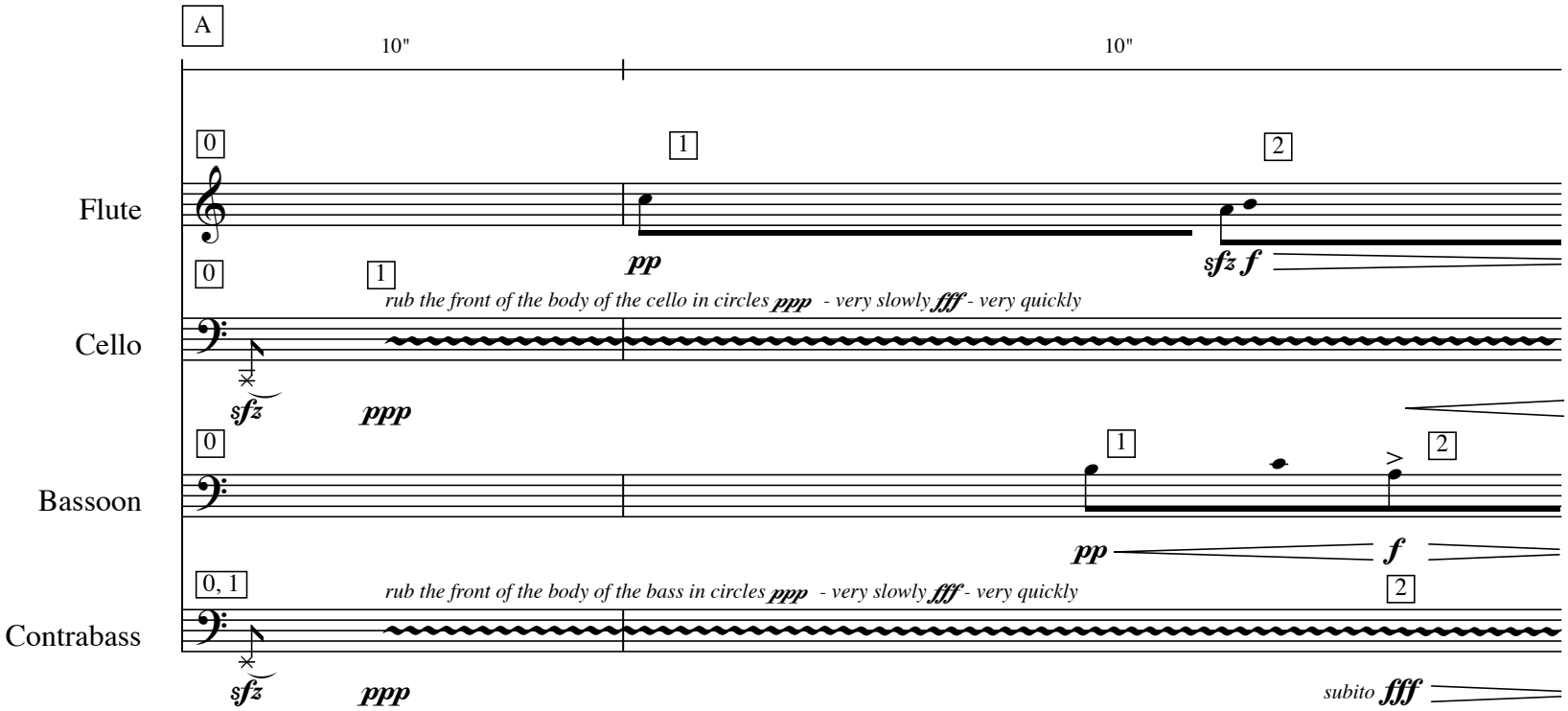
All strings should be slapped against the fingerboard by the left hand, at approximately the indicated note position.

A triangle above a note indicates a scratch tone. A dotted line leading to a "norm" indication means that a gradual change from scratch to normal bow is intended. A dotted line with a hook indicates that the scratch tone should last for for the duration of the line.

Organon Sostenuto

for Flute, Cello, Bassoon, Contrabass and Live Electronics

Joshua Parmenter



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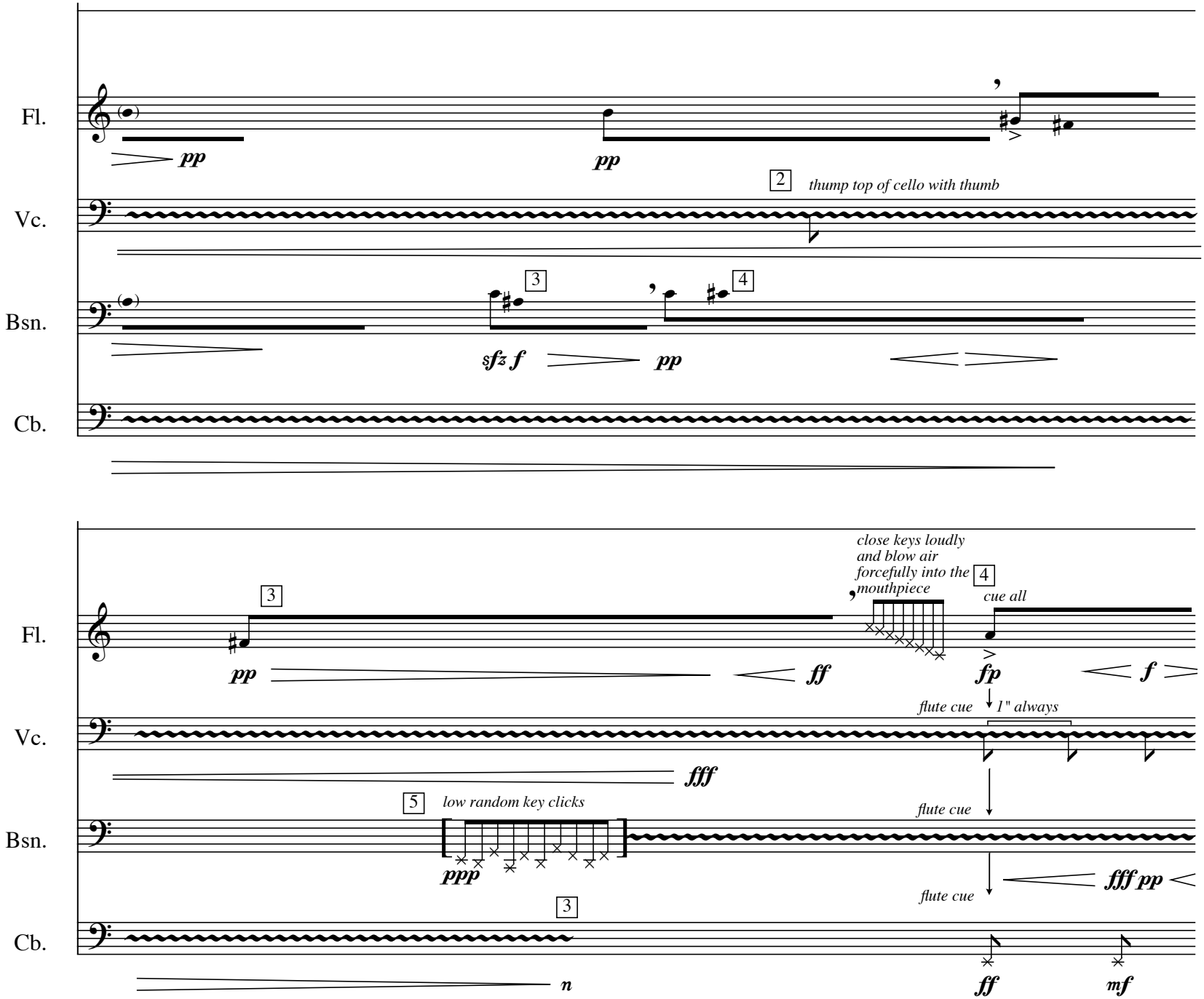
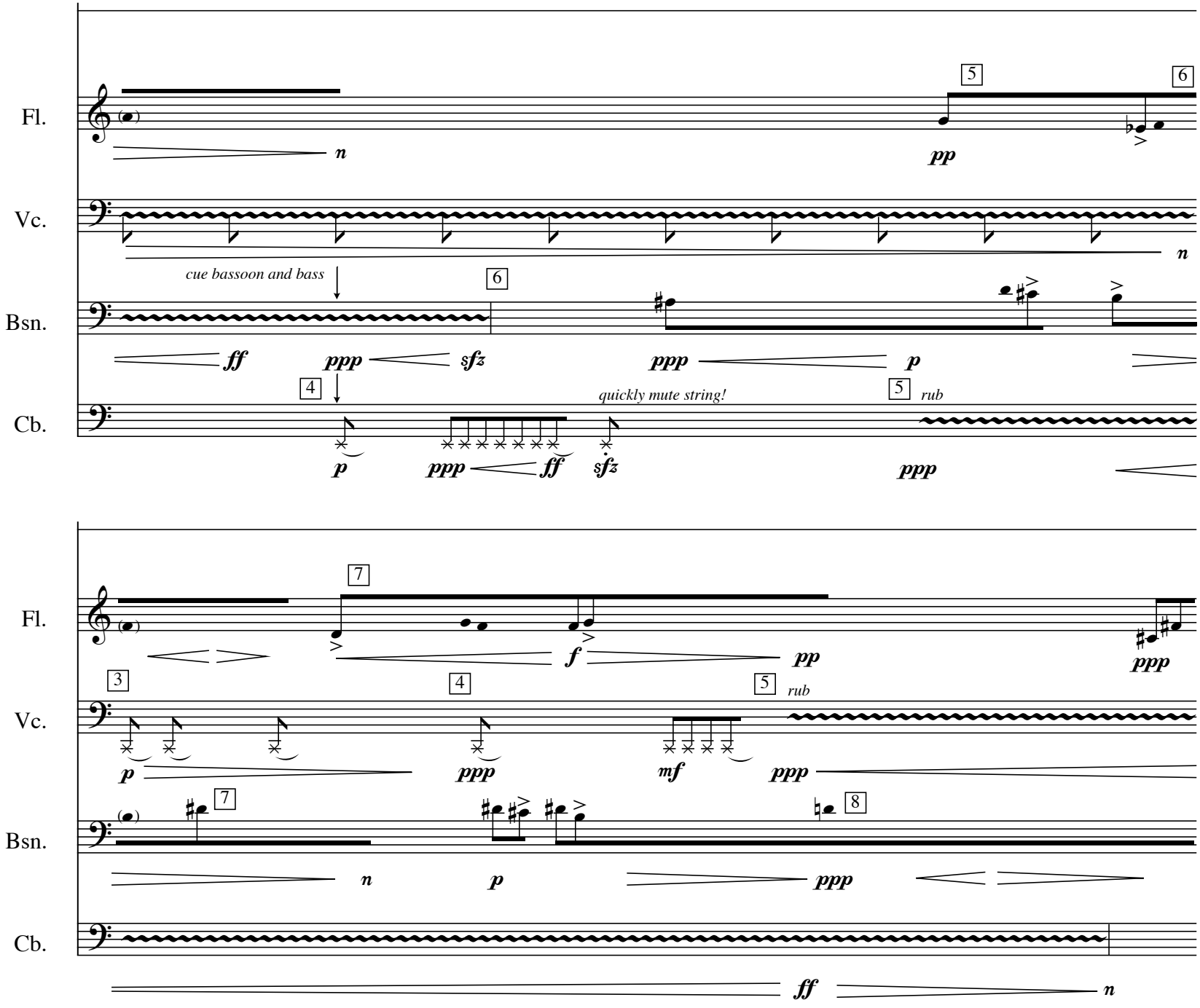
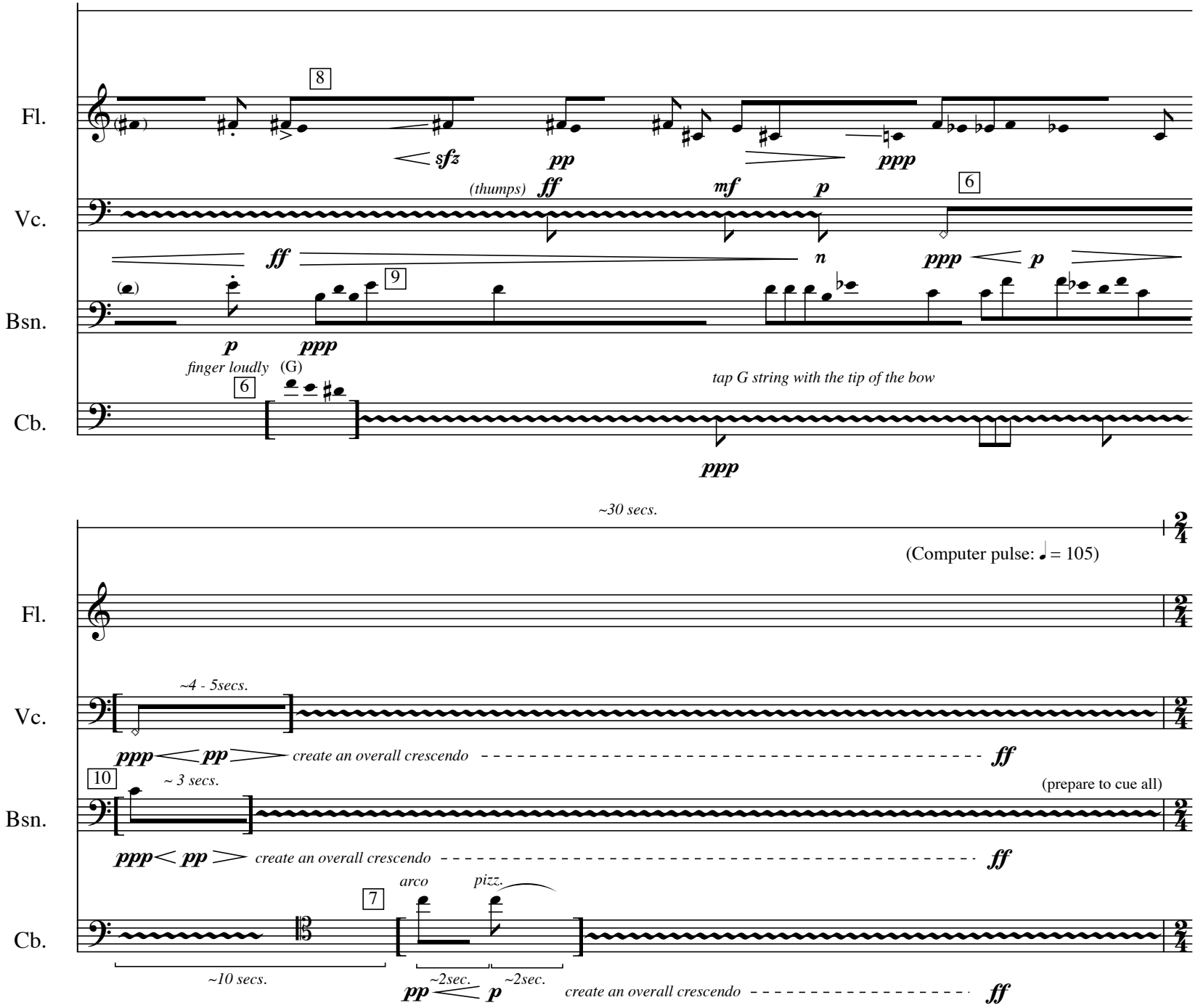
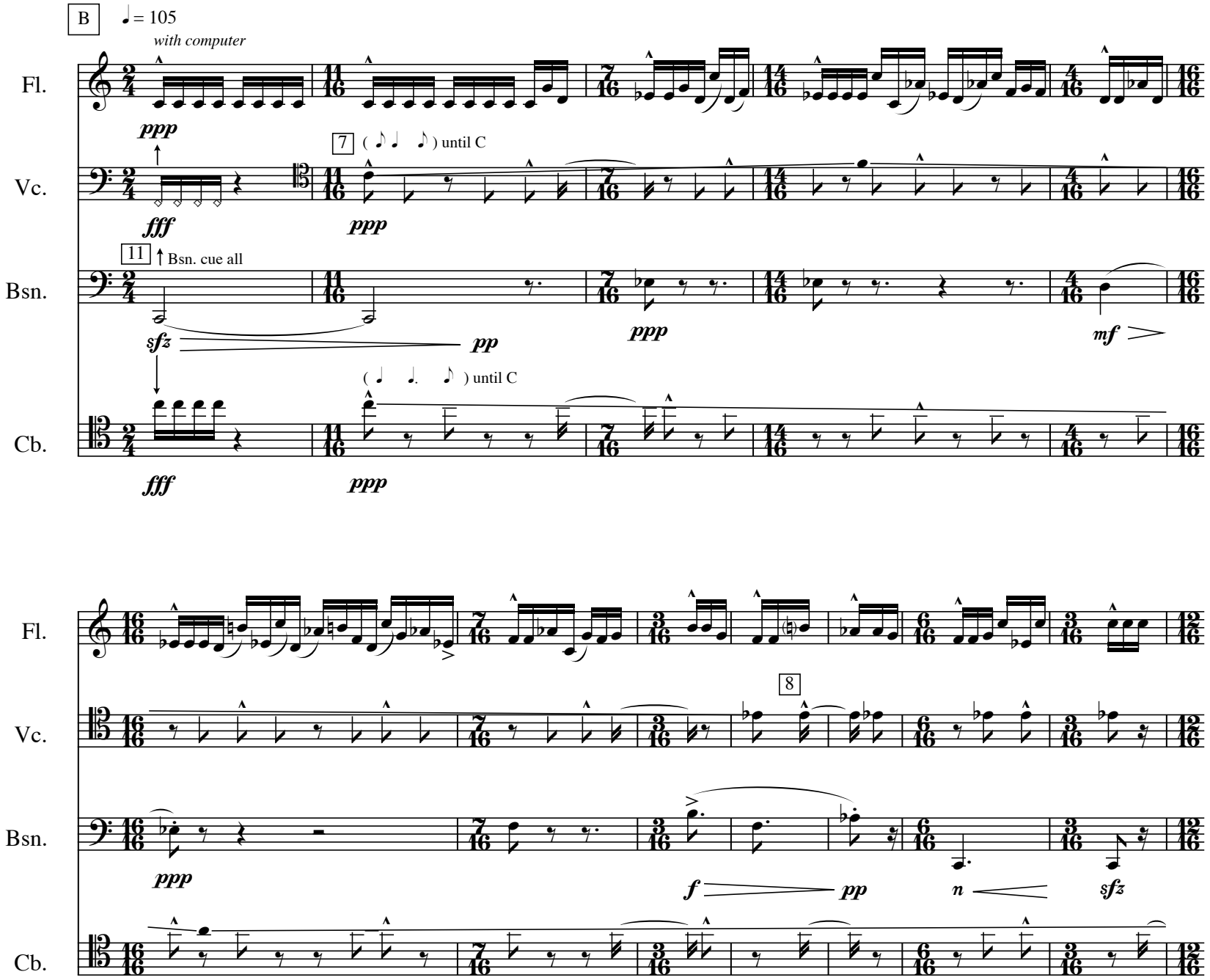
Organon Sostenuto

