

Quince & Fog Falls

for flute, cello, piano & percussion

for Essential Music

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Westleaf Edition W003

W003

Quince & Fog Falls

piccolo (as played; sounds 8va higher)

Flute
Piccolo
Alto Flute

68

p

Cello

con sord. (sempre)

68

p play with glove if glissandi are painful - it is slow enough

Piano

68

68

Glockenspiel 1

soft mallets (more ring than strike, as high doorbell chimes) (as played; sounds 8va higher)

68

pp

Kick Drum 1

68

Glockenspiel 2

soft mallets (more ring than strike, as high doorbell chimes) (as played; sounds 8va higher)

68

Kick Drum 2

Notes:

1. To create the cello *glissando/portamento*, play the note so it is clearly audible, then toward the end of the note, begin to slide upward or downward. Unlike a *portamento*, play as much of the *glissando* as possible, touching the suggested cue points on long slides. The goal is a gentle, rocking motion, irrespective of what the other parts may be doing. It is the focus of sensibility throughout the piece.
2. The cello bowing is optional ... the sound should continue as smoothly as possible, even at the break (double bars).
3. Play the cello *con sord* throughout, including, if possible, for the harmonics 175-180 and 237-239.
4. To create the piccolo/flute *glissandi*, let the breath fall and the fingers close down slightly. The idea is to avoid distinct notes, while maintaining clarity of sound.
5. The glockenspiels should be marching types, not keyboard types. The players should wear them in belts (as marching), and use soft mallets so that the ringing sound dominates, and the striking sound is muted.
6. The kick drums are actually "knee drums" -- with the players symmetrically placed on stage (piccolo/flute stage center-right, cello stage center-left, piano behind) facing each other at the ends of the stage setting. The drumheads are facing the audience; one player uses the right knee to strike, the other the left.
7. Perform the glockenspiel *glissandi* by sliding the mallet down more quietly than the played notes, blurring the distinctness of notes and letting them ring through the next struck note.
8. Glockenspiel range should be two octaves, C to C. Any notes outside this range should be played down an octave rather than omitted.

10
Fl/
Pc/
AFl

10
Vcl

10

10
Gk1

10
Kick1

10
Gk2

10
Kick2



14
Fl/
Pc/
AFl

14
Vcl

14

14
Gk1

14
Kick1

14
Gk2

14
Kick2

18

Fl/
Pc/
AFl

Vcl

18

18

Glk1

Kick1

Glk2

Kick2

p

mp

pp

pp (match kick drum 1)

22

Fl/
Pc/
AFl

Vcl

22

22

22

22

Glk1

Kick1

Glk2

Kick2

p

p 5

p 5

col 8va alta

col 8va bassa

(These figures always end col 8va alta/bassa)

25

Fl/
Pc/
AFl

Vcl

25

5

Glk1

Kick1

Glk2

Kick2

28

Fl/
Pc/
AFl

Vcl

28

5

Glk1

Kick1

Glk2

Kick2

31

Fl/
Pc/
AFl

Vcl

31

31

31

5

5

Glk1

Kick1

Glk2

Kick2

35

Fl/
Pc/
AFl

Vcl

35

35

5

5

Glk1

Kick1

Glk2

Kick2

39

Fl/
Pc/
AFl

Vcl

39

39

5

5

Glk1

Kick1

Glk2

Kick2

mp

mp

p

pppp

43

Fl/
Pc/
AFl

Vcl

43

43

5

5

Glk1

Kick1

Glk2

Kick2

pppp

p

pppp

47

Fl/
Pc/
AFl

Vcl

47

47

47

47

Glk1

Kick1

Glk2

Kick2

pppp

p

5

50

Fl/
Pc/
AFl

Vcl

50

50

50

50

Glk1

Kick1

Glk2

Kick2

pppp

p

5

53

Fl/
Pc/
AFl

Vcl

53

53

pppp

p 5

Glk1

Kick1

Glk2

Kick2

56

Fl/
Pc/
AFl

Vcl

56

56

pppp

p 5

Glk1

Kick1

Glk2

Kick2

59

Fl/
Pc/
AFl

Vcl

59

59

p

pppp

pppp

mp

mp

5

5

Glk1

Kick1

Glk2

Kick2

63

Fl/
Pc/
AFl

Vcl

63

63

p

pppp

mp

simile...

