

This piece is one in a series of three fragmented, intimate chamber works. It is the third after *Be silent* for solo piano and *Be still* for marimba and harp. The may be performed alone, or in a set of two or three.

Duration: ca 5'

Composer's Note

When performing this work, it is worth considering the movements as separate character pieces. Each movement contrasts with the next: the first is sweet, full and essentially consonant; the second, abrasive and microtonal; the third slow and distant; and the fourth immediate and brisk. There should be a sense of fragmentation which arises from these different settings.

The first movement sees a single chord flourish into a restrained melodic line, passed between the violin and piano. There should be a sense of ever-increasing intensity until the F of the violin in the final bar.

In the next movement the violin leads the action. The opening should derive a sense of gritty intensity from the quarter-tone runs, although the moving pitch-centre from the A of bar 8, to the E of 14 should be felt. The intensity of the climactic G# in bar 23 should remain until the *fortissimo* piano chord of 25, from where the music reveals a more lyrical side as the A returns as a pitch-centre.

The third movement should be intense: the sound should not be hesitant, but quiet and at a distance. The overall crotchet tempo should not undermine a very slow minim pulse.

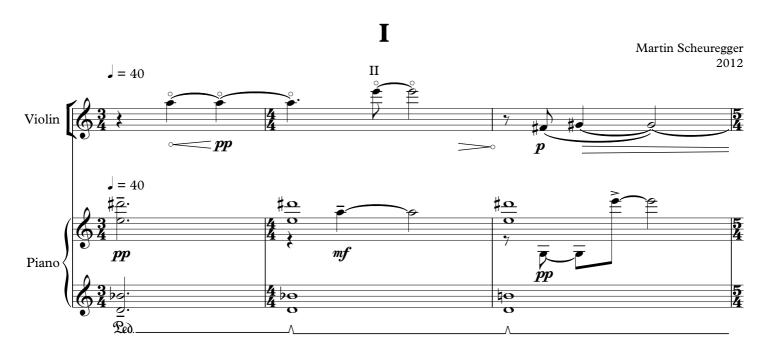
The final movement is dance-like as a melody slowly unwinds passing constantly between the violin and the piano. The sounds should remain always light and joyful.

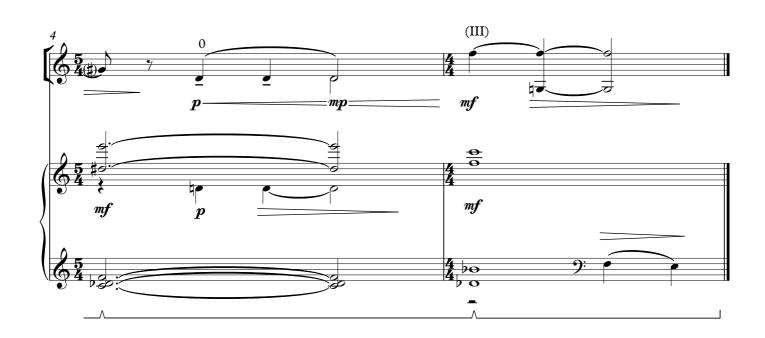
Martin Scheuregger York – February 2013 Be silent in that solitude,
Which is not loneliness – for then
The spirits of the dead, who stood
In life before thee, are again
In death around thee, and their will
Shall overshadow thee; be still.

from Spirits Of The Dead by Edgar Allan Poe (1827)