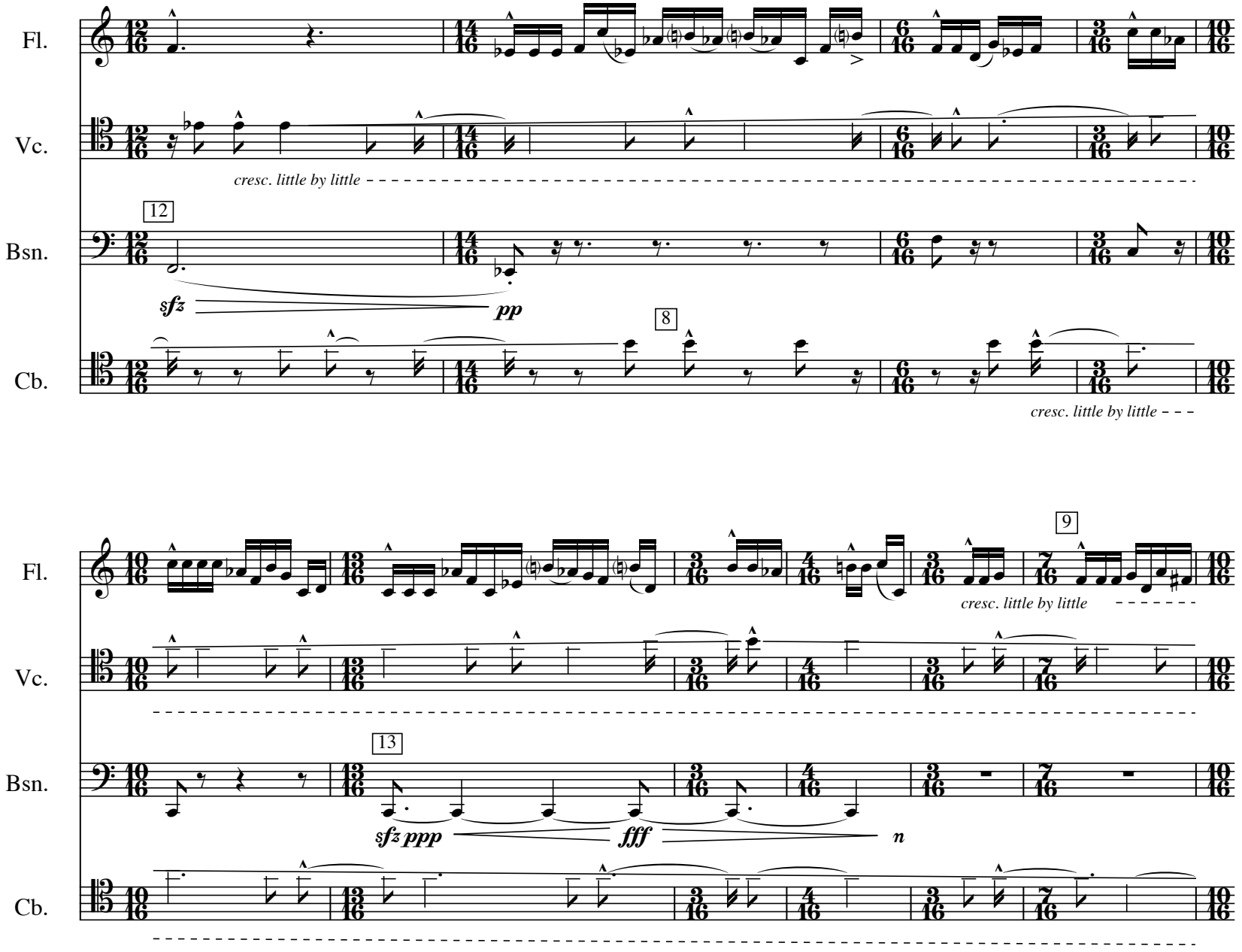
10"