mp

5

5

Glk1

Kick1

Glk2

Kick2

67

Fl/
Pc/
AFl

Vcl

Glk1

Kick1

Glk2

Kick2

70

Fl/
Pc/
AFl

Vcl

Glk1

Kick1

Glk2

Kick2

73

Fl/
Pc/
AFl

Vcl

73

5

Glk1

Kick1

Glk2

Kick2

76

Fl/
Pc/
AFl

Vcl

76

5

Glk1

Kick1

Glk2

Kick2

79 *change to flute*

Fl/
Pc/
AFl

Vcl

Glk1

Kick1

Glk2

Kick2

5

p

p

82

Fl/
Pc/
AFl

Vcl

Glk1

Kick1

Glk2

Kick2

102

Fl/
Pc/
AFl

Vcl

Glk1

Kick1

Glk2

Kick2

104

Fl/
Pc/
AFl

Vcl

Glk1

Kick1

Glk2

Kick2

118
Fl/
Pc/
AFl

Vcl

118

5

118

Glk1

Kick1

118

Glk2

Kick2

120

Fl/
Pc/
AFl

mf

Vcl

mf

120

mp

120

mp

Glk1

Kick1

120

mp

Glk2

Kick2

134
Fl/
Pc/
AFl

134
Vcl

134

134
Glk1

134
Kick1

134
Glk2

134
Kick2



136
Fl/
Pc/
AFl

136
Vcl

136

136
Glk1

136
Kick1

136
Glk2

136
Kick2

142

Fl/
Pc/
AFl

Vcl

Glk1

Kick1

Glk2

Kick2

144

Fl/
Pc/
AFl

Vcl

Glk1

Kick1

Glk2

Kick2

8^{va} ----- (until canceled)

146

Fl/
Pc/
AFl

Vcl

(8^{va})

Glk1

Kick1

Glk2

Kick2

148

Fl/
Pc/
AFl

Vcl

(8^{va})

Glk1

Kick1

Glk2

Kick2

150

Fl/
Pc/
AFl

Vcl

150

(8va)

Glk1

Kick1

Glk2

Kick2

152

Fl/
Pc/
AFl

Vcl

152

(8va)

Glk1

Kick1

Glk2

Kick2

154

Fl/
Pc/
AFl

Vcl

154 (8^{va})

Glk1

Kick1

Glk2

Kick2

157

Fl/
Pc/
AFl

Vcl

157 (8^{va})

Glk1

Kick1

Glk2

Kick2

159

Fl/
Pc/
AFl

Vcl

159 (8va)

159

Glk1

Kick1

Glk2

Kick2

change to piccolo

161

Fl/
Pc/
AFl

mp *breathy*

Vcl

161 (8va)

161

Glk1

Kick1

Glk2

Kick2

163

Fl/
Pc/
AFl

Vcl

(8va)

Glk1

Kick1

Glk2

Kick2

165

Fl/
Pc/
AFl

Vcl

(8va)

Glk1

Kick1

Glk2

Kick2

167

Fl/
Pc/
AFl

Vcl

167 (8^{va})

Glk1

Kick1

Glk2

Kick2

169

Fl/
Pc/
AFl

Vcl

169 (8^{va})

Glk1

Kick1

Glk2

Kick2

171

Fl/
Pc/
AFl

Vcl

(8^{va})

Glk1

Kick1

Glk2

Kick2

173

Fl/
Pc/
AFl

Vcl

(8^{va})

Glk1

Kick1

Glk2

Kick2

175

Fl/
Pc/
AFl

Vcl

175 (8^{va})

Glk1

Kick1

Glk2

Kick2

177

Fl/
Pc/
AFl

Vcl

177 (8^{va})

Glk1

Kick1

Glk2

Kick2

179

Fl/
Pc/
AFl

Vcl

179 (8va)

