

for Duo46
Concerto for Violin, Guitar, and Bear Mountain

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I.

♩ = 108 in strict tempo
0'00"

This system of the score includes five staves. The Violin and Guitar staves begin with a rest in 4/4 time, followed by a change to 3/4, then 4/4, and 3/4. At the 0'00" mark, they enter in 4/4 time with a forte (*f*) dynamic and a *sempre legato* marking. The Recorded Violins and Recorded Guitars staves follow with a *mf* dynamic. The Nature Sounds staff includes markings for "thunder" and "flapping wings" with corresponding rhythmic patterns.

This system continues the musical score with four staves. The Violin and Guitar staves play a melodic line with a forte (*f*) dynamic. The Recorded Violins and Recorded Guitars staves provide accompaniment with dynamics ranging from *mf* to *pp*.

Vln. *f* *mf*

Gtr. *f* *mf*

Rec. Vlns. *mf* *mp* *p* *pp*

Rec. Gtrs. *mf* *mp* *p* *pp*

Nature " frogs and birds *ppp*

Vln. *mf* *mf*

Gtr. *mf* *mf*

Rec. Vlns. *mp* *p* *pp* *ppp*

Rec. Gtrs. *mp* *p* *pp* *ppp*

Nature 15 owls snapping twigs *ppp* roosters

19

Vln. *mf* *f*

Gtr. *mf* *f*

Rec. Vlns. *mp* *p* *pp* *ppp* *mf* *mp* *p* *pp*

Rec. Gtrs. *mp* *p* *pp* *ppp* *mf* *mp* *p* *pp*

Nature wings flapping *pp*

Detailed description: This is a musical score for a film or stage production, page 19. It features five parts: Violin (Vln.), Guitar (Gtr.), Recorded Violins (Rec. Vlns.), Recorded Guitars (Rec. Gtrs.), and Nature. The score is divided into two systems. The first system covers measures 19-22, and the second system covers measures 23-26. The time signature changes from 4/4 to 5/4 at measure 23. The Vln. and Gtr. parts start with a *mf* dynamic and increase to *f* by measure 23. The Rec. Vlns. and Rec. Gtrs. parts have a dynamic range from *ppp* to *mp*. The Nature part consists of a rhythmic pattern of eighth notes, with a 'wings flapping' annotation above it in the second system. The score includes various musical notations such as slurs, ties, and dynamic markings.

This musical score is for a piece in 4/4 time, featuring a variety of instruments and sound effects. The score is organized into systems for Violin (Vln.), Guitar (Gtr.), Recorder (Rec. Vlns.), Recorder (Rec. Gtrs.), and Nature. The first two systems (Vln. and Gtr.) play a rhythmic pattern of eighth notes, starting with a forte (*f*) dynamic. The Recorder section consists of two groups of four staves each. The first group (Rec. Vlns.) plays a melodic line with dynamics ranging from mezzo-forte (*mf*) to pianissimo (*ppp*). The second group (Rec. Gtrs.) plays a similar melodic line with dynamics ranging from mezzo-forte (*mf*) to pianissimo (*ppp*). The Nature section at the bottom features a rhythmic pattern of eighth notes, with specific sound effects labeled: "nightingale" (mezzo-forte), "wings flapping" (piano), and "nightingale" (piano).

Vln. *f*

Gtr. *f*

Rec. Vlns. *mf*, *mp*, *p*, *pp*, *ppp*

Rec. Gtrs. *mf*, *mp*, *p*, *pp*, *ppp*

Nature
nightingale *mf*
wings flapping *p*
nightingale *p*

This musical score is divided into four main sections: Violin (Vln.), Guitar (Gtr.), Recorder (Rec.), and Nature sounds. Each section contains multiple staves of music across three measures.

- Vln. (Violin):** The top two staves of each section. The first measure is in 4/4 time, the second in 5/4, and the third in 4/4. Dynamics are marked *mf* (mezzo-forte).
- Gtr. (Guitar):** The next two staves of each section. Dynamics are marked *mf*.
- Rec. Vlns. (Recorder):** A group of six staves. Dynamics range from *mp* (mezzo-piano) to *pppp* (pianissimo).
- Rec. Gtrs. (Recorder):** A group of six staves. Dynamics range from *p* (piano) to *pppp*.
- Nature:** A single staff at the bottom. It features sound effects labeled "owls" and "monkeys".