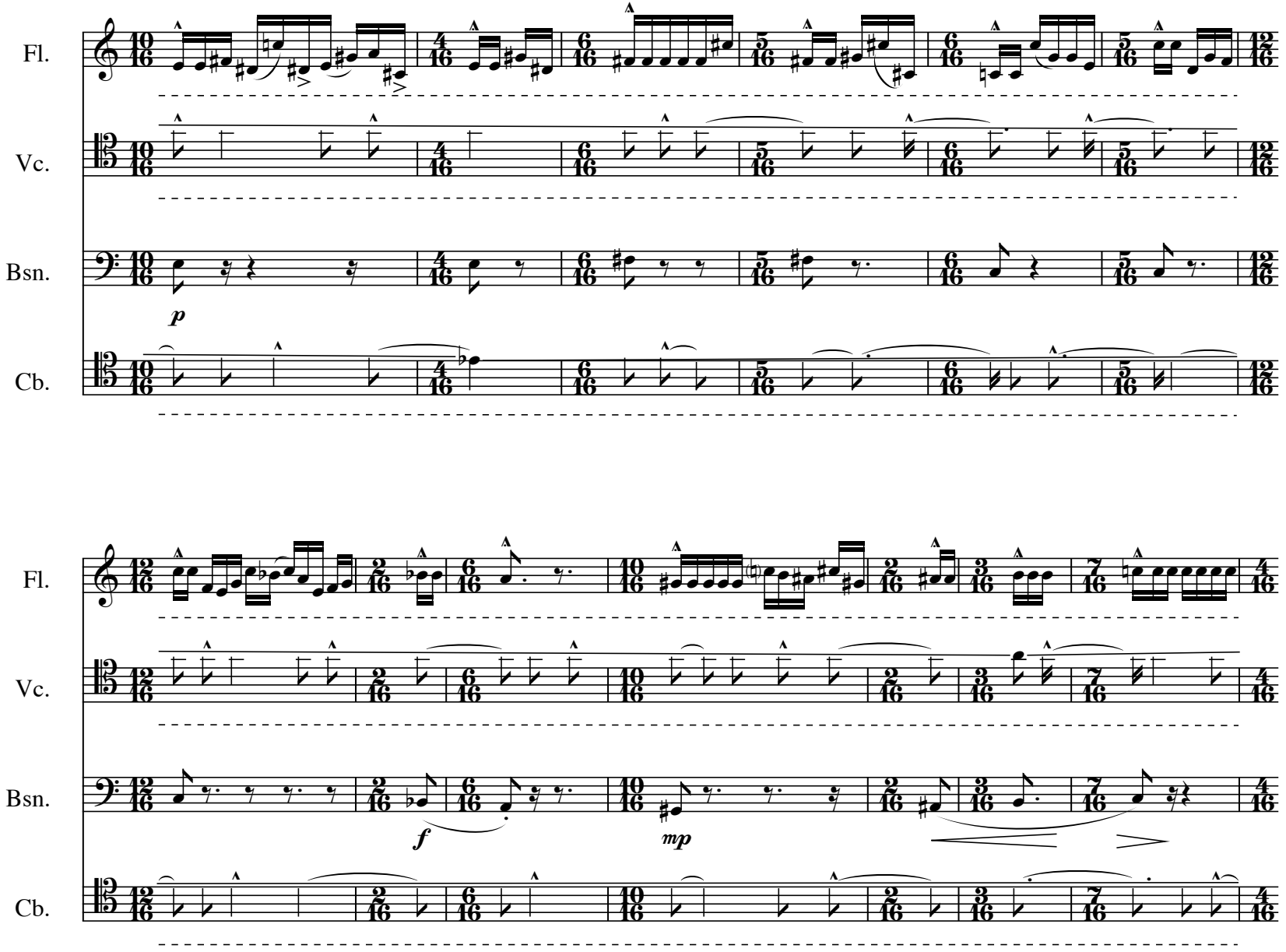


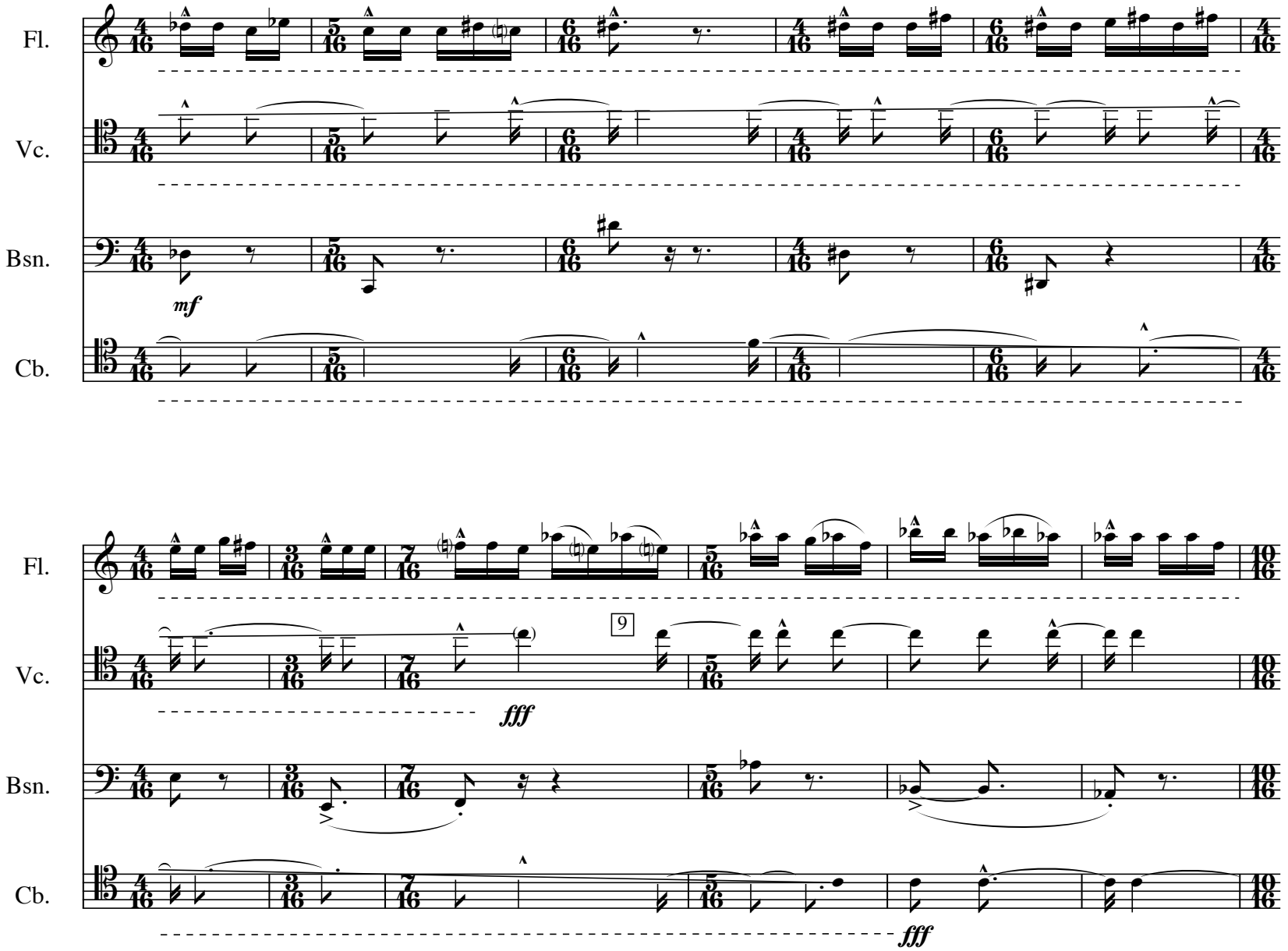

Fl.
Vc.
Bsn.
Cb.
cue bassoon and bass
quickly mute string!
rub
rub

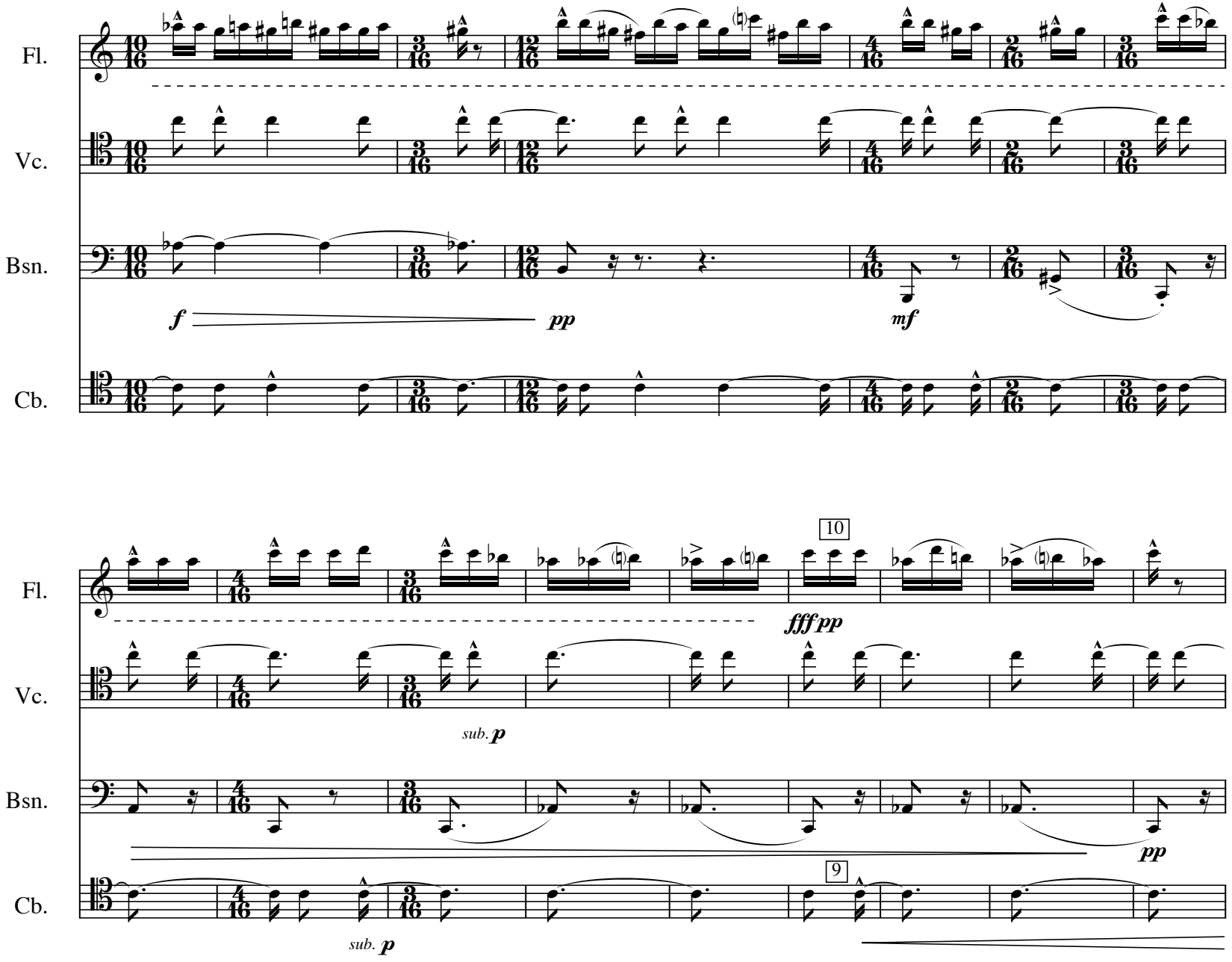

Fl.
Vc.
Bsn.
Cb.
8
9
6
10
7
sfz
pp
ppp
(thumps)
ff
mf
p
finger loudly
(G)
tap G string with the tip of the bow
~30 secs.
(Computer pulse: ♩ = 105)
~4 - 5secs.
create an overall crescendo
~ 3 secs.
(prepare to cue all)
arco
pizz.
~10 secs.
~2sec.
~2sec.

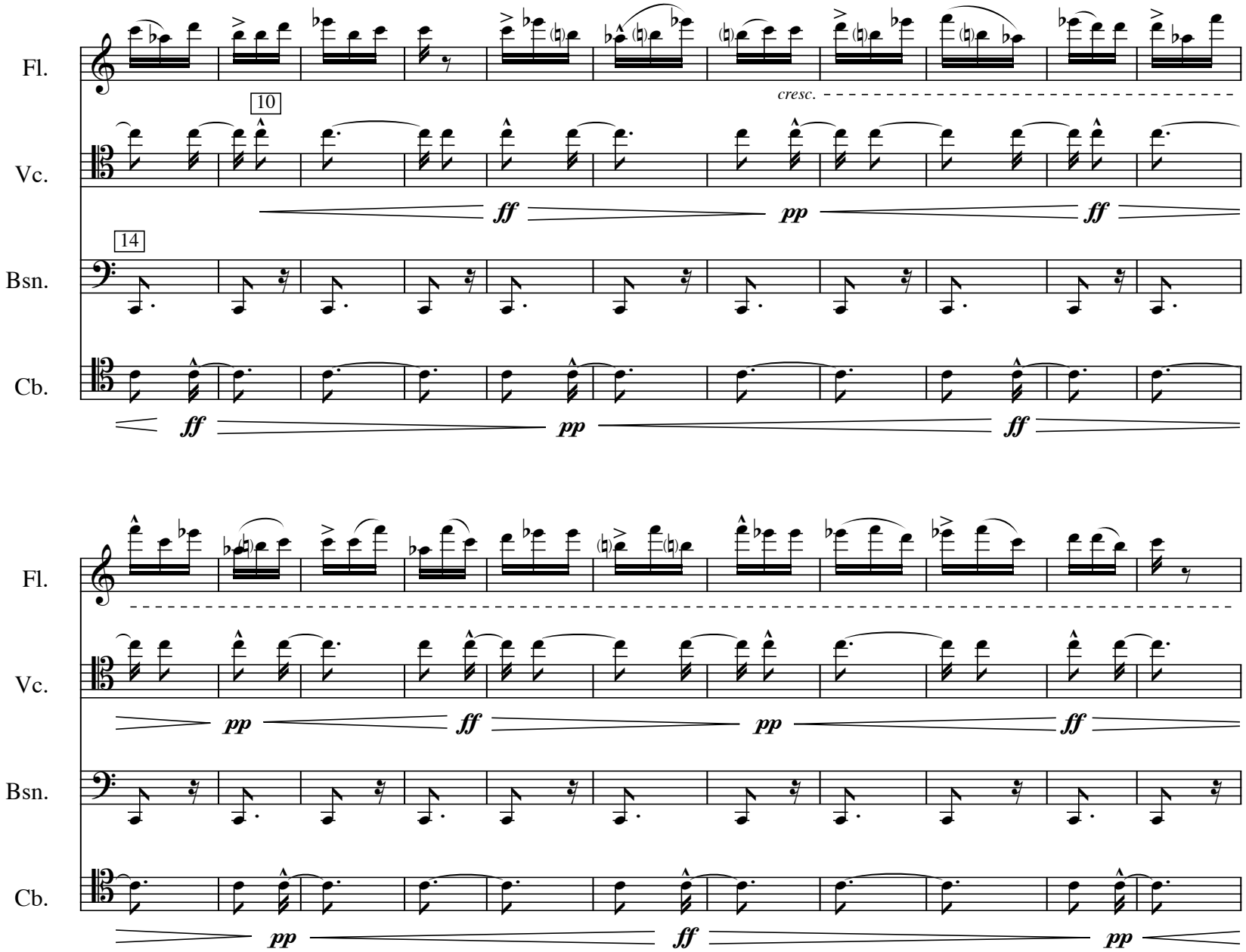

B
♩= 105
with computer
Fl.
Vc.
Bsn.
Cb.
ppp
fff
7
(♪ ♩ ♩ ♪) until C
11
Bsn. cue all
sfz
pp
mf
(♩ ♩. ♪) until C
8
f
n

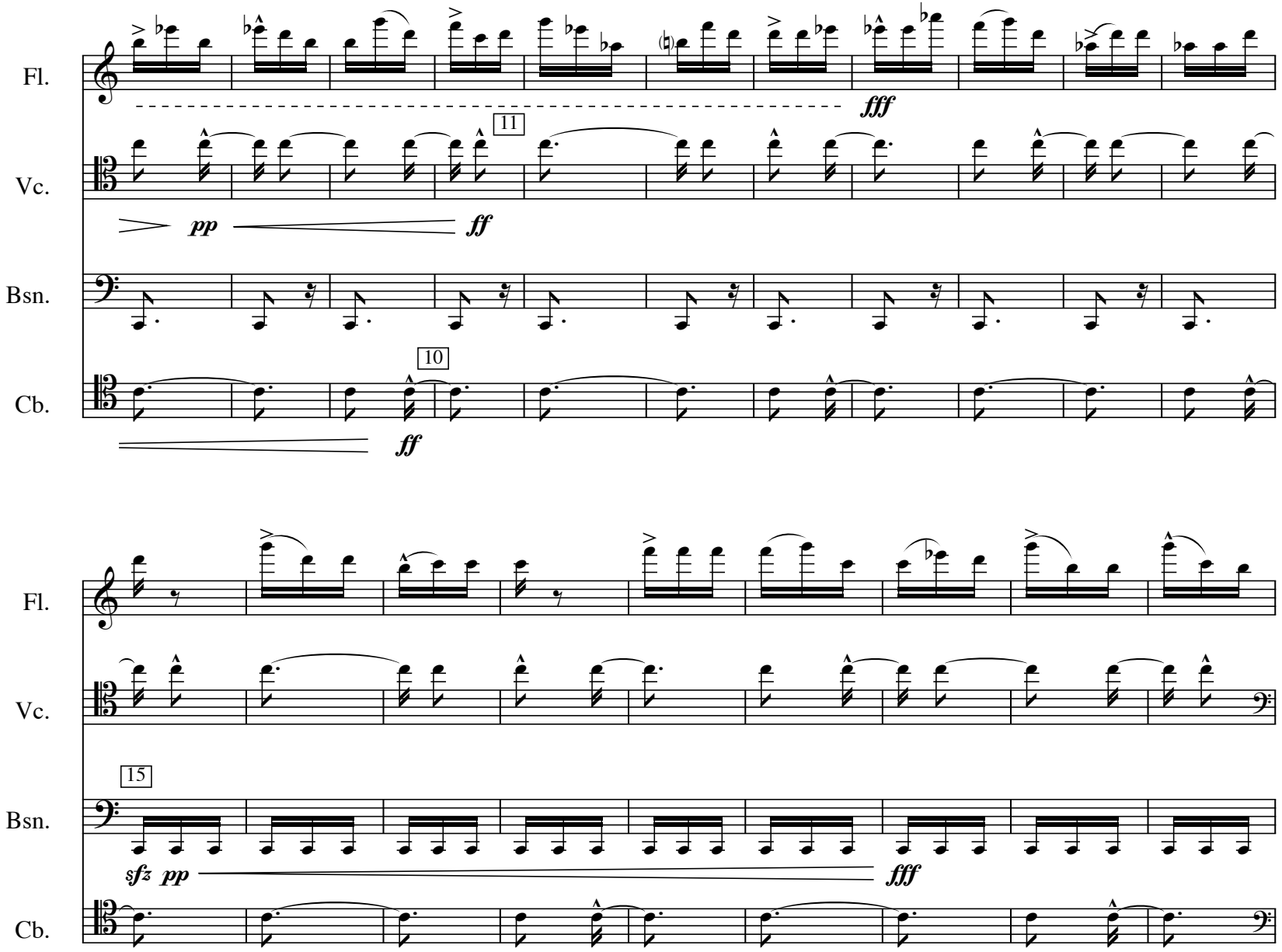

Fl.
Vc.
cresc. little by little
12
Bsn.
sfz
pp
8
Cb.
cresc. little by little
9
Fl.
cresc. little by little
Vc.
13
Bsn.
sfz ppp
fff
n
Cb.


Fl.
Vc.
Bsn.
Cb.
p
f
mp


Fl.
Vc.
Bsn.
Cb.
mf
9
fff
fff


Fl.
Vc.
Bsn.
Cb.
f
pp
mf
10
fff pp
sub. p
pp
9
sub. p


Fl.
Vc.
Bsn.
Cb.
10
14
cresc.
ff
pp
ff
ff
pp
ff
pp
pp
ff
pp
pp
ff
pp


Fl.
Vc.
Bsn.
Cb.
fff
11
pp
ff
10
ff
Fl.
Vc.
15
Bsn.
sfz pp
fff
Cb.

