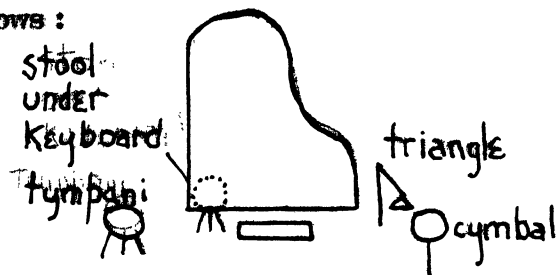


## Directions for performing the Concerto

The pianist at all times plays the keyboard, the piano strings and percussion from the traditional position at the keyboard. However, it is necessary at times to stand. The percussion instruments are arranged as follows:



In addition, put a small stool under the left-hand side of the keyboard, within reach of the pianist in sitting position. Put the flexatone on it, first covering it with a cloth to damp the sound when taking the flexatone to and from the stool. Put a timpani stick on the far left-hand side of the tuning pins. On the right-hand side put two pencils and a metal triangle beater, the latter used for both triangle and cymbal. A medium size timpani should be used and a medium-hard timpani stick.

## Directions for playing on the strings

Strings are played in back of the dampers.

bounce

Hold all five fingers fairly close together, bounce on strings.

scratch

Using fingernails, make a quick scratching movement on strings toward body, the five fingers fairly close together.

Random cluster plucked with all five fingers. With  $\downarrow$  cluster is ripped from highest to lowest tone; with  $\uparrow$  from lowest to highest tone.

Indicates use of pencils. When clusters are written in score use metal end of pencil from which eraser has been removed and energetically pull pencil across strings to produce a ripping sound.

The signs  $\downarrow$  and  $\uparrow$  same as explained previously. For notes of short duration each ripped cluster will utilize about twelve pitches; add additional pitches for notes of longer duration.

When 'bounce' appears with the symbol, draw the metal end very lightly over the strings and let the pencil bounce of its own accord. Pitches need not be the exact ones apparently indicated (since no clef is used) but use the number of chromatic pitches and register indicated.

When 'throw' appears with symbol, throw pencils on the strings in the indicated register. To prevent the pencils from rolling, lightly touch them with the thumbs after they hit the strings, being careful not to touch the strings when doing this.

✓ Pluck string with finger, damper pedal down. Use exact pitches indicated.

✗ Play firmly on strings with fingers. Exact pitches are not required, but play in the indicated register and keep the relative relationships indicated.

◇ Diamond-shaped note indicates stopping of string by firmly pressing down on it.

These symbols indicate register:

Highest  $\boxed{Hst}$

High  $\boxed{H}$

Middle  $\boxed{M}$

Bass  $\boxed{B}$

Note that exact pitches when playing on the strings are necessary only when a clef sign is used.

Duration: ca. 10 min.

Score prepared by Paul Sadowski

# CONCERTO FOR PIANO STRINGS AND PERCUSSION

(1972)

VIVIAN FINE

$\text{♩} = 60$

KEY-BOARD

STRINGS

PERCUSSION

*M* *(rh)* *scratch* *f* *plucked* *(rh)* *scratch* *f* *poco f* *(rh)* *scratch* *f* *damper ped. down*

$\text{♩} = 54$

KBD

STGS.

*Hst* *plucked* *5* *5* *M* *5* *B* *ff* *8va*

♩=126

2

Hst

STGS

(5) (8)

(4) (8)

(use entire J. for rip.)

sim.

Hst

STGS

rit.

♩=100

8va

PRESTO POSSIBILE

ponderous *f*

*f* sempre

ped. keep down

KBD

8va

8va

♩=69

8va

trem. dim.

(8va)

3

$\text{♩} = 132$

KBD.

8va

*f sempre*

release damper pedal slowly

damper ped. down

8va<sub>7</sub>

KBD.

8va<sub>7</sub>

KBD.

8va

8va

KBD.

15

8va

8va<sub>7</sub> 15<sub>7</sub>

8va<sub>7</sub>

$\text{♩} = 100$

**KBD.**

**STGS.**

Hst  
 H  
 M  
 B

gliss top  
 to bottom  
 alternate  
 hands

**TIMP.**

(with palm)  
 l.v.