The score includes various musical notations such as slurs, accents, and dynamic markings. The time signatures change from 4/4 to 5/4 and back to 4/4 across the measures.

Vln. *mf* *mp* *mp*

Gtr. *mf* *mp* *mp*

Rec. Vlns. *mp* *p* *p*
pp *ppp* *ppp*
ppp *pppp* *pppp*

Rec. Gtrs. *mp* *p* *p*
pp *ppp* *ppp*
ppp *pppp* *pppp*

Nature monkeys bird chirps screeching owl

28

Vln. *mp* *mp*

Gtr. *mp* *mp*

Rec. Vlns. *p* *p* *pp* *pp* *ppp* *ppp* *pppp* *pppp*

Rec. Gtrs. *p* *p* *pp* *pp* *ppp* *ppp* *pppp* *pppp*

Nature bird chirps screeching owl

This musical score is arranged in three systems. The first system includes Violin (Vln.) and Guitar (Gtr.) parts, both marked with a forte (*f*) dynamic. The second system features Recorder (Rec. Vlns.) parts with dynamics ranging from *mf* to *ppp*. The third system features Recorder (Rec. Gtrs.) parts with dynamics ranging from *mf* to *ppp*. The bottom staff is a percussion part for Nature, with three distinct patterns: 'wings flapping' (quarter notes), 'nightingale' (eighth notes), and 'wings flapping' (quarter notes).

Vln. *f*

Gtr. *f*

Rec. Vlns. *mf*, *mp*, *p*, *pp*, *ppp*

Rec. Gtrs. *mf*, *mp*, *p*, *pp*, *ppp*

Nature wings flapping, nightingale, wings flapping

This musical score is divided into four main sections: Violin (Vln.), Guitar (Gtr.), Recorder (Rec.), and Nature. The Violin and Guitar parts are written in treble clef with a key signature of one flat (B-flat). The Recorder section consists of six staves, and the Nature section consists of one staff. The score is organized into three measures, each with a different time signature: 4/4, 4/4, and 5/4. Dynamics are indicated by letters such as *f*, *mf*, *mp*, *p*, *pp*, and *ppp*. The Nature section includes labels for 'nightingale', 'owls', and 'monkeys' above the staff. A page number '37' is located at the bottom left of the Nature section.

This musical score is divided into five main sections: Violin (Vln.), Guitar (Gtr.), Recorded Violins (Rec. Vlns.), Recorded Guitars (Rec. Gtrs.), and Nature. The score is written in 4/4 time and consists of three measures. The Vln. and Gtr. parts begin with a *mf* dynamic and transition to *mp* in the third measure. The Rec. Vlns. section contains eight staves, with dynamics ranging from *pp* to *pppp*. The Rec. Gtrs. section contains five staves, with dynamics ranging from *pp* to *pppp*. The Nature section at the bottom features a single staff with sound effects labeled "owls", "monkeys", and "bird chirps".