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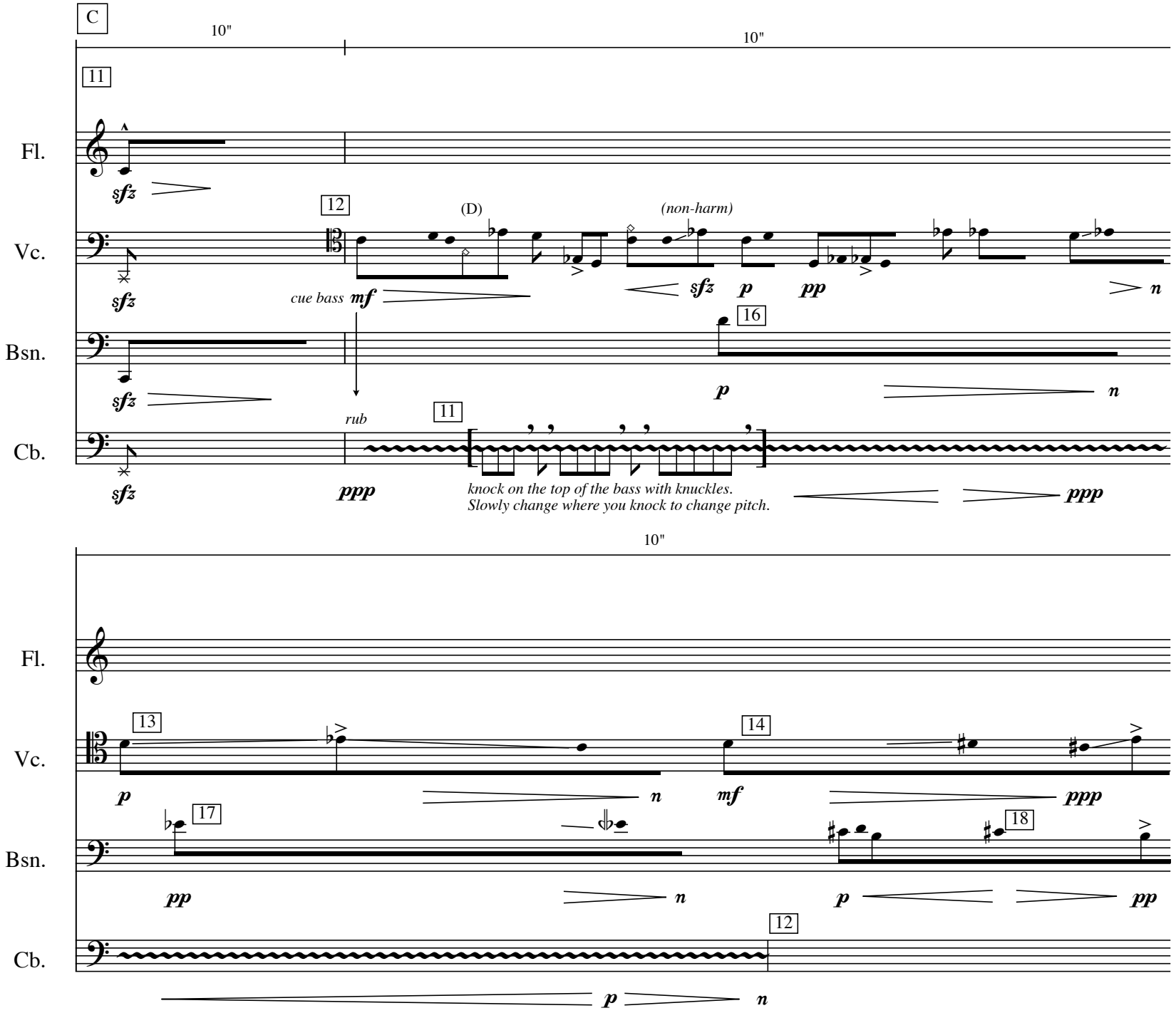
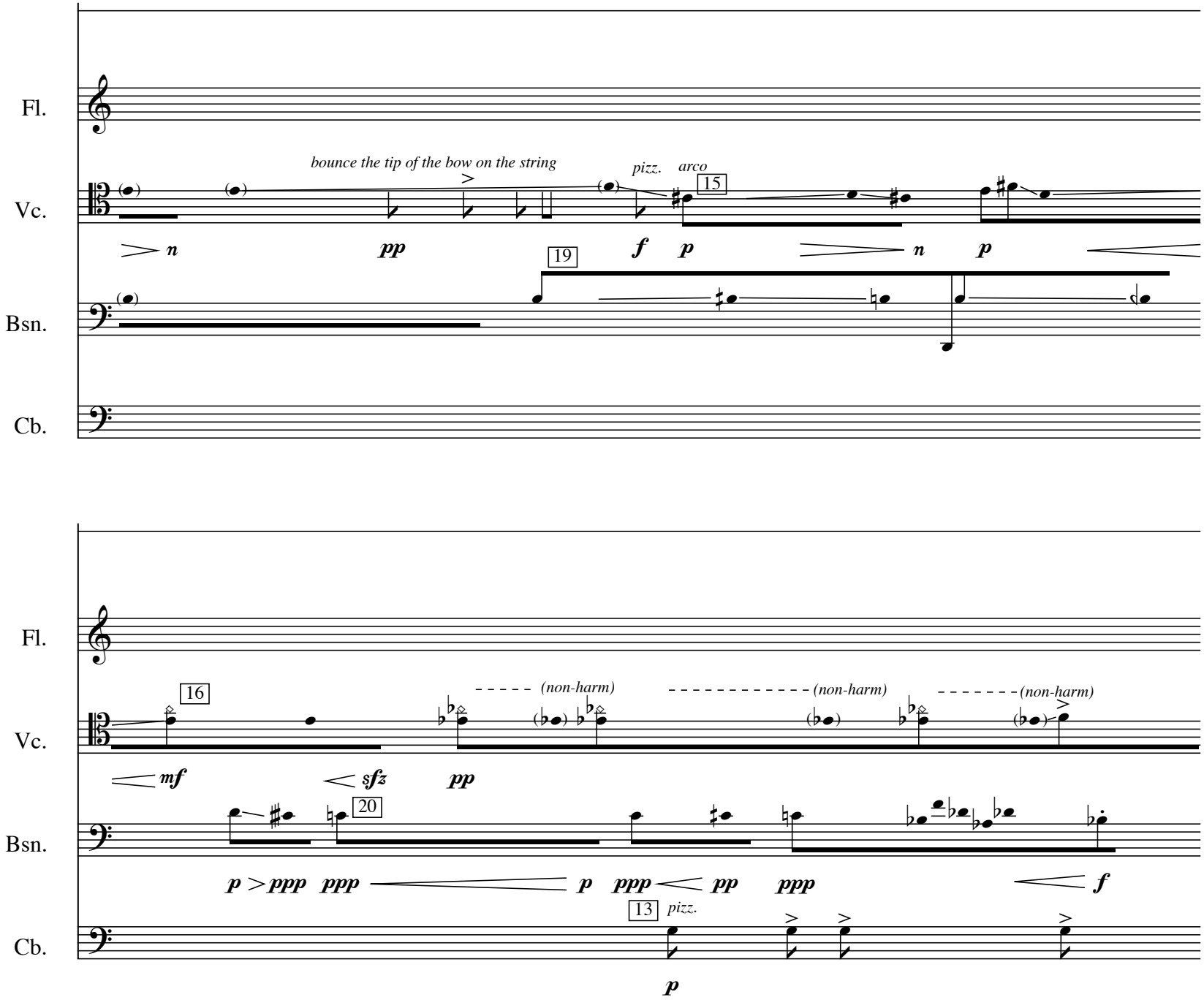
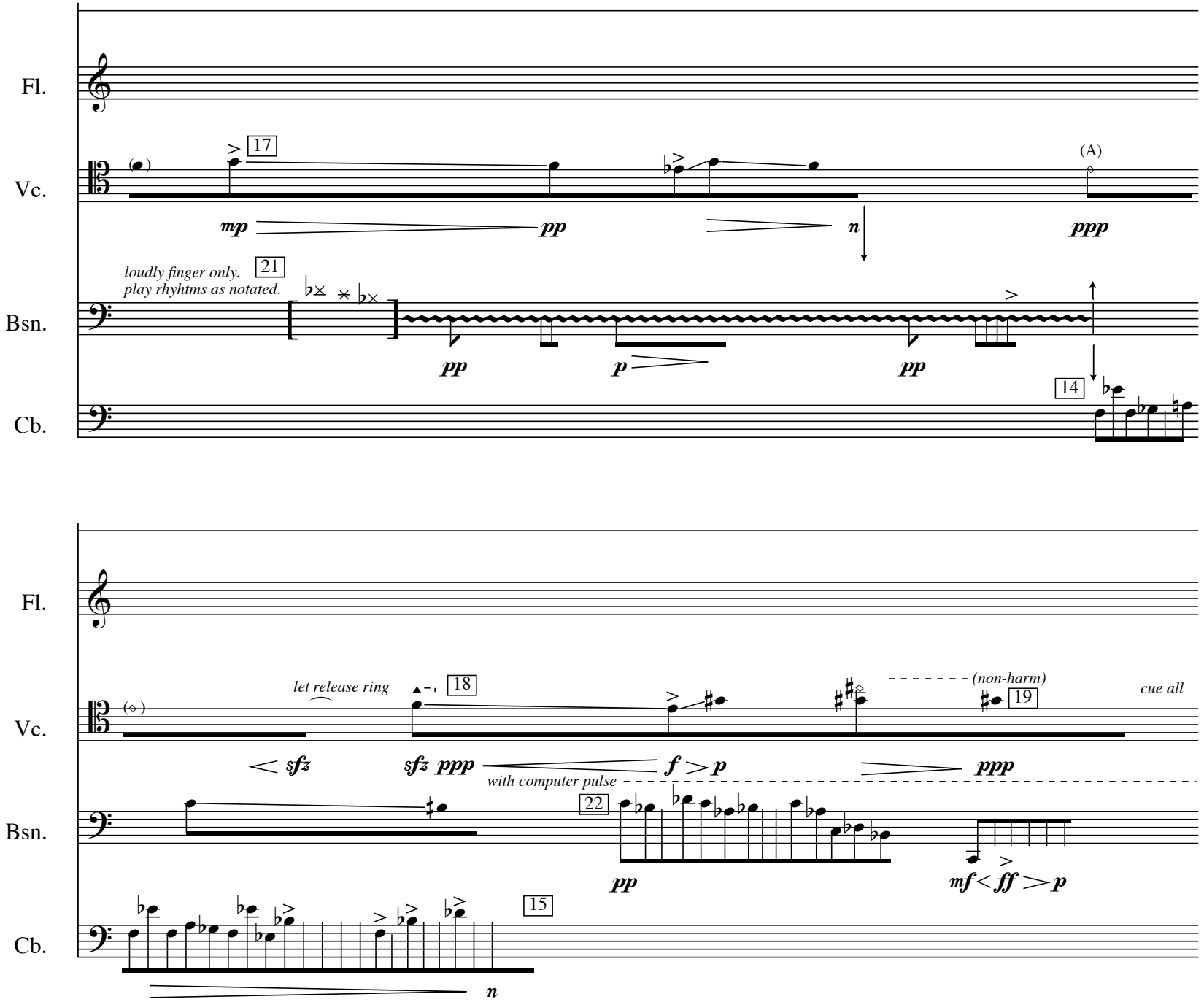
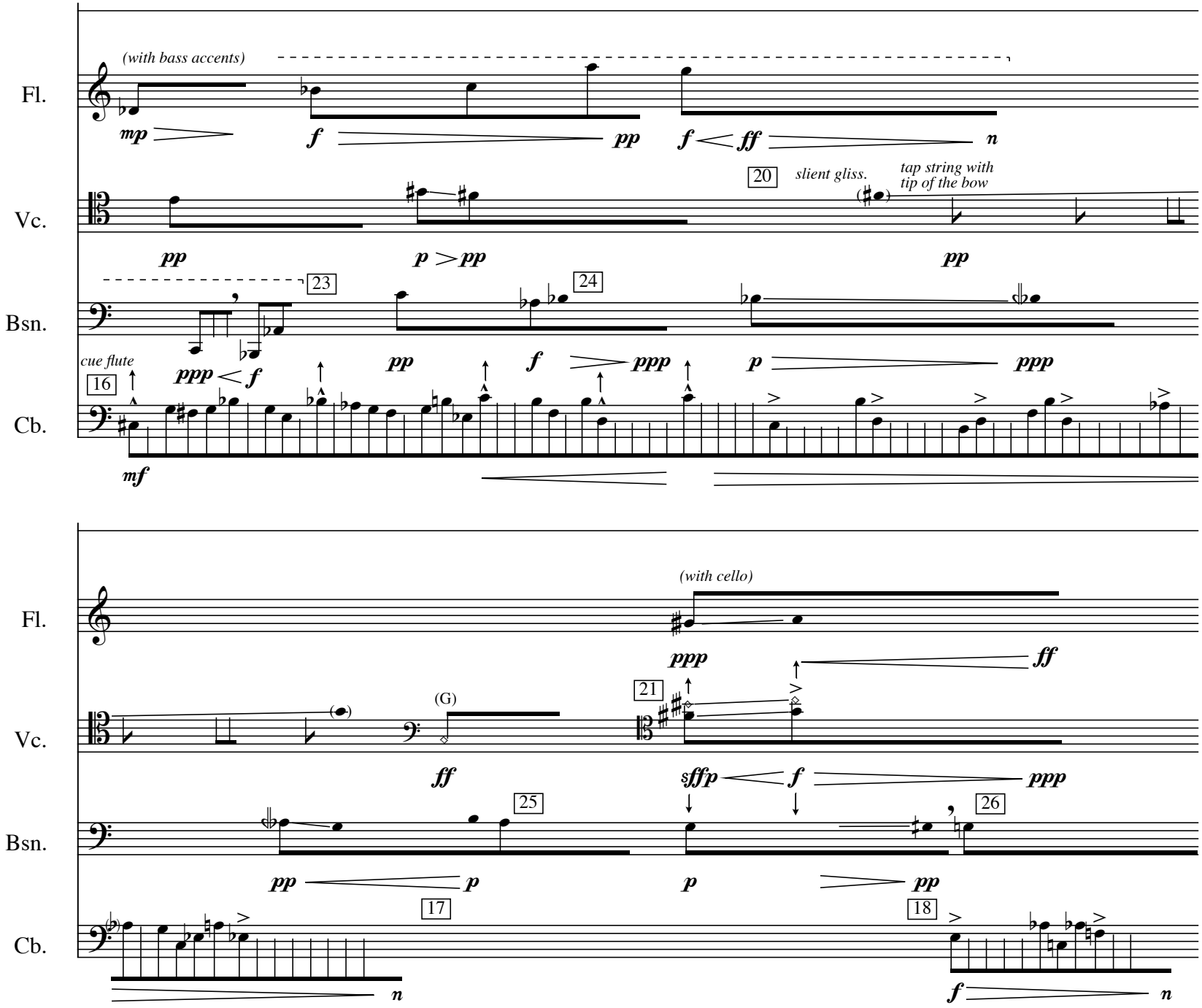
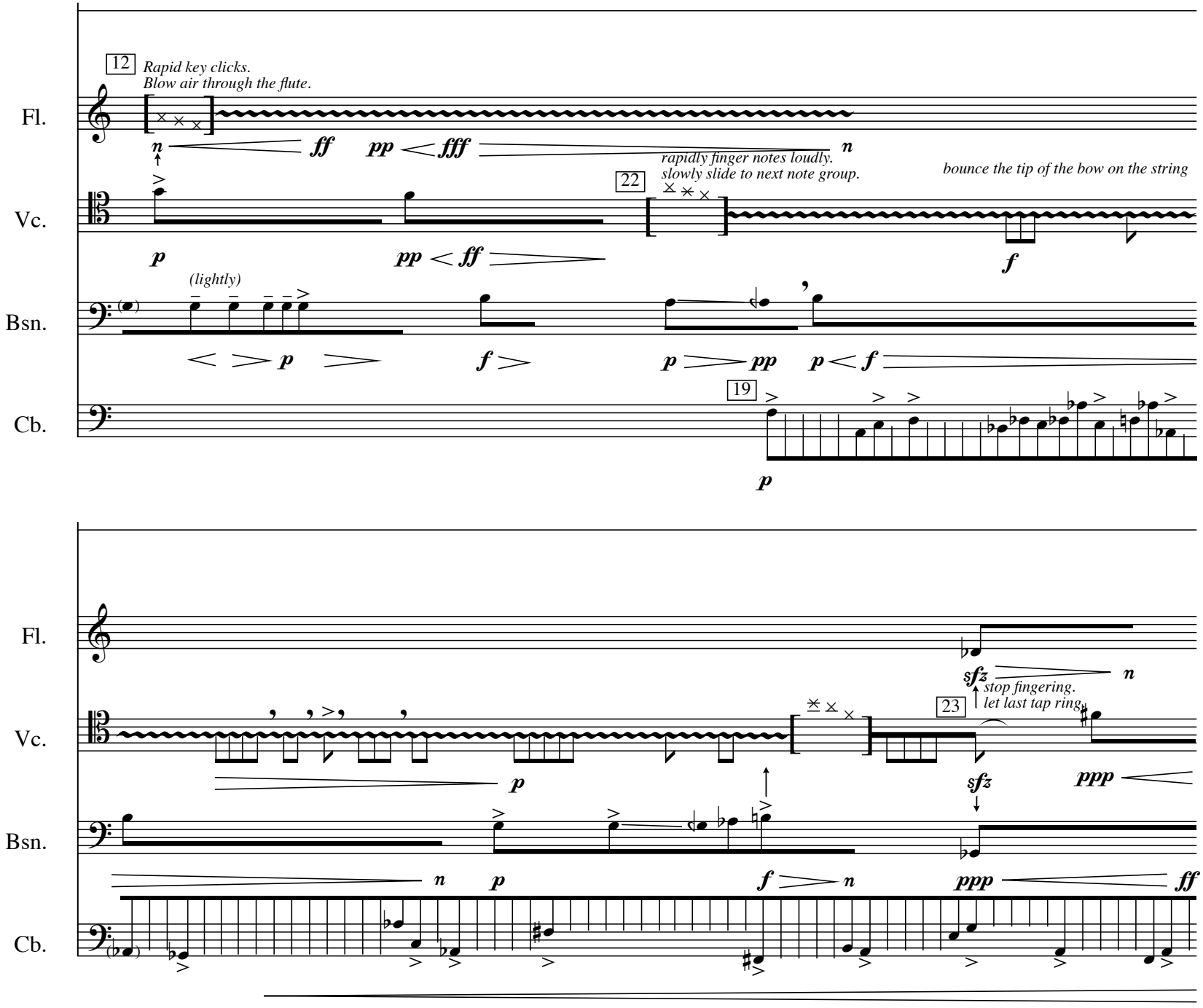
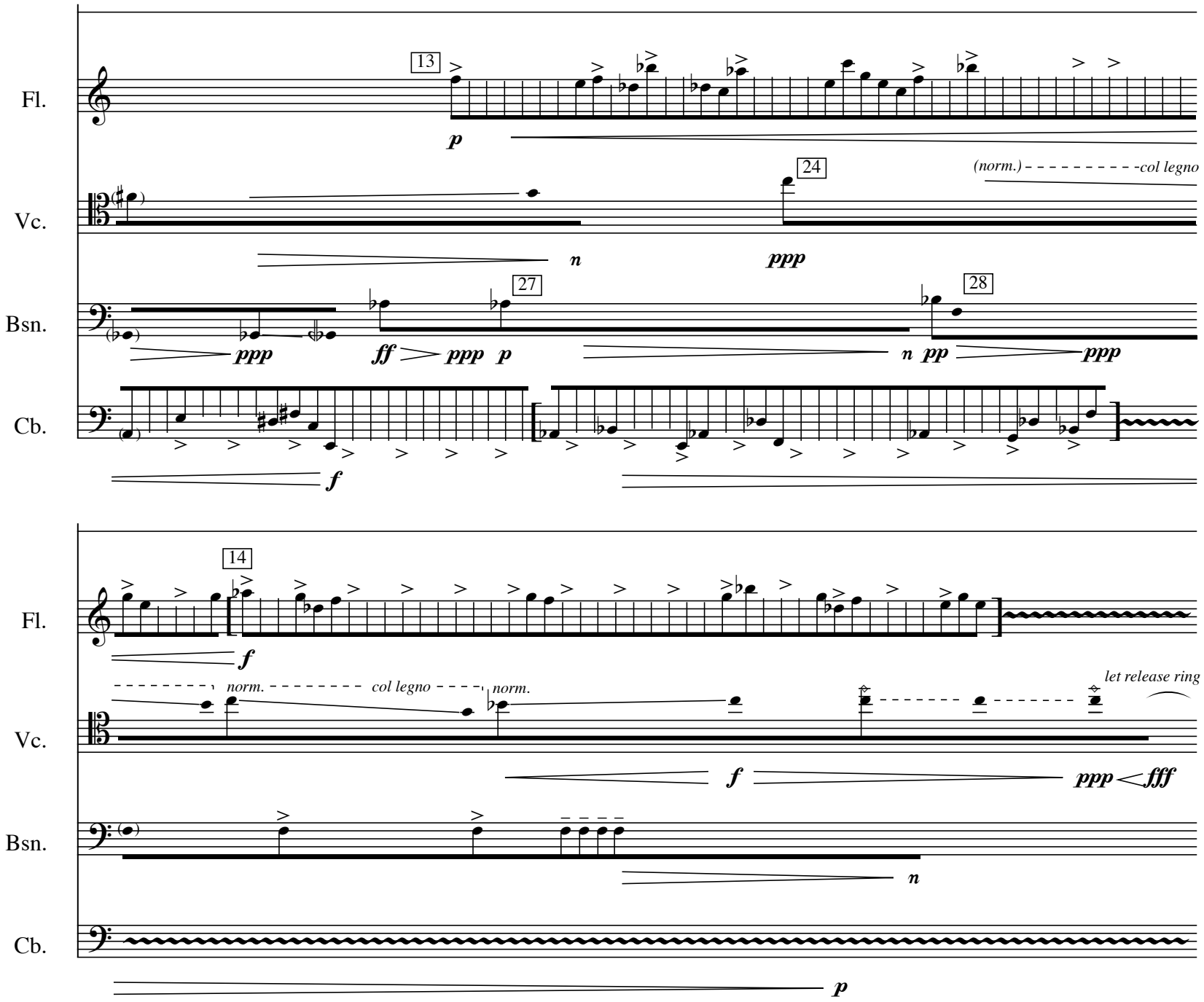


