

# AFFLATUS

## Jaya Story

Composed for the Standing Wave ensemble

Flute  
Clarinet in Bb  
Percussion  
- Vibraphone  
- Snare drum  
Keyboard  
- Piano  
- Celeste  
Violin  
Cello

## PERFORMANCE NOTES

Play rubato whenever possible.

Asterisks (\*) indicate more specific notes detailed at the bottom of the page.

The pianist should mark in advance where to dampen the piano strings to achieve the 7th partial of G#2 (bar 18). The eraser-end of a pencil wedged in-between two strings OR dampening with the hand are two options for muting. One option may be more effective than the other.

$\downarrow$  = 1/4 flat,  $\downarrow\downarrow$  = 3/4 flat,  $\sharp$  = 1/4 sharp,  $\sharp\sharp$  = 3/4 sharp

Clarinet multiphonics have number designations in the score for the player to refer to the fingering chart.

Transposing Score

# Afflatus

Jaya Story

**Slowly, freely (approx.  $\text{♩} = 60$ )**

Violin

*mp*

Vib.

*mp*

piano

*mf*

*8va*

Key.

*mf*

Vln.

This musical score consists of four staves. The top staff is for the Violin, showing a pattern of eighth notes with a dynamic of *mp*. The second staff is for the Vibraphone, starting with a rest followed by a sustained note with a dynamic of *mp*. The third staff is for the piano, featuring a sustained note with a fermata and a dynamic of *mf*, with the instruction *8va* above it. The bottom staff is for the Cello/Bass, with a dynamic of *mf*. A brace groups the piano and Cello/Bass staves under the heading 'Key.'

*rit.*

*molto rit.*

Fl.

B♭ Cl.

Vib.

Key.

Vln.

Vc.

4

*p*

*mp >*

*mp >*

*mf >*

*p*

*sfz*

*p*

*m3 div into 4*

*5*

*mf*

*m3 div into 4*

*mf*

*m3 div into 4*

*mf*

Afflatus

rit.

7

Vln. *f*

m3 div into 4

Fl.

*a tempo*

B♭ Cl.

Vib. *mf* arco \*

Key.

Vln. *p* *sul tasto* *ord.* *M2 div into 3*

Vc. *mf*

\* As per George Crumb's "Madrigals" (1965), the semitone bend is achieved by lightly placing a hard mallet on the node and stimulating vibrations by either bowing the key plate (arco) or striking the centre with a yarn mallet. After the plate is struck or while bowing, the player should gradually increase pressure in the hard mallet while simultaneously moving the the mallet head to the other end of the plate. When the mallet is at the centre, the pitch is a semitone lower, and when the mallet reaches the other end, the pitch rises back up one semitone.

12

B♭ Cl.

ord. *mf*

12

Vib. *mf*

12

Key. *mf*

find 7th partial of G#2 (flat f#5) \*

12

M2 div into 3

m3 div into 4

Vln. *f* 3 *p*

Vc. *p*

\* Only applies if the player is using a pencil's eraser end to dampen the strings. The player may press the G#2 key as many times as needed to find the right pitch. If dampening with hands, the player should have the exact location marked ahead of time.

Afflatus *a tempo*

*rit.*

*molto rit.*

Fl.

B♭ Cl.

Vib.

Key.

Vln.

Vc.

*pp*

*f*

*mp*

*f*

*piano*

*Leo.*

*Leo. \**

*f*

*Leo. celeste*

*f*

hold through pause to bar 17

bend 25c flat

pizz.

*f*

\* The ordinary notes indicate the played note while the smaller diamond noteheads indicate the sounding pitch.

\*\* Similar to bar 8, except the hard mallet head should only travel far enough to bend the pitch down by a 1/4, rather than a semitone.

Musical score for orchestra, page 7, measure 21.

Flute (Fl.): Playing eighth-note patterns.

B♭ Clarinet (B♭ Cl.): Playing sustained notes. Measure 21 starts with a sharp (♯), followed by a note with a circled 1, then a note with a circled 5, then a note with a circled 6.

Vibraphone (Vib.): Playing eighth-note patterns marked with '+' signs.

Key Bassoon: Playing sustained notes. Measures 21 and 22 start with a sharp (♯). Measures 21 and 22 end with a sharp (♯).

Violin (Vln.): Playing eighth-note patterns.

Cello (Vc.): Playing eighth-note patterns. Dynamics: *mf*, arco, *mf*, *mp*.

## Afflatus

Fl. 25

B♭ Cl.

Vib.

Key.

Vln.

Vc.

Afflatus

25

*mp*

*ff*

*mp*

*mp*

*f*

*f*

pizz.

*f*

## **Allegro** (♩ = 120)

**Allegro** ( $\text{♩} = 120$ )

27       $\frac{2}{\text{O}}$        $\frac{6}{\text{O}}$        $\frac{1}{\text{O}}$

B♭ Cl.

Vib.       $mp$

Perc.      brush

Key.       $mp$

Vln.      scratch  
 $ppp$        $fff$   
 arco scratch      pizz.  
 (x)      (x)      (x)

Vc.       $fff$

\* Semitone bend, with mallets.

10

## Afflatus

 $\text{♩} = 72$ 

Fl.

*fltzng* - - - divide notes like a gliss

< **fp** > **pp** < **mf** >

Perc.

stir, pulse the beat      rimshot with stick

> > > > >

Key.

**fp**      celeste

< > >

< **mp** >

Vln.

scratch

ord.

divide notes like a gliss

arco

< **mp** > < **mf** >

**Allegro** ( $\text{♩} = 120$ )

\*

Fl.

cha k t      sim.

> > >

< **f** > >

Perc.

> >

col legno battuto

Vc.

< **f** >

\* As per Derek Charke's "Raga Cha" (2006), the player must enunciate the word "cha" to produce a toneless attack.

## Afflatus

11

Fl.

Perc.

Vln.

Vc.

43

ord.

43

43

43

43

43

arco scratch

f

Adagio  $\text{♩} = 40$ 

Key.

47 celeste f

Vln.

Vc.

47 sul A scratch

pizz.

## Tempo primo

51

B♭ Cl. 8

N < *mf* > N    N < *mf* > N    N < *mp* >

Vib.

51 \* *mf* stir with fingernail

Perc.

51 *mf*

Key.

51 piano

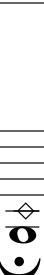
Vc.

*mf* move to sul tasto  
arco *mp*

\* Semitone bend, with mallets.

Fl. 56  
*p* — *f* >  
 B♭ Cl.  
 Vib.  
 Key. mp  
*piano*  
 Vln. mp  
 Vc.

*fp*

Fl. 
  
 B♭ Cl. 
  
 Vib. 
  
 Celeste 
  
 Key. 
  
 Vln. 
  
 Vc. 

\* Freely, rubato; vibes and celeste can be out of sync.