*f*

**KBD.**

*f*

**KBD.**

**TIMP.**

l.v.

*f*

5

KBD.

TIMP.

ff

ff

sim.

forearm  
all black and  
white notes

IV.

♩=40

KBD.

STGS.

ff

lunga  
(hold down with r.h.)

Hst

release pedal slowly

(let bounce)

sim.

5

5

p

ped.down

KBD.

STGS.

PERC.

VERY SLOW

gliss.

(gliss. over  
third held  
with r.h.)  
(no ped.)

p

ped down

TRIANGLE

CYMBAL

p

THE FIRST TWO-PART  
INVENTION

KBD. *accel.*

ALLEGRO

STGS. *deliberately*

STGS. *M*

STGS. *H* *M*

STGS. *H* *M* *B*

(upper bass strings)

*rit.*

*molto rit.*



**KBD.**

$\text{♩} = 108$   
8va

*f* *p*

**STGS.**

(1.h.) 8va

**KBD.**

8va

*p* *mf* *cresc.*

3 6

**STGS.**

(8va)

**KBD.**

(8va)

$\text{♩} = 72$

*molto f* *dim.* *p*

*rit.* *rit. molto*

**STGS.**

(8va)

8va  
a tempo

KBD. *f* ped. down hit stopped tones hard =108

(8va)

STGS.

Detailed description: This system contains the first two staves of music. The top staff is for the keyboard (KBD.) and the bottom staff is for strings (STGS.). The keyboard part begins with a treble clef, a key signature of one sharp (F#), and a dynamic marking of *f*. It features a series of eighth notes with accents, followed by a section where the pedal is down, and then a section where the notes are stopped and hit hard. A tempo marking of *a tempo* and a metronome marking of  $\text{♩} = 108$  are present. The string part consists of a few initial notes with a tremolo effect.

(8va)

KBD.

(8va)

STGS.

Detailed description: This system continues the musical score. The keyboard part (KBD.) continues with eighth notes, some with accents, and some with sharp signs. The string part (STGS.) continues with tremolo effects on the notes.

(8va)

KBD.

(8va)

STGS.

Detailed description: This system continues the musical score. The keyboard part (KBD.) includes notes with flat signs (b) and sharp signs (#). The string part (STGS.) continues with tremolo effects.

(8va)

KBD.

(8va)

STGS.

Detailed description: This system concludes the musical score. The keyboard part (KBD.) features a measure with a fermata over a note, followed by more eighth notes with accents. The string part (STGS.) continues with tremolo effects.

♩ = 72  
8va

KBD. { *f* *dim* - - - *f*

(8va)

STGS. {

(15)

8va

KBD. { *p*

black key gliss. #

sim. #

(8va)

STGS. {

*poco rubato*

KBD. { *f*

ped. freely

8va

8va

gliss.

8va

KBD. { *dim. molto*

keep ped. down

8va

**Hst** SLOW ♩=40

STGS. **H** **B**

timpani mallet

*f* *dim.* *rit.*

keep damper ped. down

TIMP. *f* with stick *gliss.*

throw (r.h.)

(l.h.) *f*

STGS. **H** **M** **B**

throw

sim.

KBD. **(r.h.)** *dolce* *p* *poco f* *dolce* *P* *depress silently*

STGS. **Hst** **H** **M** **B**

throw (l.h.) *f*

sim.

throw pencil on strings where keys are depressed

*f* *f* *no ped.*

(l.h.) *f* throw

KBD. *mf*

ped. down

(pencil remains on strings)

STGS. **M** (♩)

MOLTO LENTO

*arpeggiate deliberately*

KBD. *mf* *p*

remove pencils

♩=50

(r.h.)

KBD. *f* 8va

STGS. (l.h.) no pedal

catch c# with middle ped. and hold

marc.

loco

in tempo

martellato

8va

rit. molto

sempref

KBD.

STGS.

KBD.

STGS.

8va

♩=63

equal 32nds

(8va)

*P*

no ped.