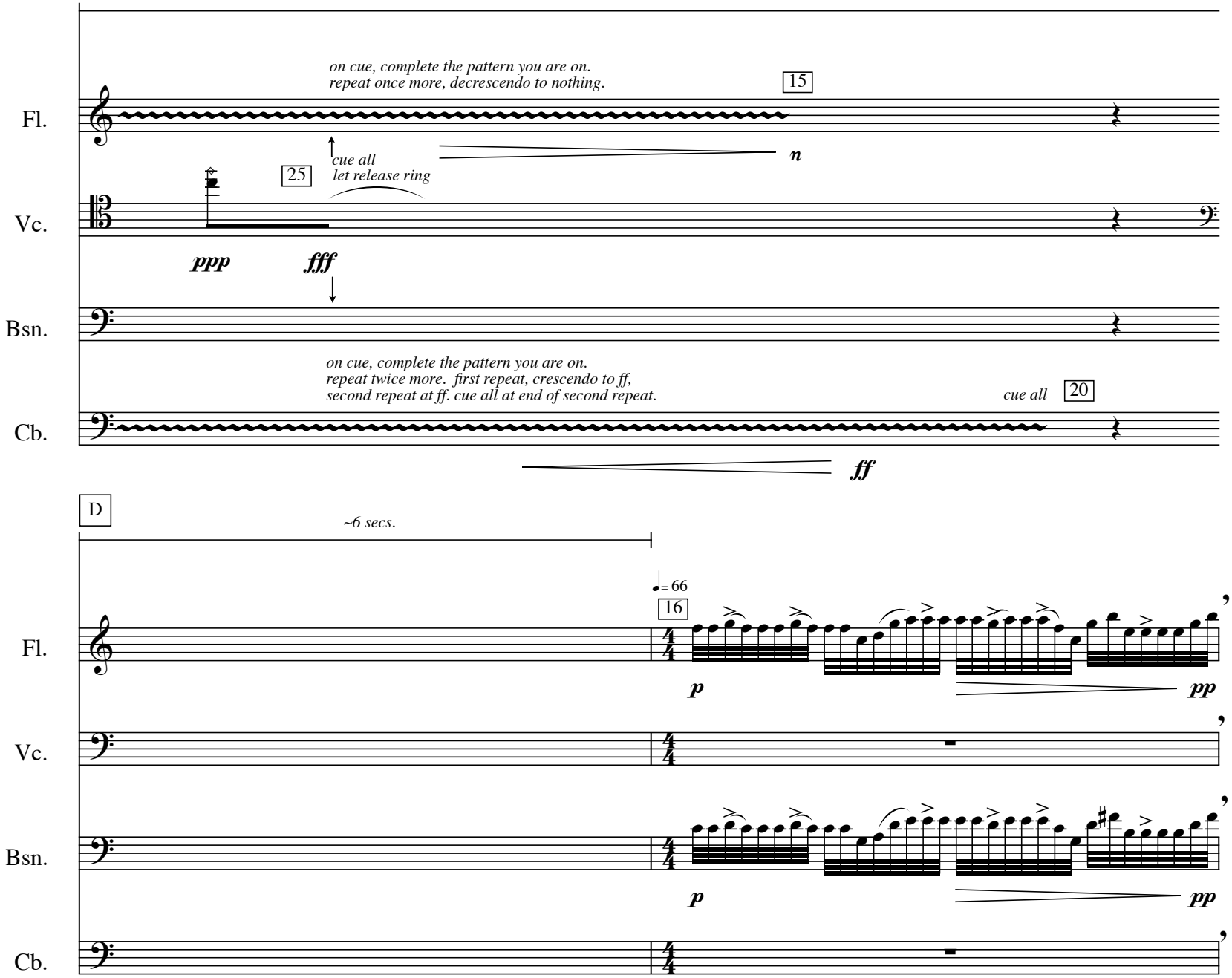

Fl.
Vc.
Bsn.
Cb.
bounce the tip of the bow on the string
pizz.
arco
15
19
n
pp
f
p
n
p
Fl.
Vc.
Bsn.
Cb.
16
(non-harm)
(non-harm)
(non-harm)
mf
sfz
pp
20
p
ppp
ppp
p
ppp
pp
ppp
f
13
pizz.
p

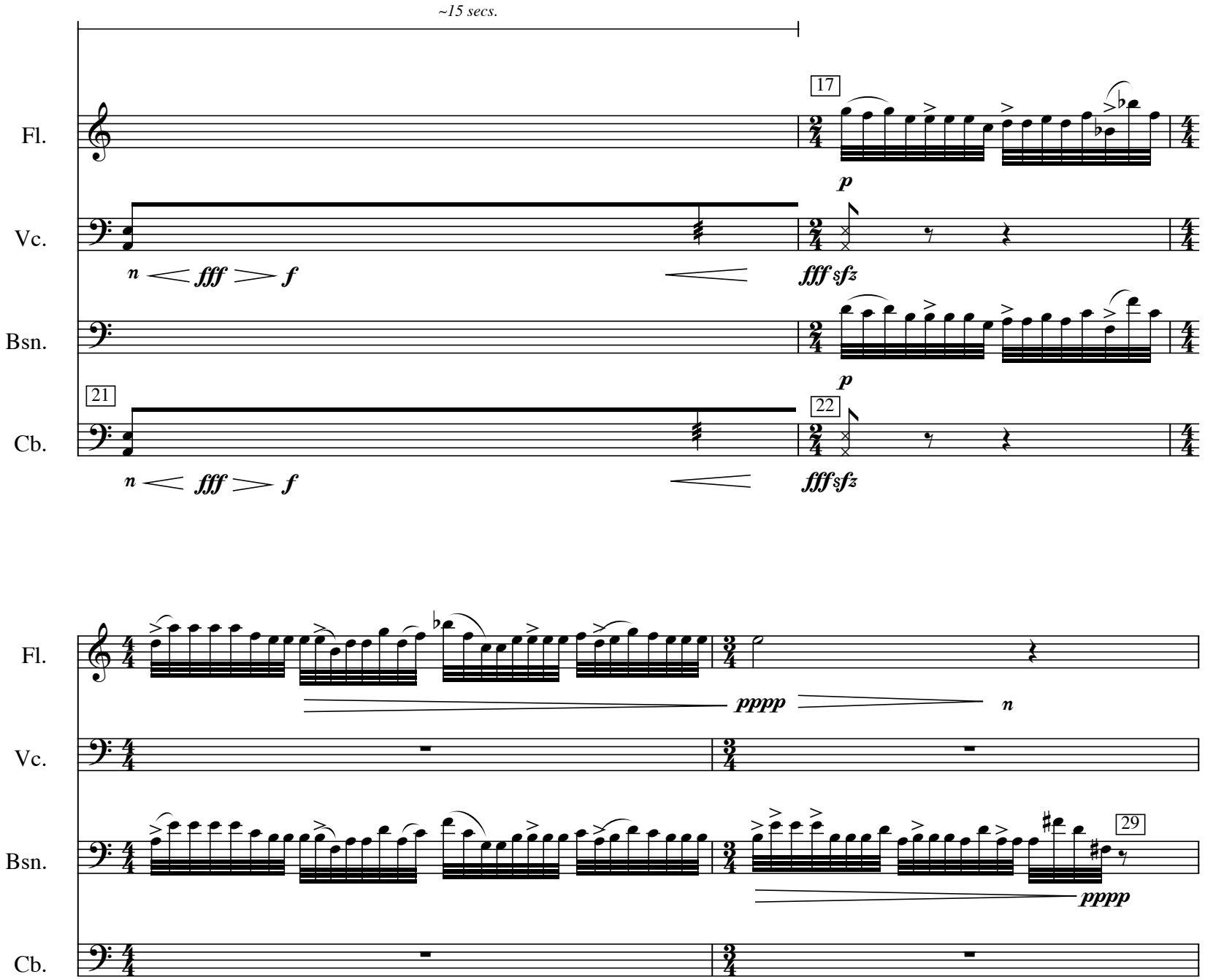

Fl.
Vc.
17
(A)
mp
pp
n
ppp
loudly finger only.
play rhyhtms as notated.
21
Bsn.
pp
p
pp
14
Cb.
Fl.
let release ring
18
(non-harm)
19
cue all
Vc.
sfz
sfz ppp
f > p
ppp
with computer pulse
22
Bsn.
pp
mf < ff > p
15
Cb.
n

