

for Duo46  
**Concerto for Violin, Guitar, and Bear Mountain**

PAUL RICHARDS

**I.**

♩ = 108 in strict tempo  
0'00"

This system contains five staves. The Violin and Guitar staves begin with rests in 4/4, 3/4, 4/4, and 3/4 time signatures, then enter in 4/4 with a forte (*f*) dynamic and a *sempre legato* instruction. The Recorded Violins and Recorded Guitars staves follow with a mezzo-forte (*mf*) dynamic. The Nature Sounds staff includes 'thunder' and 'flapping wings' effects, with a piano (*p*) dynamic.

This system contains five staves. The Violin and Guitar staves continue with a forte (*f*) dynamic. The Recorded Violins and Recorded Guitars staves feature a dynamic range from mezzo-forte (*mf*) to pianissimo (*pp*).

Vln. *f* *mf*

Gtr. *f* *mf*

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

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

Nature *f* *mf* *mp* *p* *pp* frogs and birds

Vln. *mf* *mf*

Gtr. *mf* *mf*

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

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

Nature *ppp* *ppp* owls snapping twigs roosters

This musical score is divided into five systems, each with a label on the left. The first system contains the Violin (Vln.) and Guitar (Gtr.) parts. The second system contains the Recorded Violins (Rec. Vlns.) part, consisting of three staves. The third system contains the Recorded Guitars (Rec. Gtrs.) part, also consisting of three staves. The fourth system contains the Nature part, which is a single staff with a double bar line at the beginning. The score is written in 4/4 time, with a key signature of one flat (Bb). It features a variety of dynamic markings: *mf* (mezzo-forte), *f* (forte), *mp* (mezzo-piano), *p* (piano), *pp* (pianissimo), and *ppp* (pianississimo). The music includes melodic lines with slurs and ties, as well as rhythmic patterns. A specific instruction 'wings flapping' is written above the Nature staff in the second measure of the second system. The page number '19' is located at the bottom left of the Nature staff.

Vln.

Gtr.

Rec. Vlns.

Rec. Gtrs.

Nature

*mf*

*f*

*mp*

*p*

*pp*

*ppp*

wings flapping

19

This musical score is arranged in a vertical format with five main sections. The top section, labeled 'Vln.' and 'Gtr.', consists of two staves. The Violin part features a melodic line with slurs and accents, marked with a forte (*f*) dynamic. The Guitar part provides a rhythmic accompaniment with a similar melodic contour, also marked *f*. The middle section, labeled 'Rec. Vlns.', contains six staves for recorders. The dynamics here are more varied, starting with *mf* and *mp*, and moving to *p* and *ppp* in the lower staves. The bottom section, labeled 'Rec. Gtrs.', contains six staves for recorders, with dynamics ranging from *mf* to *ppp*. The final section, labeled 'Nature', is a single staff with a rhythmic pattern of eighth notes, divided into three segments: 'nightingale', 'wings flapping', and 'nightingale'. The page number '22' is located at the bottom left.

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

- Vln. (Violin):** Features a melodic line with dynamics *mf* (mezzo-forte) and a hairpin crescendo.
- Gtr. (Guitar):** Features a rhythmic accompaniment with dynamics *mf* and a hairpin crescendo.
- Rec. Vlns. (Recorder):** A group of six staves with dynamics ranging from *mp* (mezzo-piano) to *pppp* (pianissimo), showing a hairpin crescendo.
- Rec. Gtrs. (Recorder):** A group of six staves with dynamics ranging from *p* (piano) to *pppp*, showing a hairpin crescendo.
- Nature:** A single staff with a rhythmic pattern, labeled with "owls" and "monkeys" above the notes.

The score includes various musical notations such as treble clefs, time signatures (4/4, 5/4, 4/4), dynamic markings (*mf*, *mp*, *p*, *pp*, *ppp*, *pppp*), and hairpin crescendos. The page number "25" is located at the bottom left.