*poco cresc.*

KBD.

STGS.

KBD. (r.h.)

*mf* *poco f* *poco f* *sfz* *f*

*8va*

KBD.

*cresc...* *molto f*

*8va*

use ped.

KBD.

*martellato* *8va*

6 6 6 6

3 3 6

change ped. often so as not to blur

KBD.

6 6

PERC.

cymbal

*f* let ring

PRESTO

KBD.

dim. - - - - - 8va - - - - -

LENTO

$\text{♩} = 50$

*p* rit. e dim.

KBD.

( $\text{♩} = 50$ )

no ped.

STGS.

*p* keep ped. down

PERC.

flexatone

*p* < *poco f* > *p*      *p* < *poco f* >

KBD.

STGS.

*p* (ped. down)

PERC.

*p* < *poco f* > *p*      *p* < *f* > *p*



$\text{♩} = 208$

KBD. *non legato* **P** *cresc poco a poco*

15

Using both feet, beat on floor with toe-end of shoes, keeping time with running 16ths of keyboard

KBD.

8va

15

8va

(*cresc poco a poco*) **f** *molto f*

$\text{♩} = 66$

STGS. timpani stick

(l.h.) **f** ped down **pp**

KBD. (r.h.) **P** calm

STGS.

KBD.

subito *f*

keep ped. down

PERC.

flexa tone

*f*

tremolo  
slower and  
slower

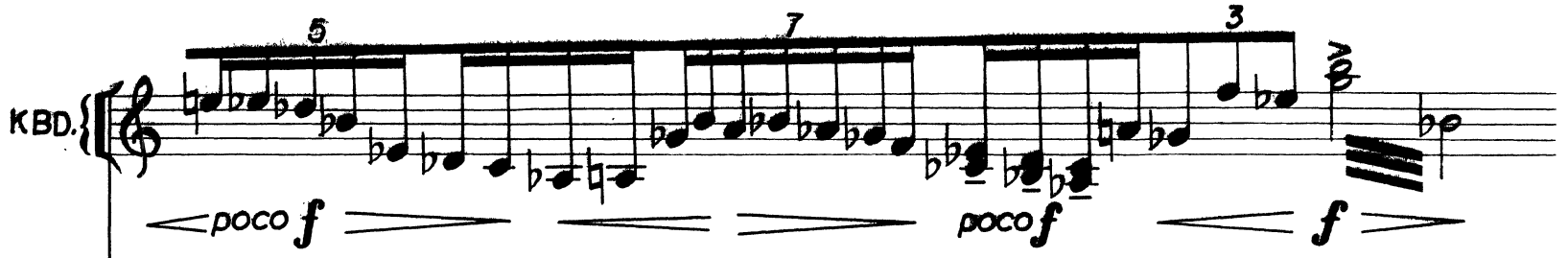
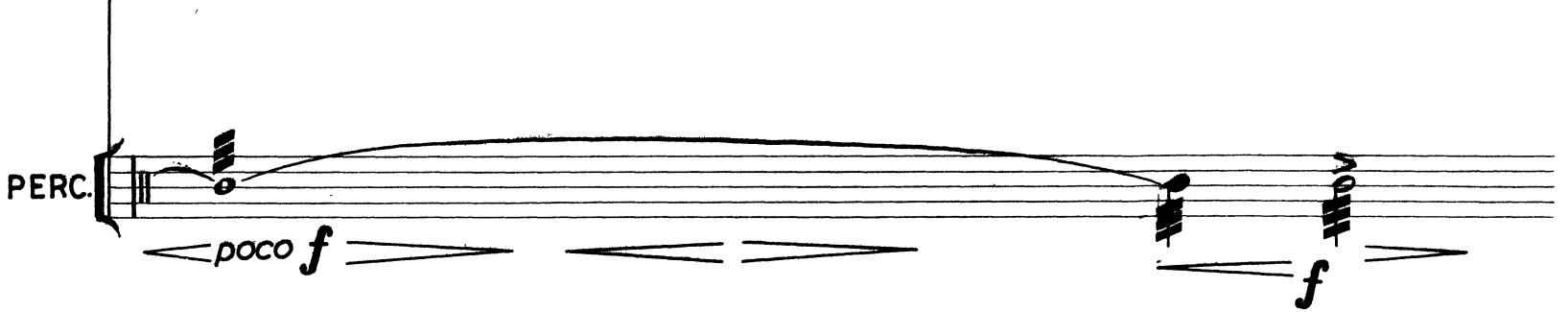
KBD.