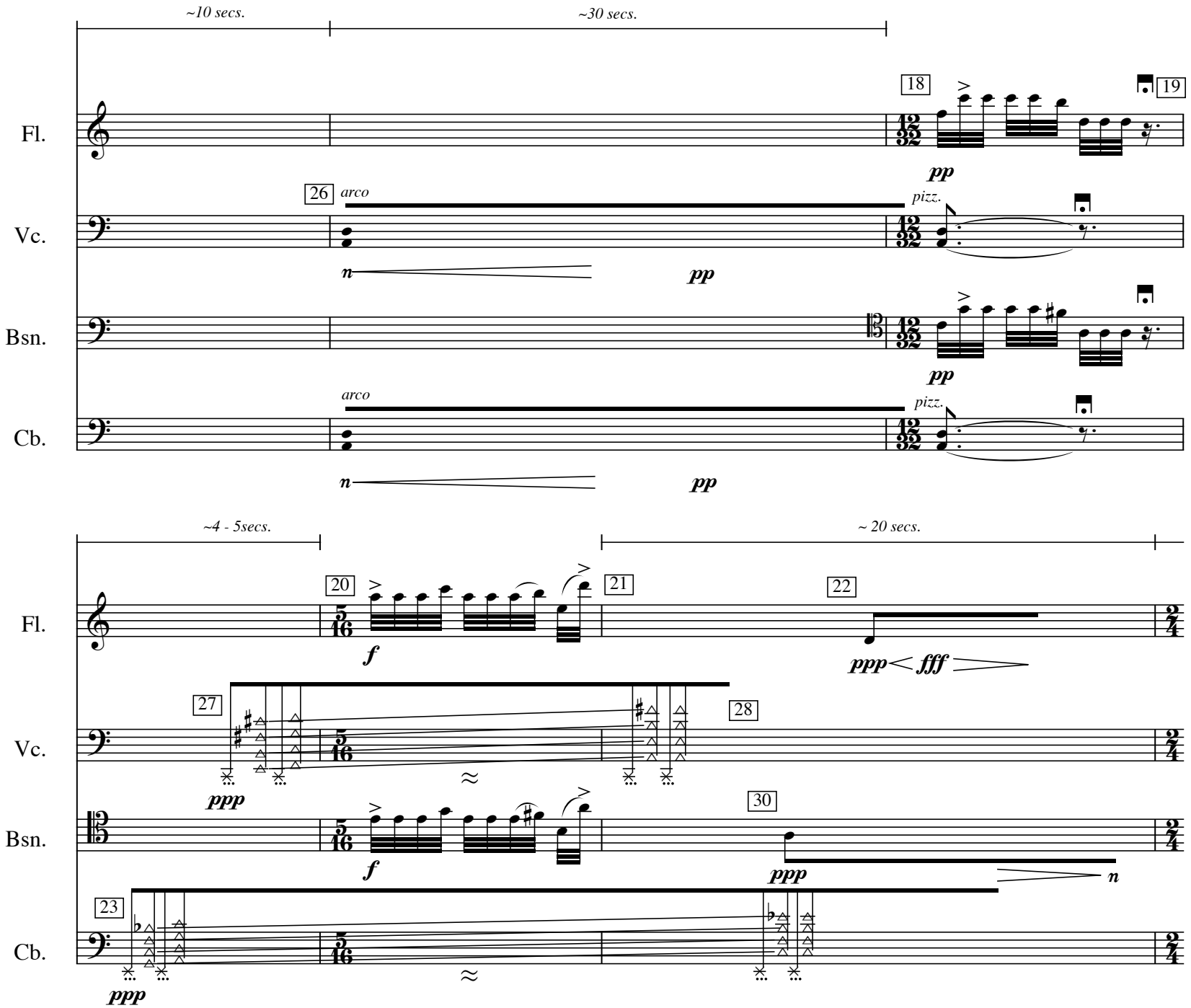

Fl.
Vc.
Bsn.
Cb.
(with bass accents)
mp
f
pp
f
ff
n
20
slient gliss.
tap string with tip of the bow
(#)
pp
p > pp
pp
23
24
cue flute
16
ppp < f
pp
f
ppp
p
ppp
mf
(with cello)
ppp
ff
21
(G)
(e)
ff
sffp
f
ppp
25
26
pp
p
p
pp
17
18
n
f
n

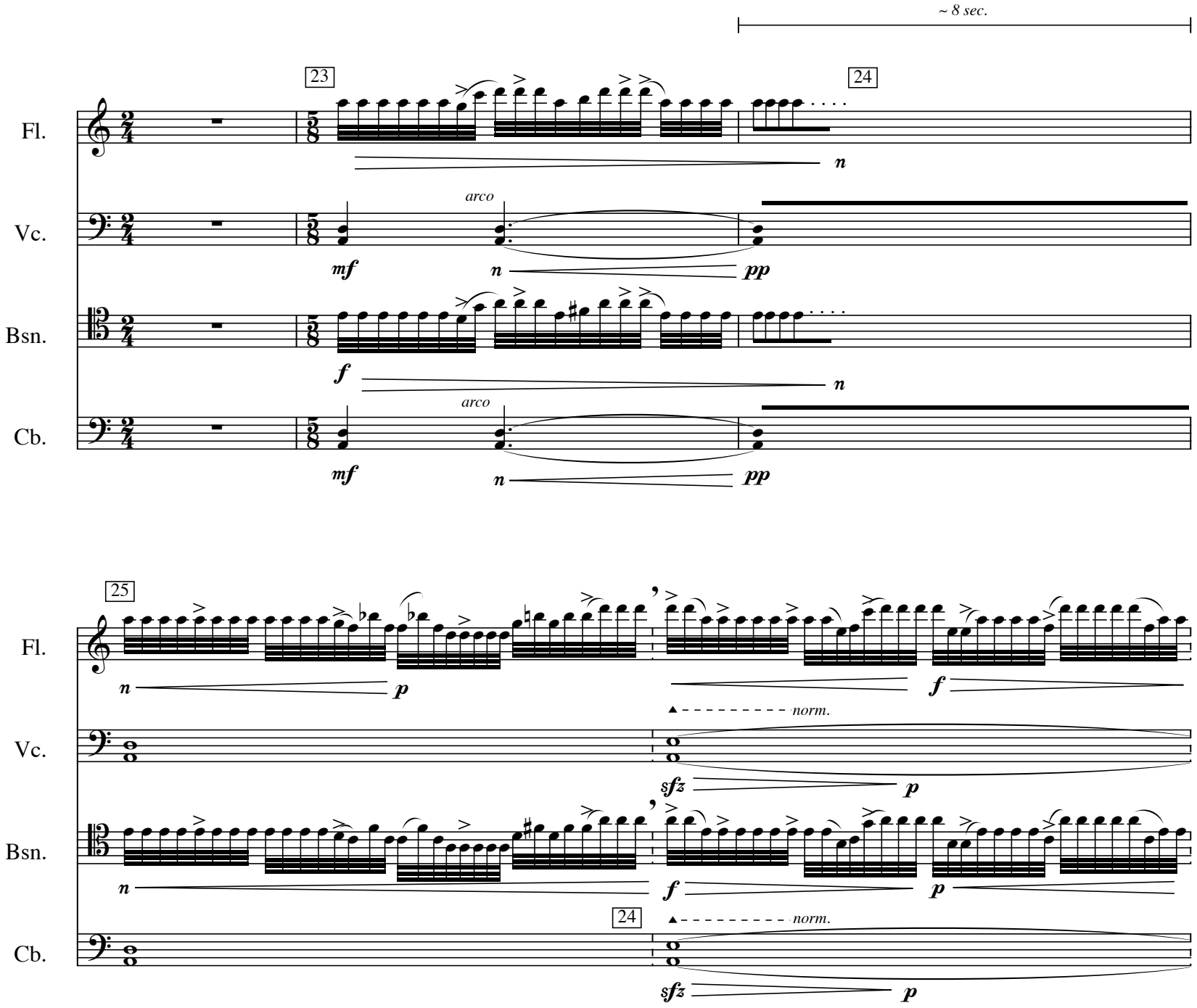

12
Rapid key clicks.
Blow air through the flute.
Fl.
Vc.
Bsn.
Cb.
(lightly)
rapidly finger notes loudly.
slowly slide to next note group.
22
bounce the tip of the bow on the string
19
stop fingering.
let last tap ring
23

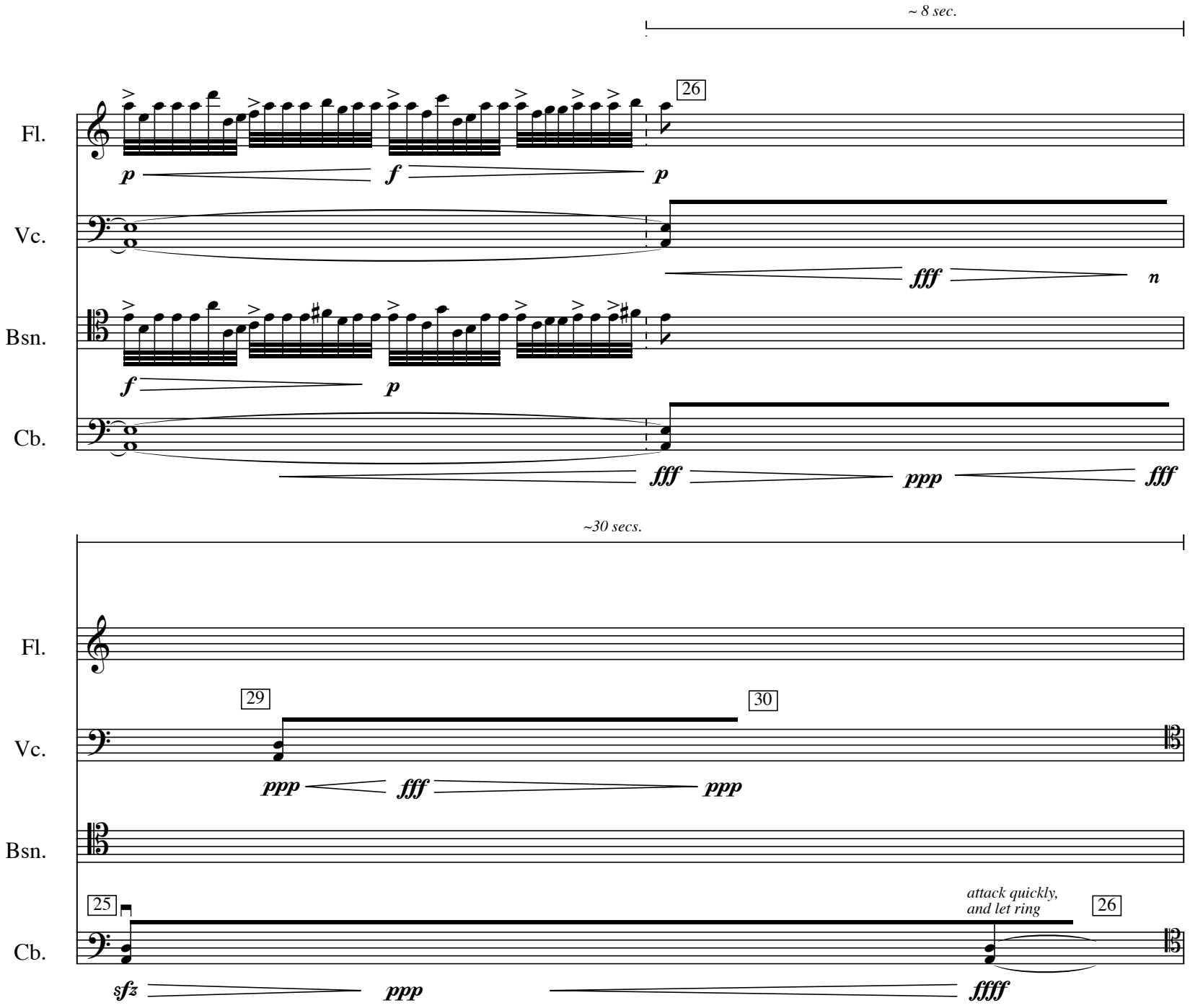

13
24
27
28
14
Fl.
Vc.
Bsn.
Cb.
p
(norm.)
col legno
n
ppp
ff
pp
f
norm.
col legno
norm.
let release ring
fff

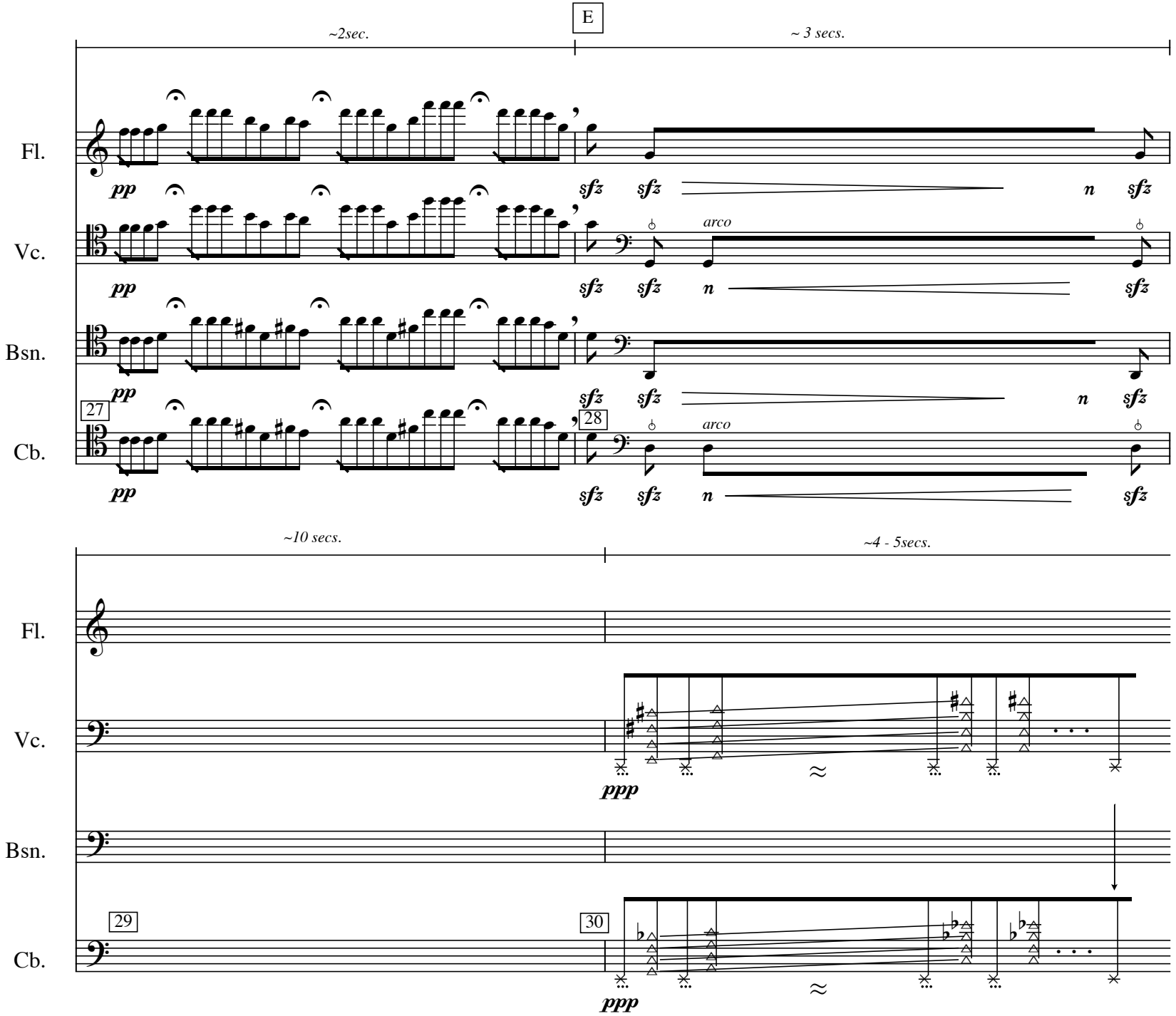

Fl.
Vc.
Bsn.
Cb.
on cue, complete the pattern you are on.
repeat once more, decrescendo to nothing.
15
n
cue all
let release ring
25
ppp
fff
on cue, complete the pattern you are on.
repeat twice more. first repeat, crescendo to ff,
second repeat at ff. cue all at end of second repeat.
cue all
20
ff
D
~6 secs.
= 66
16
p
pp

