

A Winter Dream

By Aidan Gold

A piece for 6 percussionists

Instrumentation:

“Singing” glass pitched in F sharp, container filled with water, 2 glockenspiels (one with bars that can be reached for bowing), wind chimes (several, various kinds), xylophone, vibraphone, marimba, chimes, suspended cymbal, large dark suspended cymbal, 4 toms, 4 timpani, bass drum, tam-tam, and at least 2 cello or bass bows.

Player 1: Singing glass in F sharp, container filled with water, vibraphone

Player 2: glockenspiel, several different wind chimes (shared with player 3), bass drum

Player 3: glockenspiel (with bars that can be reached for bowing), tam-tam, several different wind chimes (shared with player 2)

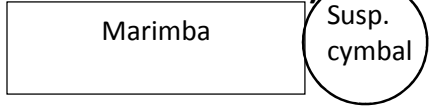
Player 4: xylophone, 4 toms, 4 timpani, large dark suspended cymbal

Player 5: suspended cymbal, marimba (both shared with player 6)

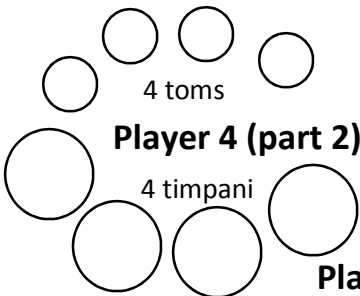
Player 6: suspended cymbal, marimba (both shared with player 5), chimes

Setup:

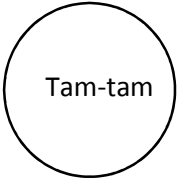
Player 5 **Player 6 (parts 1 and 2)**



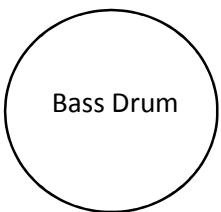
Player 6 (part 3)



Player 4 (part 2)

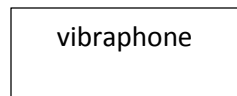
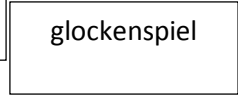
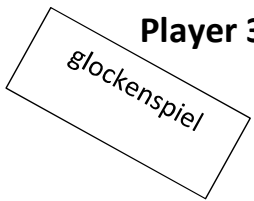
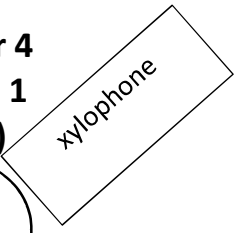


Player 3

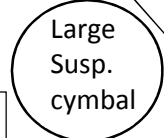
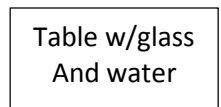


Player 2

Player 4 (parts 1 and 3)



Player 1



1 Rub Singing Glass with finger **Section 1: approx. 1 min 30 sec**

pppp

p

Whistle the **whistling cells** in random order, following the dynamics of the glass

Wait for the **Marimba**, and then go to section 2

2 Glockenspiel 1:

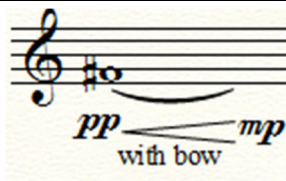


Repeatedly play this "bell tone" at random moments.

Wait for the **Marimba**, and then go to section 2

Play various **Wind Chimes** sporadically, as if they were being blown around by real wind.

3 Glockenspiel 2:



Bow sporadically at random moments

Wait for the **Marimba**, and then go to section 2

Scrape the **Tam-tam** with a triangle beater on the edge at random moments.

4 **Xylophone**: Play soft, random, 'bird-call' like gestures in the high range of the **Xylophone**. These figures must continuously speed up and slow down (none at fixed tempo- think of how actual bird-calls sound). They must contain lots of trills and grace note figures. Make sure to play *sempre ppp*

Wait for the **Marimba**, and then go to section 2 (go to the **Timpani** and **Toms**)

5 **Suspended Cymbal**:

Bow the **suspended cymbal** sporadically that Player 6 is rolling on.

At random moments, make a 'howling wind' vocalization that blends with the sound of the suspended cymbal.

After about 1 and a half minutes, move to the **Marimba** with Player 6 and start section 2.

6 **Suspended Cymbal Roll**:



sempre p

At random moments, make a 'howling wind' vocalization that blends with the sound of the suspended cymbal.