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 



31

This musical score is for a 3/4 time piece, divided into three measures. The instruments and their parts are as follows:

- Vln. (Violin):** Two staves. Both play a melodic line starting with a forte (*f*) dynamic, marked with a hairpin crescendo.
- Gtr. (Guitar):** Two staves. Both play a rhythmic accompaniment of eighth notes, also starting with a forte (*f*) dynamic and marked with a hairpin crescendo.
- Rec. Vlns. (Recorder Violins):** Six staves. The top two staves play a melodic line starting with a mezzo-forte (*mf*) dynamic. The bottom four staves play a rhythmic accompaniment starting with a piano (*p*) dynamic, marked with a hairpin crescendo.
- Rec. Gtrs. (Recorder Guitars):** Six staves. The top two staves play a melodic line starting with a mezzo-forte (*mf*) dynamic. The bottom four staves play a rhythmic accompaniment starting with a piano (*p*) dynamic, marked with a hairpin crescendo.
- Nature:** A single staff with a bass clef. It features three distinct sound effects: "wings flapping" (represented by a series of eighth notes), "nightingale" (represented by a series of eighth notes with a different rhythmic pattern), and "wings flapping" (represented by a series of eighth notes).

The score includes various dynamic markings such as *f*, *mf*, *mp*, *p*, and *ppp*, along with hairpin crescendos and decrescendos to indicate volume changes. The page number 34 is located at the bottom left.



This musical score is divided into four main sections: Violin (Vln.), Guitar (Gtr.), Recorder (Rec.), and Nature sounds. 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.

Vln. *f* *mf* *mf*

Gtr. *f* *mf* *mf*

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

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

Nature nightingale owls monkeys

37

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 Violin and Guitar parts feature melodic lines with dynamic markings of *mf* and *mp*. The Recorded Violins and Recorded Guitars sections consist of multiple staves, each with a unique rhythmic pattern and dynamic markings ranging from *p* to *pppp*. The Nature section at the bottom includes sound effects for 'owls', 'monkeys', and 'bird chirps'.

Vln. *mf* *mf* *mp*

Gtr. *mf* *mf* *mp*

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

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

Nature owls monkeys bird chirps

This musical score is divided into five systems, each with a label on the left side. The first system includes Violin (Vln.) and Guitar (Gtr.) parts. The second system contains eight staves for Recorded Violins (Rec. Vlns.). The third system contains eight staves for Recorded Guitars (Rec. Gtrs.). The fourth system is a single staff for Nature sounds. The score is written in 4/4 time and features a variety of dynamic markings such as *mp*, *p*, *pp*, *ppp*, and *pppp*. The Nature staff includes sound effects for 'screaming owl' and 'bird chirps'.

Vln.

Gtr.

Rec. Vlns.

Rec. Gtrs.

Nature

screaming owl

bird chirps

screaming owl

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* *ppp* *pp* *ppp*

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*

**Vln.**  
*ff* *mp*

**Gtr.**  
*ff* *mp*

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

**Rec. Gtrs.**  
*f* *p*  
*f* *p*  
*mf* *pp*  
*mf* *pp*  
*mp* *ppp*  
*mp* *ppp*  
*p* *pppp*  
*p* *pppp*  
*pp* *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. *rall.* *a tempo*

Gtr. *rall.* *a tempo*

Vln. *rall.* *a tempo*

Gtr. *rall.* *a tempo*

Vln. *rall.* *a tempo*

Gtr. *rall.* *a tempo*

Vln. *rit.*

Gtr. *rit.*

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

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

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

$\text{♩} = 162$  in strict tempo

Vln. *ff*

Gtr. *ff*

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

Vln.

Gtr.

Vln.

Gtr.

*mp*

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.

Gtr.

*p* *mp*

nature sounds continue

217

Vln.

Gtr.

*p* *mp*

225

$\text{♩} = 108$  in strict tempo

Vln.

Gtr.

*p* *mp* *pp*

12'00" 12'03"

wings flapping

230

