

LIU Wei-Chih

Poetry: Ridge Line for chamber orchestra

(2020)

Sponsored by the National Culture and Arts Foundation

INSTRUMENTATION

2 Flutes
2 Oboes
2 Clarinets (in Bb)
2 Bassoons

2 Horns (in F)
2 Trumpets (in C)
2 Trombones
1 Tuba

1 Timpanist with 1 cymbal (reverse and then put on the timpani when playing)
2 Percussionist: crotales, tam-tam, vibraphone, metal wind chimes.

6 1st Violins
6 2nd Violins
4 Violas
4 Violoncellos
2 Contrabasses

All instruments sound as written except for the following:

Crotales sound two octaves higher than written.

Contrabassoon and Contrabasses sound one octave lower than written.

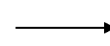
Duration: ca. 5 minutes

Abbreviations and Symbols

for All Instruments

L M H = Play in the lower, medium and higher registers clefs (approximately)


 = Microtonal accidental signs


 = Change gradually

\emptyset = Nothing

$\blacktriangle \triangle$ = Highest note (short / long)


 = Improve over and over again the materials within the box until the marked end of the horizontal line.

 = Play notes ad lib (must be atonal).

 = Tone cluster

p.o. = Play (position) ordinary

gliss. = Play glissando sounds with any possible technique.

vib.  = 'Vibratissimo'

for Woodwinds

air = Pure breathy sound

M. = Play any possible multiphonics






alt. fing. = alternate fingering (when play the same pitch with different fingerings)


for Brasses


air = Pure breathy sound


alt. fing. = alternate fingering (when play the same pitch with different fingerings)


for Percussion


 = Bow  = Bass drum beater  = Snare drum stick  = Rute  = Super ball

 = Rubber or plastic heads of mallets: soft / medium / hard (metal)

 = Yarn-wound heads of mallets: soft, medium, hard

 salt. = Pluck the protruding head of a mallet lay on the drumhead to produce “saltando” effect (sometimes need to slide the mallet to produce “glissando” as indicated on score).

 = Use snare drum stick to rub cymbal or tam tam with a specific angle to produce sharp and rough sound.

 = Damp

for Strings


s.p. = Sul ponticello

esp = Extreme sul ponticello


s.t. = Sul tastò

colegno-b = Col legno battuto

colegno-l-s = Col legno saltando

 = Bow behind the bridge

harmonic gliss. = touch string lightly and play *glissando* to produce nature harmonic series.

 = Scratch tone: By placing the bow hairs flat against the string, pressing down into the string, and drawing with a continuing downward pressure, a very raspy, coarse tone called a scratch tone is produced. (quoted from Alfred Blatter's "*Instrumentation and Orchestration*".)

Seagull gliss. (Seagull effect) = Artificial harmonic glissando played with fixed width between fingers to produce the slide sound which is like the sound of seagulls.

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A Adagio ♩ = c. 40 (*rubato*)

Flute 1 4 8 3
 Flute 2 8
 Oboe 1
 Oboe 2
 Clarinet (B♭) 1
 Clarinet (B♭) 2
 Bassoon 1
 Bassoon 2

Horn (in F) 1 4 8 3
 Horn (in F) 2 8
 Trumpet (in C) 1
 Trumpet (in C) 2
 Trombone 1
 Trombone 2
 Tuba

Timpani 4 8 3
 Percussion 1
 Percussion 2

Violin I 1-3 4 8 3
 Violin I 4-6 8
 Violin II 1-3
 Violin II 4-6
 Viola 1-2
 Viola 3-4
 Violoncello 1-2
 Violoncello 3-4
 Contrabass 1
 Contrabass 2

Annotations:
 Flute: *pp*, *mp*, *pp* (flz., ord.)
 Timpani: *ppp*, *mp*, *ppp* (Cymbal reverse and then put on the timpani, ped. of timp.)
 Percussion: *ppp*, *mp* (Vibraphone fan on: slow, Crotales)
 Violin I: *p*, *mp*, gliss.
 Violin II: *mp*
 Viola: *mp*
 Violoncello: *mp*