After about 1 and a half minutes, move to the **Marimba** with Player 5 and start section 2.

Section 2: approx. 2 min

- 1 Continue rubbing **Singing Glass**
Gradually fill **Singing Glass** with the **bucket of Water** while playing, causing the pitch to get gradually lower.

Continue whistling the ***whistling cells*** in random order, but slowly getting faster and more frantic. Adjust pitch of whistling to match up with the glass as it gets lower.

After the final big **tam-tam** hit, stop and move on to section 3 (go to **Vibraphone**)

- 2 Glockenspiel 1:



p _____ *niente*

Gradually fade out and stop 'bell tones'. Move to **Bass Drum**.

- Bass Drum:



Play ominous, thunder-like bass drum rolls at random moments, gradually getting louder and louder.

pp _____ *ff*

After the final big **tam-tam** hit, move on to section 3.

- 3 **Tam-tam:** Hit randomly, gradually with softer and softer mallets as shown:

Line up the final hit with the end of the final timpani cell, then move on to section 3.

Triangle beater – brass mallet – plastic mallet – rubber mallet – hard timpani mallet – marimba mallet – soft timpani mallet – bass drum beater – tam-tam beater

pp _____ *ff*

- 4 **Timpani (tuned E, G, B, E) and Toms:**

Play ***Timpani Cells*** in order, starting with very soft timpani mallets and slowly moving to harder and harder mallets. Pause for at least a second in between each cell; at many points pause for at least 5 seconds.

Wait for cue from player 5 (**Marimba**) before beginning the final cell. After the final cell, move to section 3 (go to **Large Suspended Cymbal**)

- 5 **Marimba:**

Play the upper part of the ***Marimba chorale***, starting very distant, and gradually getting louder.

Give a cue to player 4 when the chorale has only a few measures left. After the finale big tam-tam hit, go on to section 3.

- 6 **Marimba:**

Play the lower part of the ***Marimba chorale***, starting very distant, and gradually getting louder.

After the final big **tam-tam** hit, stop the chorale and go on to section 3 (go to the **Chimes**)

Section 3: approx. 1 min 30 sec

1 Bowed Vibraphone:

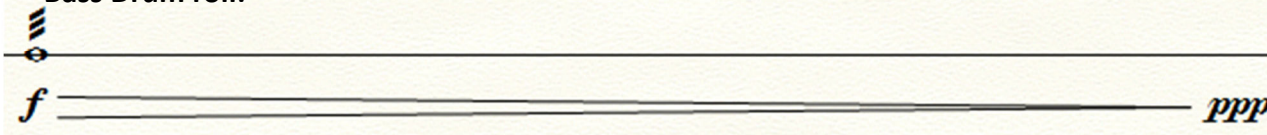


After this first gesture, play the Part 3: Bowed Vibes Cells, in random order.

Sing this note and hold it, starting when the low E is first played on the **Vibraphone**.

Listen for **Chimes** starting the CODA, then go to CODA.

2 Bass Drum roll:



Sing this note and hold it, starting when the low E is first played on the **Vibraphone**.

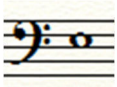
Listen for **Chimes** starting the CODA, then go to CODA.

3 Tam-tam:

Sporadically hit tam-tam, slowly getting closer and closer to the center.



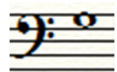
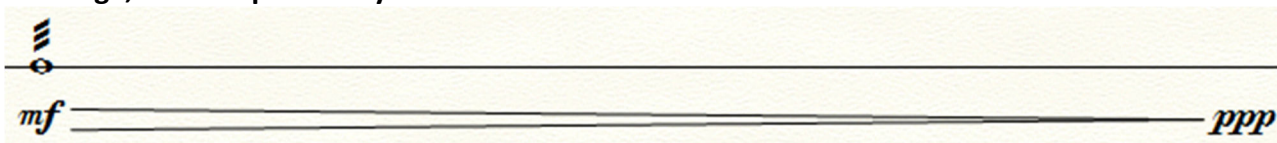
Play various **Wind Chimes** sporadically, as if they were being blown around by real wind.



Sing this note and hold it, starting when the low E is first played on the **Vibraphone**.

Listen for **Chimes** starting the CODA, then go to CODA.