Vln. *mp*

Gtr. *mp*

Rec. Vlns. *p*, *pp*, *ppp*, *pppp*

Rec. Gtrs. *p*, *pp*, *ppp*, *pppp*

Nature
screeching owl
bird chirps
screeching owl

43

Vln. *mf*

Gtr. *mf*

Rec. Vlns. *mp* *p* *pp* *ppp*

Rec. Gtrs. *mp* *p* *pp* *ppp*

Nature *roosters* *wings flapping*

Vln. *mf*

Gtr. *mf*

Rec. Vlns. *mp* *p* *pp* *ppp*

Rec. Gtrs. *mp* *p* *pp* *ppp*

Nature *frogs and birds* *owls and nightingale clicks*

Vln. *mf*

Gtr. *mf*

Rec. Vlns. *mp* *p* *pp* *mf* *mp* *p* *pp*

Rec. Gtrs. *mp* *p* *pp* *pp* *pp*

Nature 55
owls and roosters

Vln. *f*

Gtr. *f* *ff*

Rec. Vlns. *mf* *mp* *p*

Rec. Gtrs. *mf* *p* *mp*

Nature 59
screeching owls
monkeys

Vln. *ff*

Gtr. *mp*

Rec. Vlns. *f* *mf* *mp* *p*

Rec. Gtrs. *p* *pp* *ppp*

Nature *p* thunder *pppp*

Vln. *f*

Gtr. *f*

Rec. Vlns. *mf* *mp* *p* *pp*

Rec. Gtrs. *mf* *mp* *p* *pp*

This musical score is for a string quartet and includes parts for a violin, guitar, and two sets of recorded violins and guitars. The score is written in 4/4 time and features a variety of dynamic markings and articulations. The first two staves are for the Violin (Vln.) and Guitar (Gtr.), both starting with a fortissimo (*ff*) dynamic. The recorded violin and guitar parts are arranged in two groups of four staves each, with dynamics ranging from fortissimo (*f*) to pianissimo (*pppp*). The bottom-most staff is for a didgeridoo and wind instrument, which remains silent throughout the piece. The score is marked with a page number of 68 at the bottom left.

Vln. *ff* *mp*

Gtr. *ff* *mp*

Rec. Vlns. *f* *p* *mf* *pp* *mp* *ppp* *p* *pppp* *pppp* *pppp*

Rec. Gtrs. *f* *p* *mf* *pp* *mp* *ppp* *p* *pppp* *pppp* *pppp*

didgeridoo and wind

68

2'38" 20" 2'58" ♩=48 freely (within the allotted time)

Vln. *p espr.*

Gtr. *p espr.*

cue: hooting owl

various nature sounds continue throughout movement

Vln. *rall.* *a tempo*

Gtr. *rall.* *a tempo*

Vln. *rit.* *a tempo*

Gtr. *rit.* *a tempo*

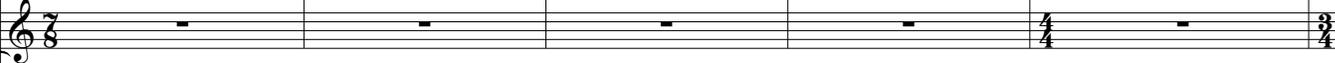
Vln. *a tempo* *rit.* *cadenza, ad lib.* 6'51" approx. 30"

Gtr. *a tempo* *rit.* *cadenza, ad lib.* *fire sounds and others*

III.

721" ♩ = 96 in strict tempo

Vln. 

Gtr. 

Computer 

cue: bear growl on downbeat
various percussive natural sounds

Vln. 
pizz.
mp

Gtr. 
mf

Computer 

second time: natural sounds very gradually replaced by mechanical/industrial sounds
and electric guitar slowly fades in playing the live guitar part

Vln. 
mf

Gtr. 
f *ff* *arco*

Computer 

Vln. *f*

Gtr. *mf*

Computer

Vln. *ff*

Gtr. *ff*

Computer

Vln. *mf*

Gtr. *f*

Computer

Vln. *ff*

Gtr. *ff*

Computer

Vln.

Gtr.

Computer

Vln. *mf*

Gtr.

Computer

Vln. *mp*

Gtr.

Computer

Vln. *f* *fp* *ff*

Gtr. *f* *ff*

Computer

Vln.

Gtr.

electric guitar

percussive industrial sounds

IV.

(♩=♩) ♩. = 128 in strict tempo

Vln. *ff* *mf*

Gtr. *ff* *mf*

collection of computer sounds that gradually change to natural sounds (and lose pitch definition)

168

Vln. *f* *ff*

Gtr. *f*

172

Vln. *mf* *ff*

Gtr. *ff*

176

Vln. *ff* *mf*

Gtr. *ff* *mf*

175

Vln. *f*

Gtr. *f*

180

Vln. *ff* *mf* *rit.*

Gtr. *ff* *mf*

183

♩ = 162 in strict tempo

Vln. *ff*

Gtr. *ff*

hammers; gradually changing to roosters and woodpeckers and other nature sounds

185

Vln.

Gtr.

193

Vln.

Gtr.

mp

mp

201

Vln. *f*

Gtr. *f*

201

Vln. *mf*

Gtr. *mf*

thunderclap and nature sounds

206

Vln. *mp*

Gtr. *mp*

rit.

211

$\text{♩} = 108$ freely (within the allotted time)

Vln. *p* *mp*

Gtr. *p* *mp*

nature sounds continue

217

Vln. *p* *mp*

Gtr.

225

$\text{♩} = 108$ in strict tempo

Vln. *p* *mp* *pp* 12'00" 12'03"

Gtr.

wings flapping

230

