

for Simon Holt

OUROBOROS II

Jonathan Cole

(1999)

1. Demon Turn

$\text{♩} = \text{c.76}$ ($\text{♩} = \text{c.152}$)

Flute
dbl. Alto Flute

Oboe

Clarinet (B \flat)
dbl. Bass Clarinet

Bassoon

Horn (F)

Trumpet (B \flat)

Trombone

Percussion
Hi-hat Cymbal
hard sticks
pp *p*

Harp

Piano

$\text{♩} = \text{c.76}$ ($\text{♩} = \text{c.152}$)

Violin 1

Violin 2

Viola

Violoncello

Double Bass

7

Fl.

Cl. (B \flat)

A

mf

echo tone

ppp

Perc.

pp

p

mp

A

Vln 1

Vln 2

Vc.

mf

pizz.

mp

pp

p

B

14

Fl.

Ob.

Cl. (B \flat)

Bsn.

p

pp

mf

Detailed description: This block contains the woodwind staves for rehearsal mark B. It includes parts for Flute (Fl.), Oboe (Ob.), Clarinet in B-flat (Cl. (B \flat)), and Bassoon (Bsn.). The music spans measures 14 to 17. The Flute part has rests in measures 14-15 and a quarter note in measure 16. The Oboe part has rests in measures 14-15 and a half note in measure 16, with dynamics *pp* and *mf* indicated. The Clarinet in B-flat part has rests in measures 14-15 and a quarter note in measure 16, with dynamics *pp* and *mf* indicated. The Bassoon part has rests in measures 14-15 and a quarter note in measure 16, with dynamic *p* indicated.

Perc.

mf

Detailed description: This block contains the Percussion (Perc.) part for rehearsal mark B. It shows a single note in measure 16 with dynamic *mf*.

Preview File Only

B

Vln 1

Vln 2

Vla.

Db.

pp

p

mp

mf

arco sul A

(suono reale)

Detailed description: This block contains the string staves for rehearsal mark B. It includes parts for Violin 1 (Vln 1), Violin 2 (Vln 2), Viola (Vla.), and Double Bass (Db.). The music spans measures 14 to 17. Vln 1 has a quarter note in measure 16 with dynamic *pp*. Vln 2 has a quarter note in measure 15 with dynamic *p* and a quarter note in measure 16 with dynamic *mf* and the instruction "arco sul A". Vla. has a quarter note in measure 16 with dynamic *pp* and a sixteenth-note tremolo in measure 17 with dynamic *mf*. Db. has a quarter note in measure 15 with dynamic *mp* and the instruction "(suono reale)".