179

Glk1

Kick1

Glk2

Kick2

181

Fl/
Pc/
AFl

mf

Vcl

mf

181 (8va)

mp

p

181

Glk1

p

Kick1

pp

Glk2

181

p

Kick2

pp

183

Fl/
Pc/
AFl

Vcl

183 (8^{va})

183

Glk1

Kick1

Glk2

Kick2

185

Fl/
Pc/
AFl

Vcl

185

185 *loco*

185

Glk1

Kick1

Glk2

Kick2

f

f

mf

mf

mp

mp

This musical score page contains two systems of music, each starting at measure 188 and ending at measure 191. The first system (measures 188-191) is in 3/4 time, which changes to 4/4 at measure 190. The second system (measures 191-194) starts at measure 191 in 3/4 time, changes to 4/4 at measure 192, and then to 3/4 at measure 193. The instruments are Flute/Piccolo/Affinity (Fl/Pc/AFI), Violin (Vcl), Piano (P), Glockenspiel 1 (Glk1), and Glockenspiel 2 (Glk2). The Flute/Piccolo/Affinity part features a melodic line with eighth-note patterns and slurs. The Violin part provides a harmonic accompaniment with long notes and slurs. The Piano part has a complex accompaniment with many sixteenth notes and slurs. The Glockenspiel parts play rhythmic patterns, with Glk1 having a more melodic line and Glk2 having a more rhythmic line. The score includes various musical notations such as slurs, ties, and dynamic markings.

194

Fl/
Pc/
AFl

Vcl

Glk1

Kick1

Glk2

Kick2

197

Fl/
Pc/
AFl

Vcl

Glk1

Kick1

Glk2

Kick2

201 *change to alto flute*

Fl/
Pc/
AFl

ff

Vcl

ff

201 *ff*

201 *ff*

Glk1

ff

Kick1

ff

Glk2

ff

Kick2

ff

204

Fl/
Pc/
AFl

204

Vcl

204

Glk1

204

Kick1

204

Glk2

204

Kick2

207 *alto flute (sounds as written)*

Fl/
Pc/
AF1

Vcl

207 *mf*

207 *mp*

207 *p*

207 *pppp* *pppp*

Glk1

Kick1

207 *pp*

Glk2

Kick2

207 *pp*

211

Fl/
Pc/
AF1

Vcl

211

211

211

Glk1

Kick1

211

Glk2

Kick2

214

Fl/
Pc/
AFl

Vcl

Glk1

Kick1

Glk2

Kick2

216

Fl/
Pc/
AFl

Vcl

Glk1

Kick1

Glk2

Kick2

219

Fl/
Pc/
AFl

Vcl

Glk1

Kick1

Glk2

Kick2

p

pp

5

223

Fl/
Pc/
AFl

Vcl

Glk1

Kick1

Glk2

Kick2

232

Fl/
Pc/
AFl

Vcl

Glk1

Kick1

Glk2

Kick2

235

Fl/
Pc/
AFl

Vcl

Glk1

Kick1

Glk2

Kick2

238
Fl/
Pc/
AFl

238
Vcl

238
238

238
238
Glk1

238
238
Kick1

238
238
Glk2

238
238
Kick2



242
Fl/
Pc/
AFl

242
Vcl

242
242

242
242
Glk1

242
242
Kick1

242
242
Glk2

242
242
Kick2

246

Fl/
Pc/
AFl

Vcl

246

246

246

246

Glk1

Kick1

246

246

Glk2

Kick2

251

Fl/
Pc/
AFl

Vcl

251

251

251

251

251

251

251

251

251

Glk1

Kick1

251

251

Glk2

Kick2

256 *rit.*

Fl/
Pc/
AFl

Vcl

256 *rit.*

256 *rit.*

256 *rit.*

256 *rit.*

Glk1

Kick1

256 *rit.*

256 *rit.*

Glk2

Kick2

261

Fl/
Pc/
AFl

Vcl

261 *pppp*

261 *pppp*

5

261

Glk1

Kick1

261

Glk2

Kick2