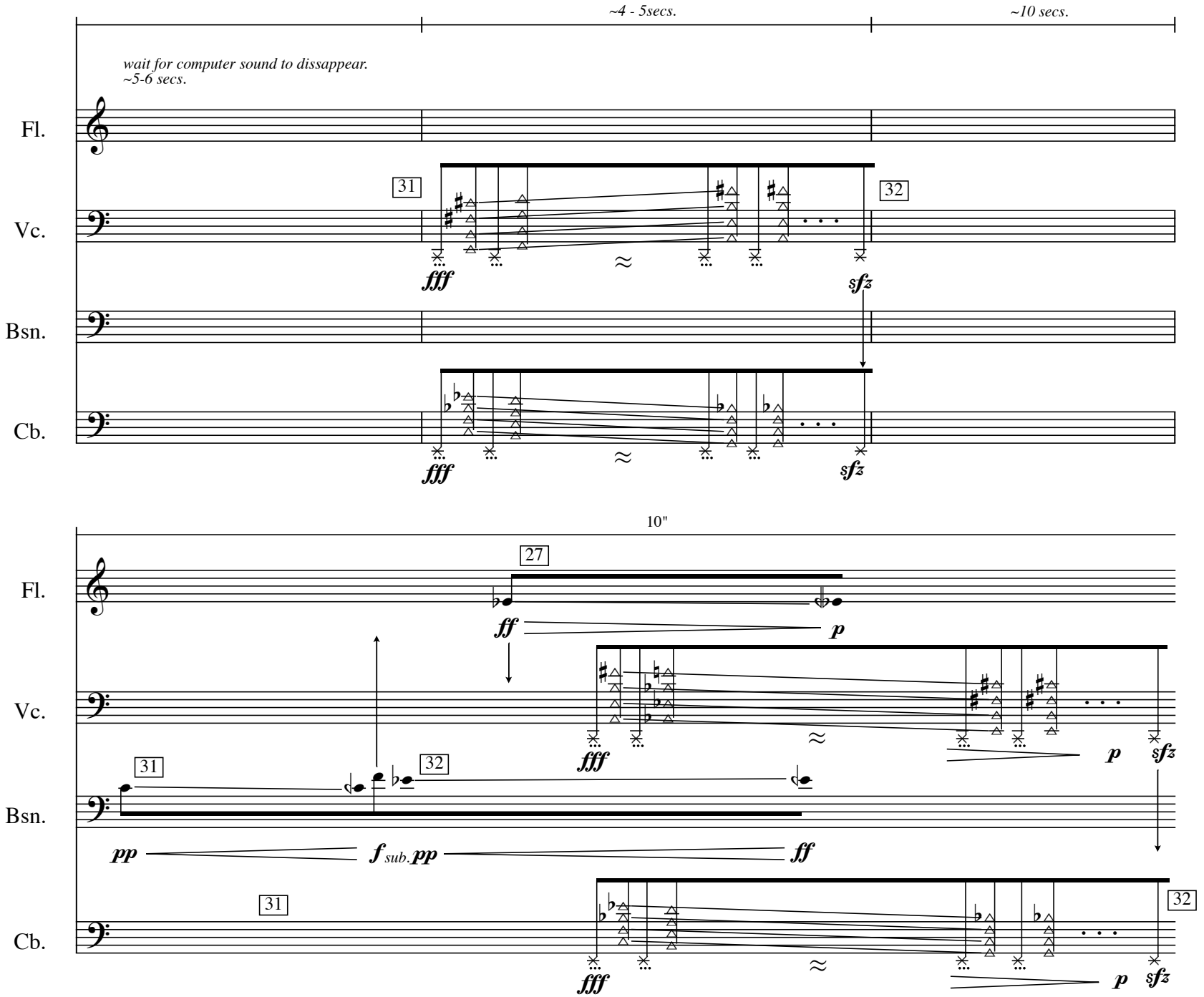

~15 secs.
17
Fl.
Vc.
Bsn.
21
22
Cb.
n
fff
f
p
fff sfz
pppp
29

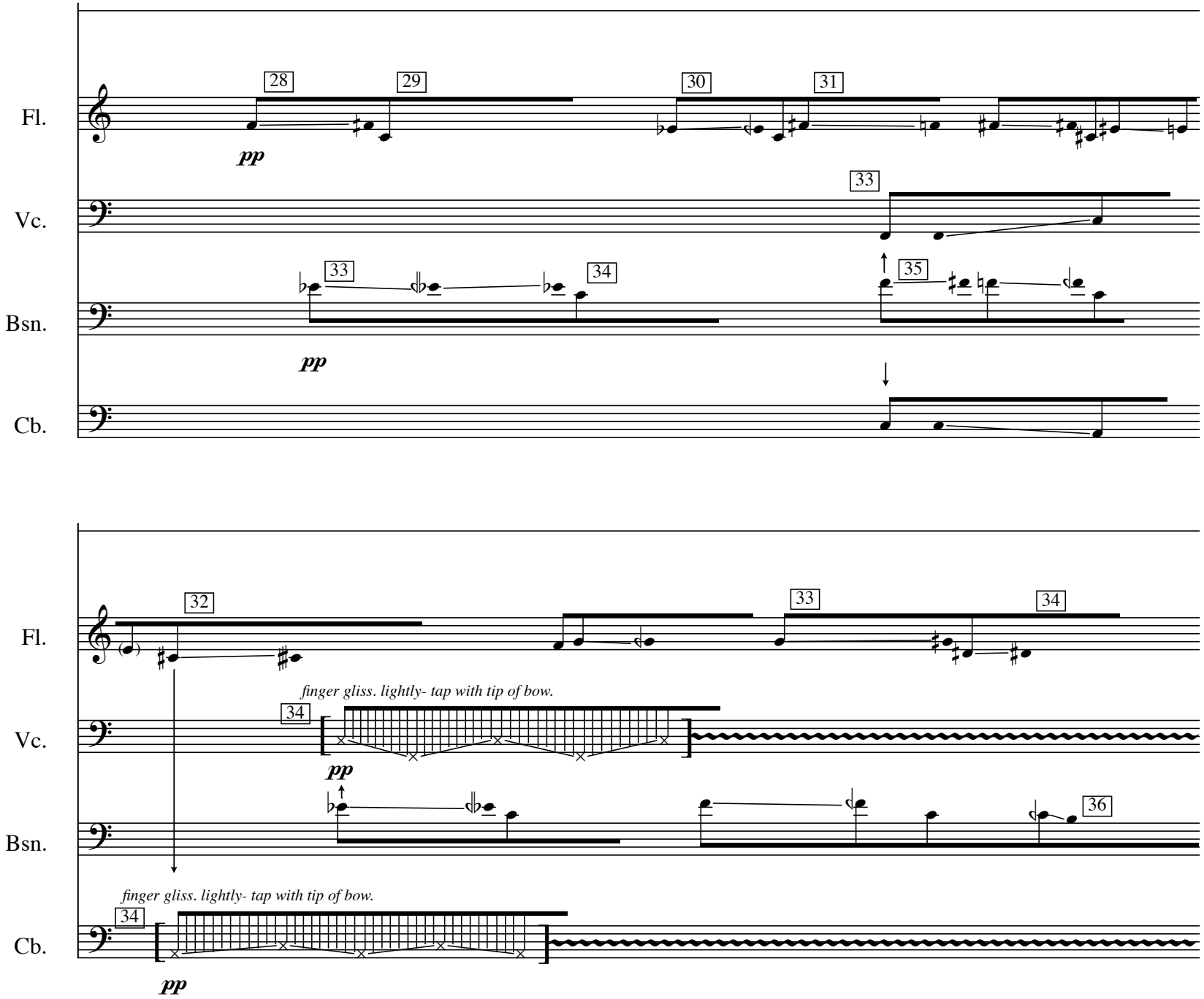

~10 secs.
~30 secs.
Fl.
Vc.
Bsn.
Cb.
18
19
26
arco
pizz.
pp
n
~4 - 5secs.
~ 20 secs.
20
21
22
f
ppp
fff
27
28
30
23

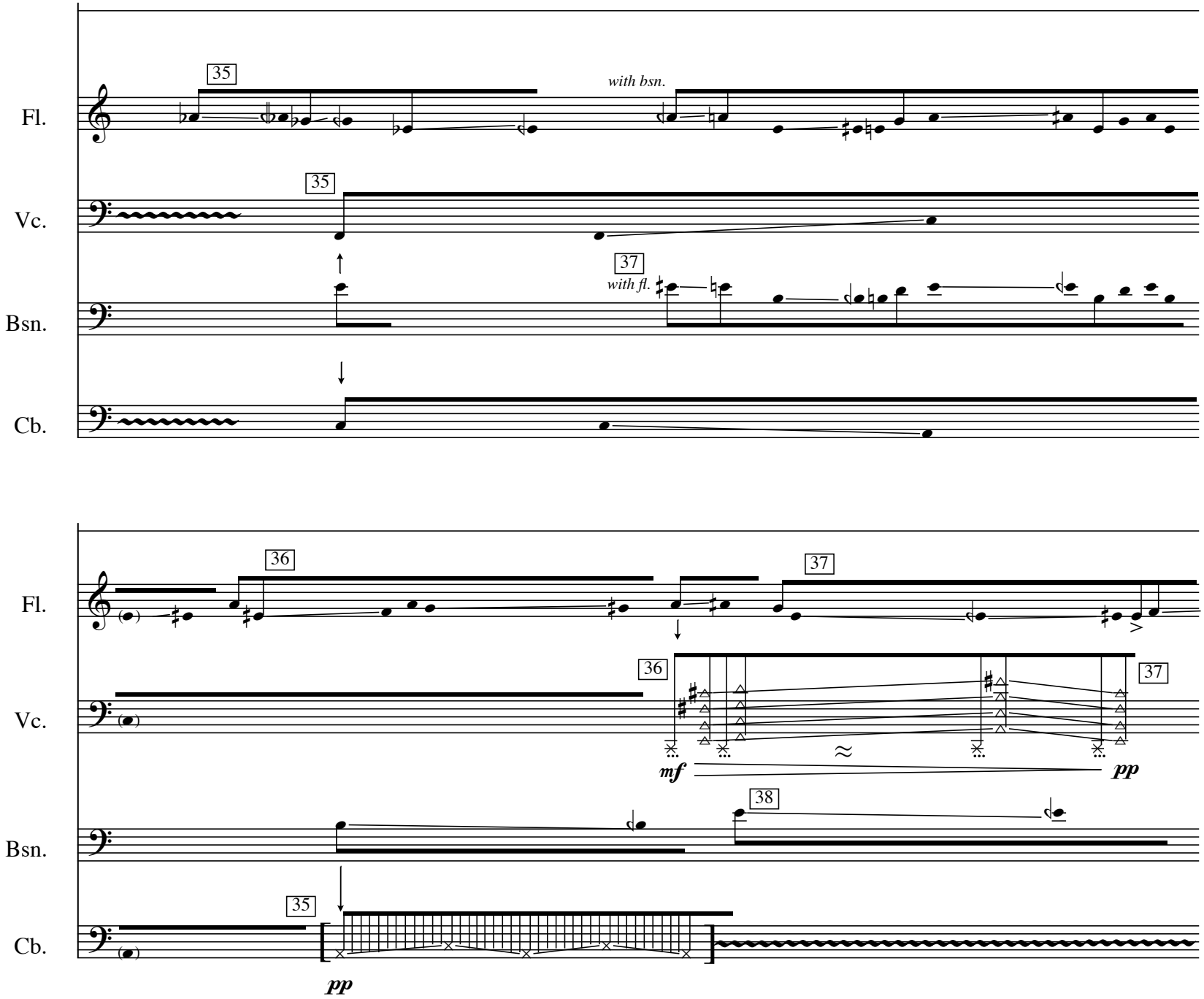

~ 8 sec.
23
24
Fl.
Vc.
Bsn.
Cb.
arco
mf
pp
f
n
25
norm.
sfz
p

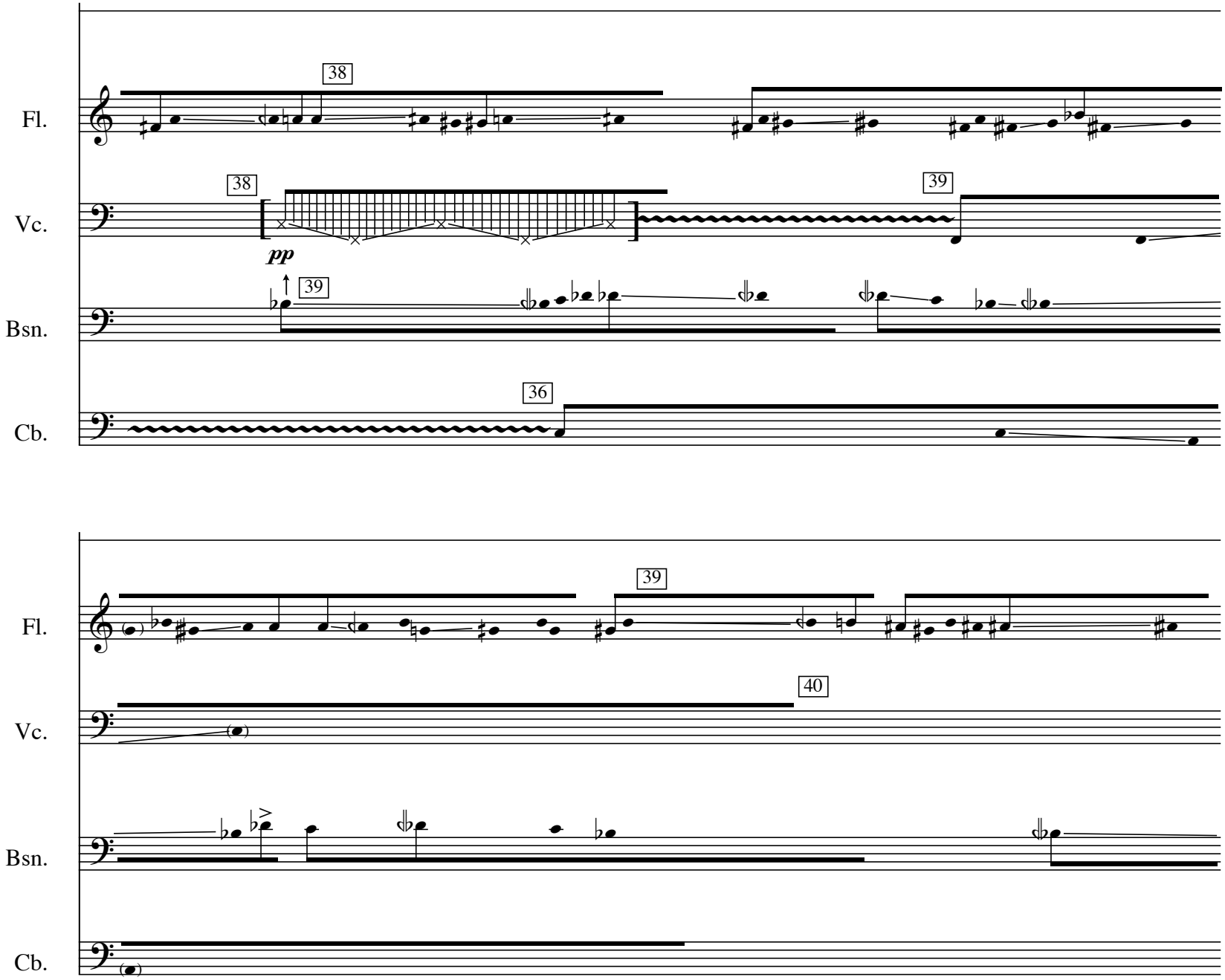

~ 8 sec.
26
Fl.
Vc.
Bsn.
Cb.
p
f
p
fff
n
f
p
fff
ppp
fff
~30 secs.
29
30
ppp
fff
ppp
25
attack quickly,
and let ring
26
sfz
ppp
ffff