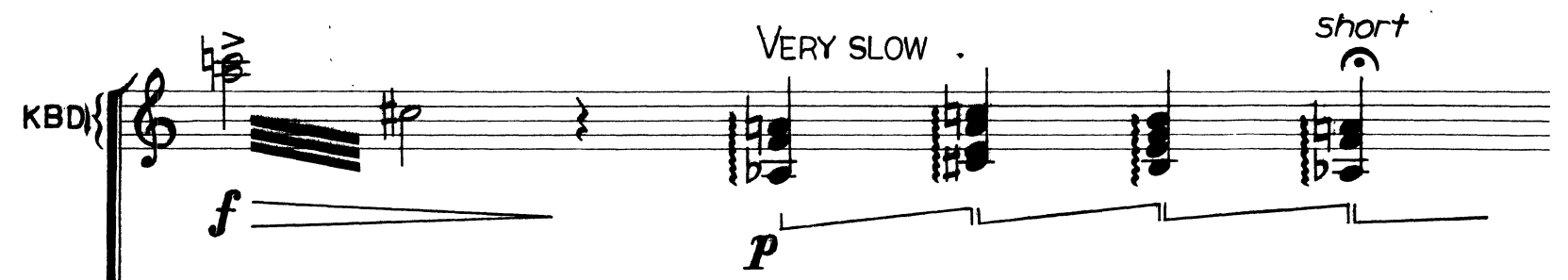
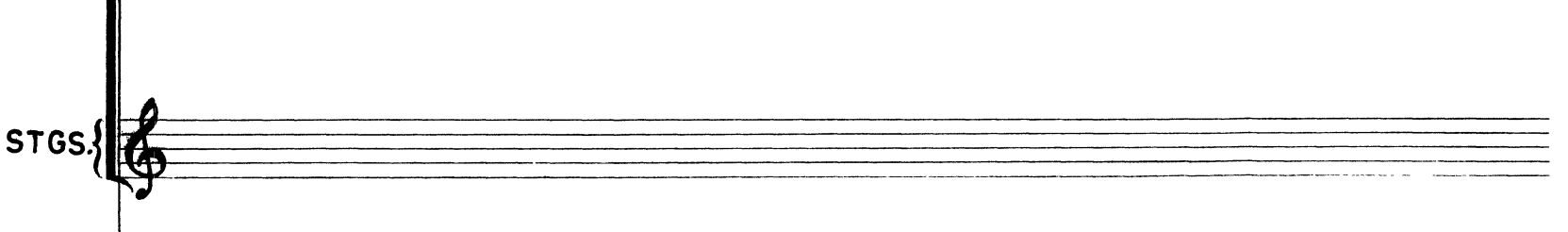
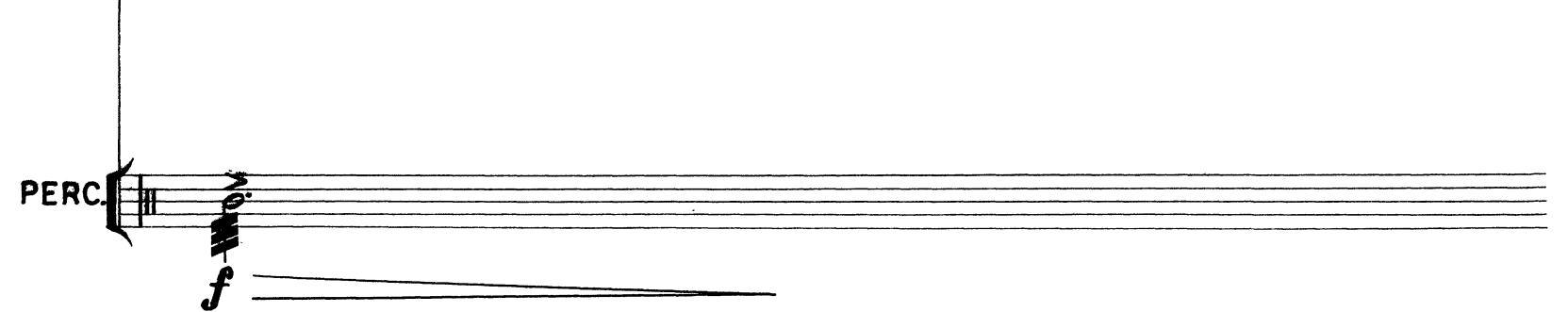
*p* *sfz* *p* *p* *mf* *mf*