In that solitude

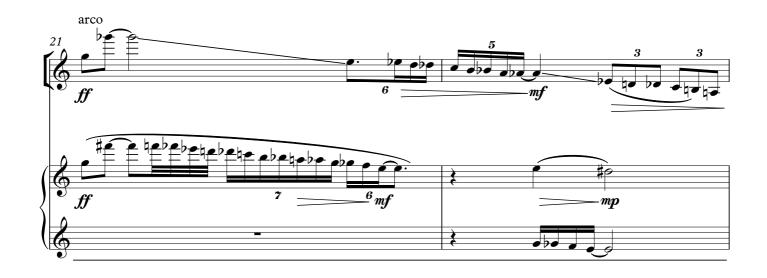
for violin and piano

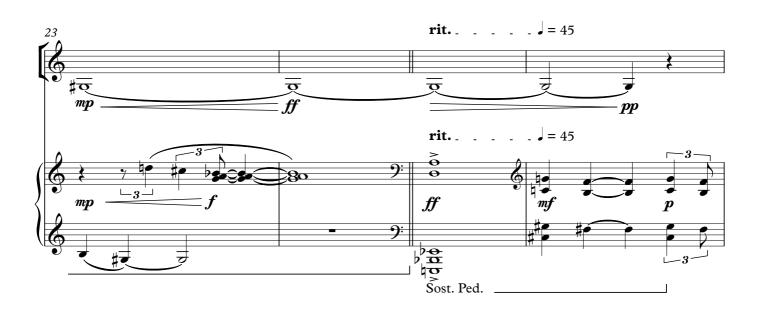


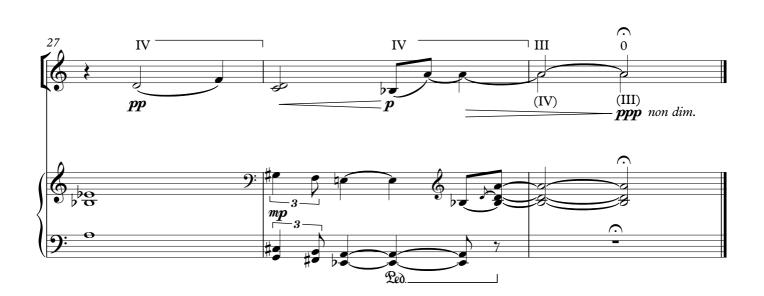


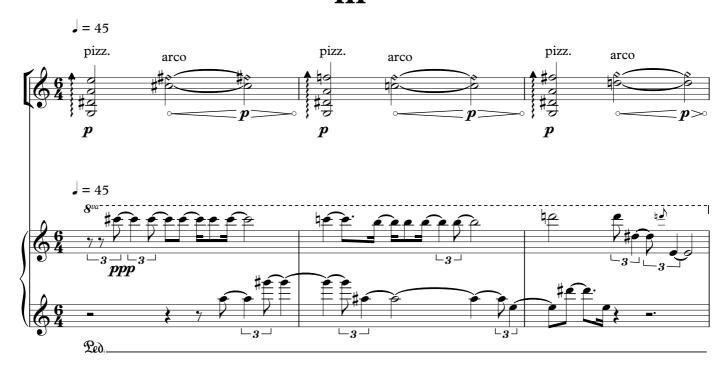


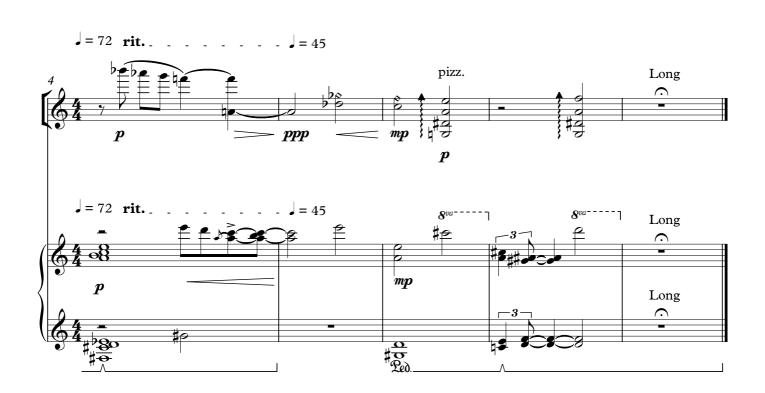


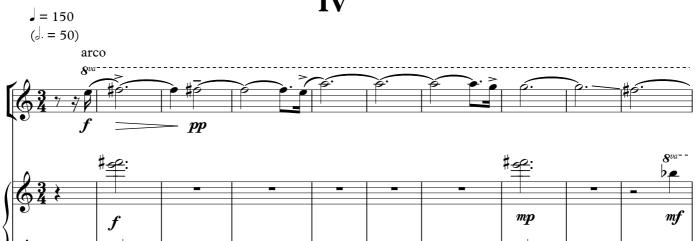












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