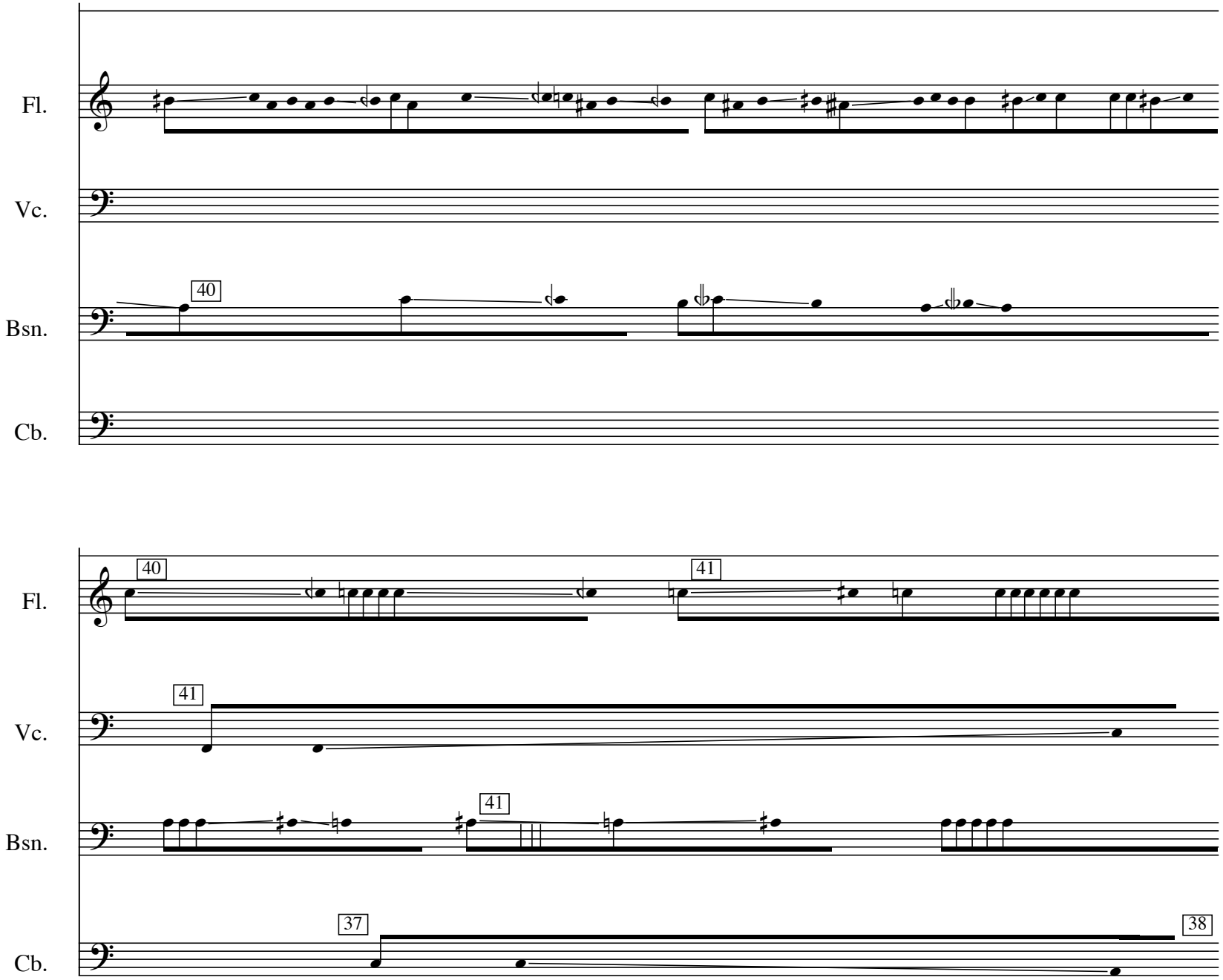

E
~2sec.
~ 3 secs.
Fl.
Vc.
Bsn.
Cb.
pp
sfz
n
arco
27
28
~10 secs.
~4 - 5secs.
ppp
29
30

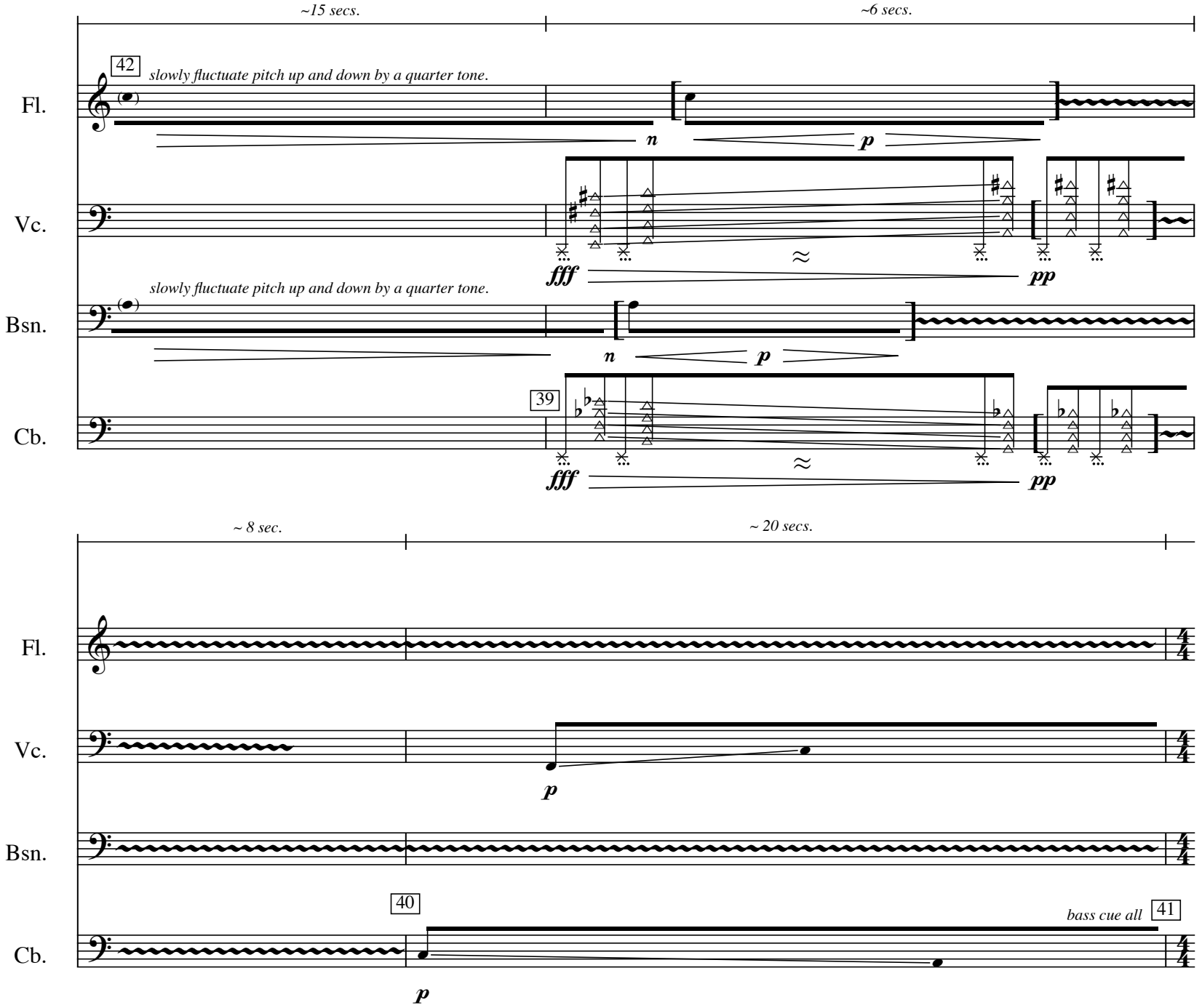

~4 - 5secs.
~10 secs.
wait for computer sound to dissappear.
~5-6 secs.
Fl.
Vc.
Bsn.
Cb.
31
32
fff
sfz
10"
27
ff
p
pp
f sub. pp

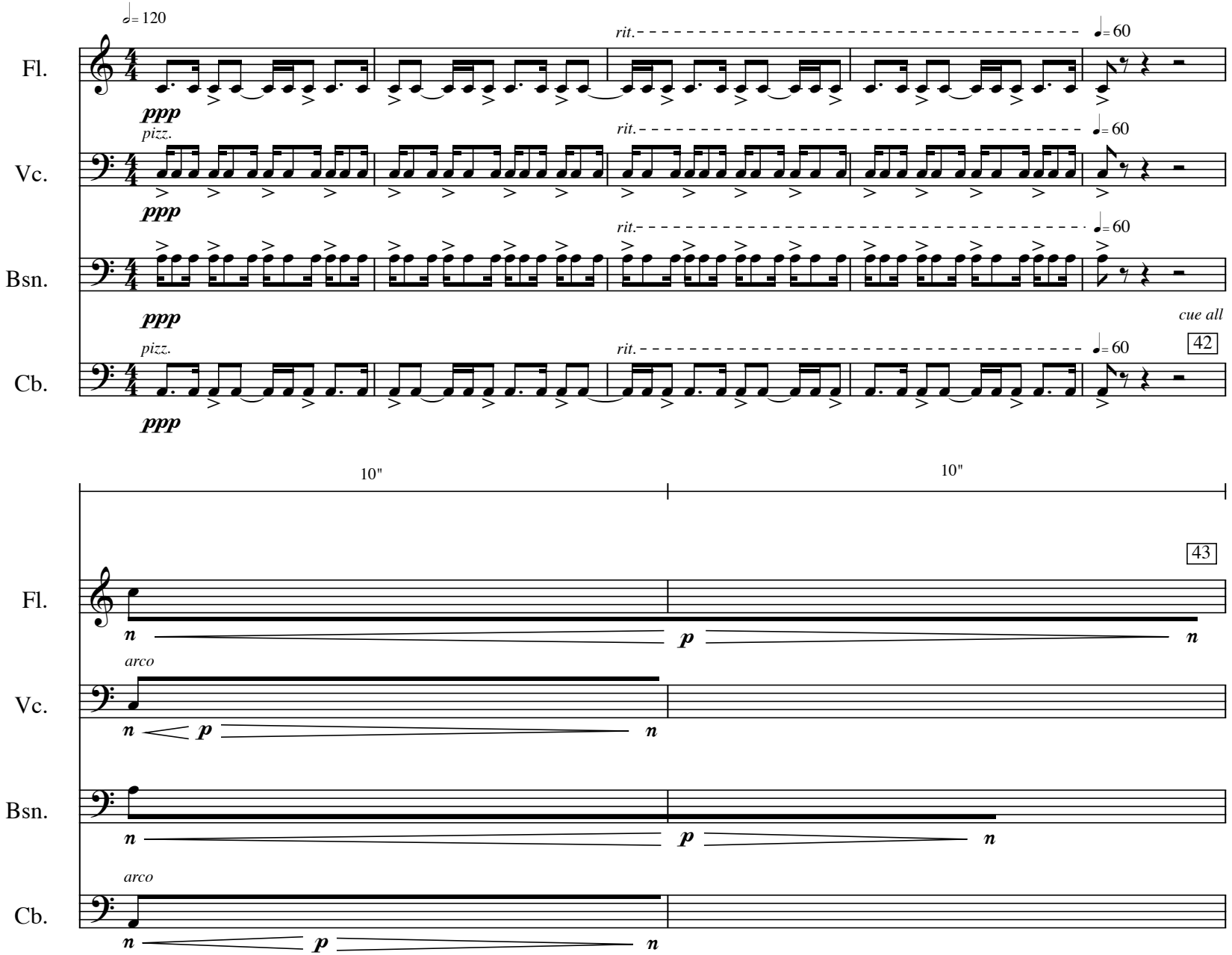

Fl.
Vc.
Bsn.
Cb.
28
29
30
31
33
33
34
35
pp
pp
32
33
34
finger gliss. lightly- tap with tip of bow.
34
pp
36
finger gliss. lightly- tap with tip of bow.
34
pp


Fl.
Vc.
Bsn.
Cb.
35
with bsn.
35
37
with fl.
Fl.
Vc.
Bsn.
Cb.
36
37
36
37
mf
pp
38
35
pp


Fl.
Vc.
Bsn.
Cb.
38
39
36
pp
40


Fl.
Vc.
40
Bsn.
Cb.
40
41
Fl.
41
Vc.
41
Bsn.
37
38
Cb.


~15 secs.
~6 secs.
42
slowly fluctuate pitch up and down by a quarter tone.
Fl.
n
p
Vc.
fff
pp
slowly fluctuate pitch up and down by a quarter tone.
Bsn.
n
p
39
Cb.
fff
pp
~ 8 sec.
~ 20 secs.
Fl.
Vc.
p
Bsn.
40
bass cue all
41
Cb.
p


♩= 120
rit.
♩= 60
Fl.
ppp
pizz.
Vc.
Bsn.
Cb.
cue all
42
10"
43
arco
n
p