*poco legato*

ped freely

use swinging motion; play on down swing

KBD.   
PERC. 

KBD.   
STGS.   
PERC. 

♩ = 132

KBD.

*ff*

8va<sub>7</sub>

8va<sub>7</sub>

8va<sub>7</sub>

8va<sub>7</sub>

8va<sub>7</sub>

8va

TIMP.

with palm

*f*

Detailed description: This block contains the first system of a musical score. The upper part is for Keyboard (KBD.), consisting of two staves. The top staff uses a treble clef and contains several chords, some marked with an 8va<sub>7</sub> (octave 7) and an accent (>). The bottom staff uses a bass clef and contains similar chords, with one marked 8va. A dynamic marking of *ff* (fortissimo) is placed between the staves. The lower part is for Timpani (TIMP.), consisting of a single staff with a bass clef. It features a single note with a dynamic marking of *f* (forte) and the instruction 'with palm' written above it. A tempo marking of ♩ = 132 is located at the top left of the system.

KBD.

15<sub>7</sub>

8va<sub>7</sub>

8va<sub>7</sub>

3

3

3

Detailed description: This block contains the second system of a musical score for Keyboard (KBD.), consisting of two staves. The top staff uses a treble clef and contains chords, with the first one marked 15<sub>7</sub> and the second one marked 8va<sub>7</sub>. The bottom staff uses a bass clef and contains chords and triplets, with the triplets marked with the number 3. The system concludes with a double bar line and repeat dots.

KBD.

8va

KBD.

(white keys)

(black keys) **fff**

8va

KBD.

*Furioso*

*molto f*

*sim.*

8va

*gliss.*

8va

*gliss.*

— ped. lightly

**KBD.**  $\text{♩} = 100$  *f* *8va<sub>7</sub>*

**TIMP.** *f* with palm

**KBD.** *8va<sub>7</sub>* *8va<sub>7</sub>* *8va*

**KBD.** *8va* *8va* *8va<sub>3</sub>* *8va* *8va<sub>7</sub>* *ped. lightly*

**LITTLE FASTER**  $\text{♩} = 112$

SLOW

♩=56

KBD.

8va

3

3

3

3

3

rit.

*tr*

*tr*

*tr*

*tr*

*tr*

*tr*

*tr*

*tr*

*tr*

8va

(before the beat)

keep ped. down

*molto f*  
*full, sonorous*

KBD.

(8va)

KBD.

mp

mp

loco

mf

8va

KBD.

cresc.

*molto f*

*poco piu mosso*  
♩=63

(8va)

KBD.

8va

KBD.

*mf* 10

*cresc*

KBD.

$\text{♩} = 56$

(*cresc.*)