4 Large, dark suspended cymbal roll:



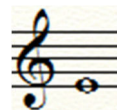
Sing this note and hold it, starting when the low E is first played on the **Vibraphone**.

Listen for **Chimes** starting the CODA, then go to CODA.

5 Marimba:

Play Part 3: Marimba Cells in random order, starting after the low E is first played on the **Vibraphone**.

sempre mp



Sing this note and hold it, starting when the low E is first played on the **Vibraphone**.

Listen for **Chimes** starting the CODA, then go to CODA.

6 Chimes:

Play sporadic, separated, random chime notes (E, G, B, or high E), starting after the low E is first played on the **Vibraphone**.



Sing this note and hold it, starting when the low E is first played on the **Vibraphone**.

After about 1 and a half minutes, go to CODA.

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CODA

Aidan Gold

Molto Adagio. $\text{♩} = 30.$ **Very long fade-out**

Voices: Bass clef, 3/4 time. Sustained notes with a long fade-out. Dynamics: *pp* to *ppp*. **niente**

Vibraphone: Treble clef, 3/4 time. Sustained notes, then melodic lines starting in the third measure. Dynamics: *pp*, *p*, *ppp*. **niente**

Bass Drum: Bass clef, 3/4 time. Sustained notes. Dynamics: *ppp*. **niente**
center of tam-tam

Tamtam: Bass clef, 3/4 time. Sustained notes. Dynamics: *ppp*.

Susp. Cymbal: Bass clef, 3/4 time. Sustained notes. Dynamics: *ppp*. **niente**

Marimba: Treble and Bass clefs, 3/4 time. Sustained notes, then melodic lines starting in the third measure. Dynamics: *p*, *ppp*. **niente**

Chimes: Treble clef, 3/4 time. Sustained notes, then melodic lines starting in the third measure. Dynamics: *f*, *ppp*.

A Winter Dream

Whistling cells

Aidan Gold

none of this has to be perfectly in tune.

The musical score consists of two staves of music in treble clef with a key signature of one sharp (F#). The first staff contains three measures of music. The first measure has a quarter note F#, a quarter note G, a quarter note A, and a quarter rest. The second measure has a quarter rest, a quarter note B, a quarter note C, a quarter note D, and a quarter note E. The third measure has a quarter note F#, a quarter note G, a quarter note A, a quarter note B, a quarter note C, a quarter note D, a quarter note E, a quarter note F#, and a quarter note G. The second staff begins with a measure number '4' above the first note. It contains three measures of music. The first measure has a quarter note F#, a quarter note G, a quarter note A, and a quarter note B. The second measure has a quarter note C, a quarter note D, a quarter note E, and a quarter note F#. The third measure has a quarter note G, a quarter note A, a quarter note B, and a quarter note C.

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Slowly.

Timpani cells

4 Toms

Timpani

pp *p* *pp*

do not go on to this cell or the next cells until at least one minute of the second section has passed

6

toms

6

Timpani

mp *mf* *mp*

From here on, tempo is determined solely by the performer's skill.

10

toms

10

Timpani

f

14

toms

14

Timpani

ff

16 (as fast as possible)

toms

16

Timpani

p *fff*

A Winter Dream

Marimba Chorale

Aidan Gold

Adagio espressivo e misterioso ♩ = 48

Marimba

pp distant, mysterious

slowly getting stronger and more prominent

Marimba

pp distant, mysterious

slowly getting stronger and more prominent

Mrb.

p

mp

Mrb.

p

mp

stronger

Mrb.

mf

f

Mrb.

mf

f

Mrb.

Mrb.

Mrb.

Mrb.

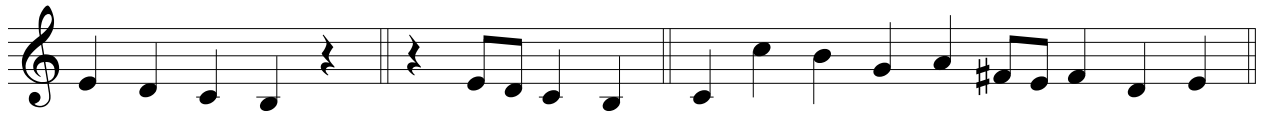
continue rolling until big tam-tam hit

Score

A Winter Dream

part 3: Bowed Vibes cells

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Score

A Winter Dream

part 3: Marimba cells

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roll all notes



4