8va

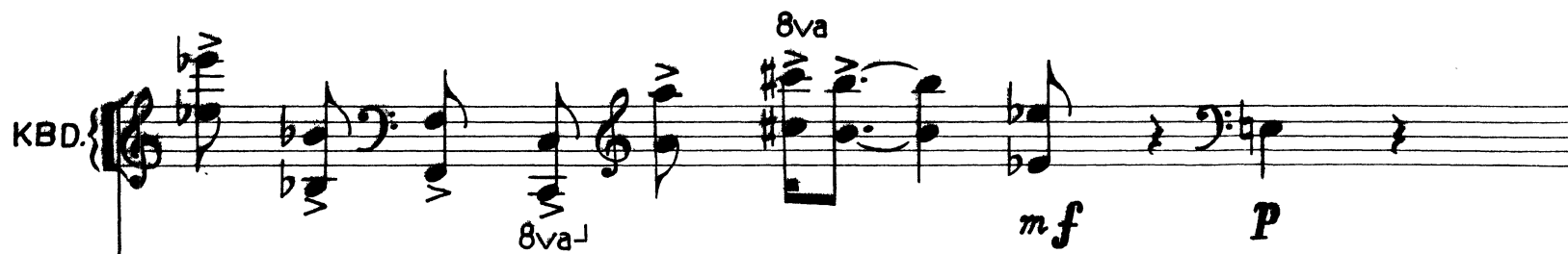
8va

8va

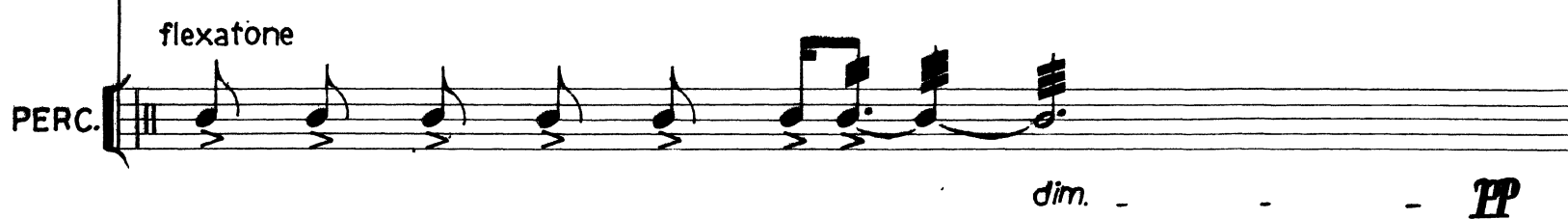
8va<sub>7</sub>

*ff* 15

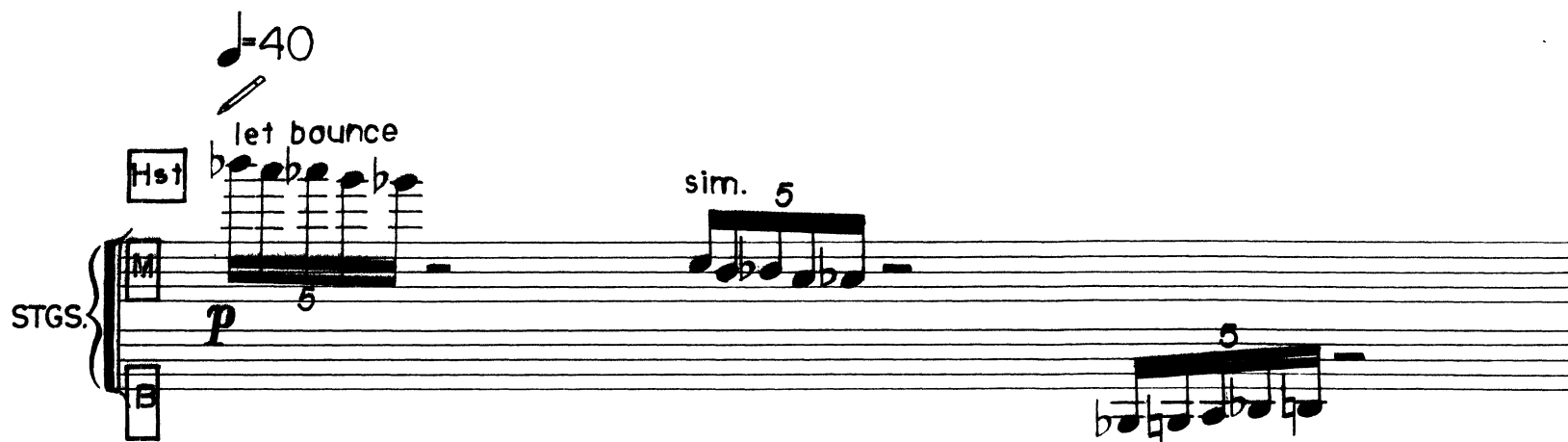


KBD.  *mf* *p*

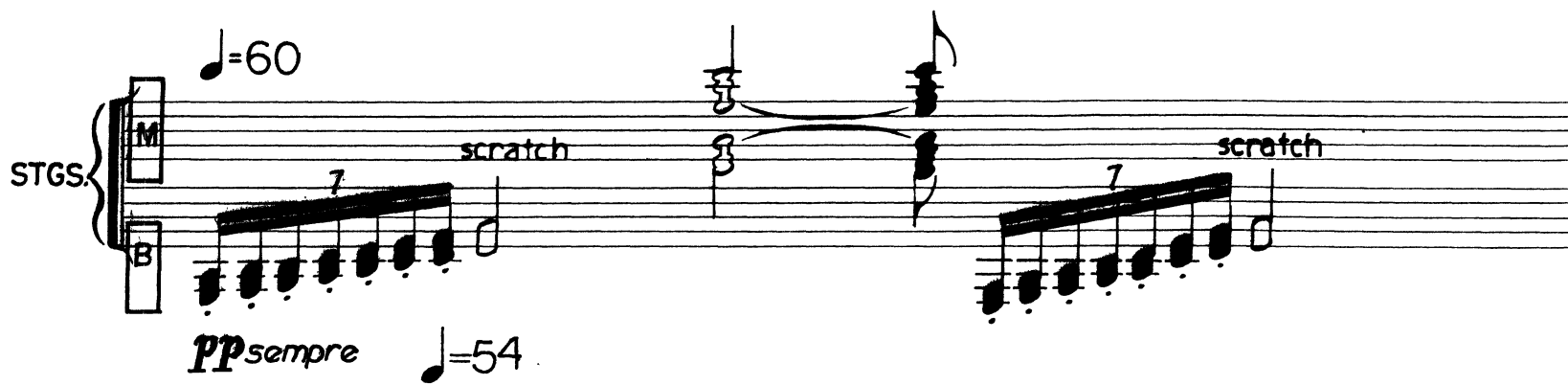
— kept ped down to end

PERC.  *dim.* *pp*

flexatone

STGS.  *p*

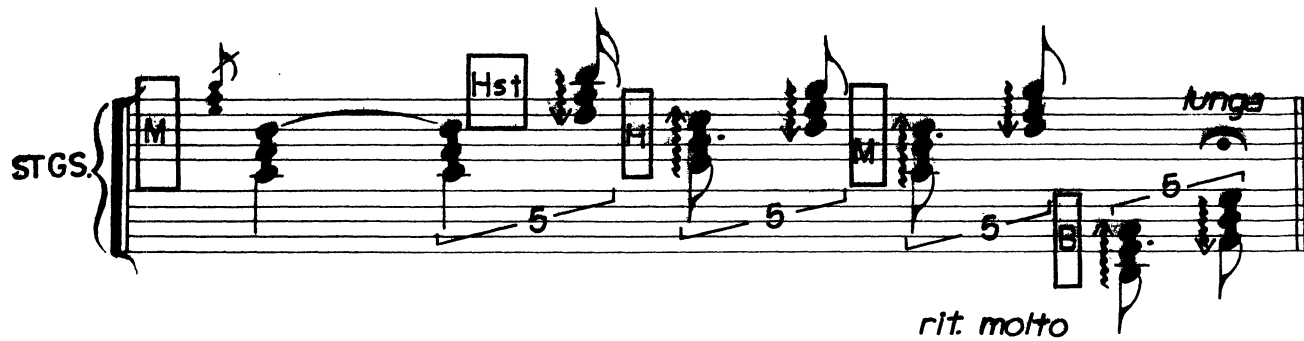
*Hst* *let bounce* *sim. 5*

STGS.  *pp sempre*

*scratch* *scratch*

*7* *7*

*54*

STGS.  *rit. molto*

*Hst* *lunga*

*5* *5* *5* *5*