

**sam hayden**

**system/error (2003, rev. 2004/06)**

**for violin, flutes and percussion**

*for trio transport*

**instrumentation:**

violin

alto flute (doubling C flute and piccolo)

percussion:

vibraphone (motor off)

crotales (2 octave chromatic set)

tam-tam

x2 bongos (different)

pedal bass drum

orchestral bass drum



**amplification:**

In certain acoustics it may be necessary to moderately amplify the flute(s) and violin to balance the percussion. In such circumstances the amplification should be minimal and virtually unnoticeable. The speakers should be as close to the ensemble as possible so the amplified sound is very localised. A 'natural' aural impression of the ensemble should be maintained so the amplified sound should never dominate the direct acoustic sound.

**world premiere:**

6/9/2006 Muziekgebouw aan 't IJ, Amsterdam

Gaudeamus New Music Week 2006

Mieko Kanno – violin

Anne La Berge – flute

Claire Edwardes – percussion

**duration:** ca. 17 mins

system/error  
for trio transport

I

Sam Hayden (2003, rev. 2004/06)

**NB All Instruments are amplified**  
**Flexible (as if improvised)**

♩ = ca. 50 (as fast as possible)

**Violin**  
art. *ff ffp* sul pont. ord. sul pont. *fff fp sfz pp sfz f sfz ff*

**Alto Flute**  
*ff ffp sfz ffp mp sfz ffp*

**Crotales**  
hard yarn beaters

**Vibraphone**  
sempre l.v. (fix pedal open)  
sempre motor off

**Percussion (metal)**  
Crotales  
Vibraphone  
Tam-Tam

**Percussion (skins)**  
Bongos  
Orchestral Bass Drum  
Pedal Bass Drum

\*NB Flute multiphonics from *Present Day Flutes* (Artaud/Geay)

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Preview File Only

**Vln.**  
sul pont. art. *sfz f fff*

**Fls.**  
*sfz ffp fff f p*

**Perc. (metal)**  
*mp ff mf ff fff*

**Perc. (skins)**

4

Vln. *nat.* *sul pont.* *f* *sfz* *f* *ffp*

Fls. *fp* *gliss.* *gliss.* *p* *ffp*

Perc. (metal) *crotales* *ff*

Perc. (skins) *f* *sfz* *p* *sfz*

1A (1 2 3 4 / 2 3 4 5) 1B 5A (1 2 3 4 / 2 3 4 5)

5

Vln. *sul pont.* *art.* *f* *ffp*

Fls. *gliss.* *gliss.* *f* *sfz* *sfz*

Perc. (metal)

Perc. (skins) *mp* *sfz* *mf* *sfz*

6

Vln. *sul pont.* *art.* *f* *ffp*

Fls. *mp* *fp* *sfz* *mf*

Perc. (metal) *vibes* *mf* *crotales* *f* *sfz*

Perc. (skins) *p* *mf* *sfz* *f* *sfz*

15A (1 2 3 4 / 2 3 4) 15B (3:2)

This musical score is for a percussion ensemble and string section. It consists of four staves: Violin (Vln.), Flute (Fls.), Percussion (metal), and Percussion (skins). The music is in 5/4 time and includes various performance instructions and dynamic markings.

- Vln. (Violin):** Starts at measure 7 with a glissando. Dynamics include *ff*, *f*, *sfz*, and *mf*. Includes markings for *gliss.*, *nat.*, *sul pont.*, and *3*.
- Fls. (Flute):** Starts at measure 7 with a *fp* dynamic. Includes markings for *15A*, *1234*, and *234*.
- Perc. (metal):** Starts at measure 7 with a *f* dynamic. Includes markings for *5:4* and *7*.
- Perc. (skins):** Starts at measure 7 with dynamics *p*, *mp*, and *mf*. Includes markings for *5:4*.

**Measure 8:**

- Vln.:** Includes markings for *3-2*, *sul pont.*, *13:8*, *art.*, *gliss.*, *ff*, *sfz*, *11:8*, *ord.*, and *fp*.
- Fls.:** Includes markings for *15B*, *20A*, *1234*, *2 4 5*, *5*, *20B*, *15A*, *1234*, *23 4*, *5*, *15B*, *5A*, *1234*, *2345*, *sfz*, *fp*, *sf*, *ff*, *sfz*, and *fp*.
- Perc. (metal):** Includes markings for *vibes*, *5*, *5*, *mp*, and *ff*.
- Perc. (skins):** Includes markings for *5:4*, *5:4*, and *3*.

**Measure 9:**

- Vln.:** Includes markings for *art.*, *sul pont.*, *gliss.*, *ff*, *sfz*, *f*, *sfz*, *fp*, *sfz*, *f*, and *sfz*.
- Fls.:** Includes markings for *gliss.*, *gliss.*, *5B*, *5*, *29A*, *12345*, *2345*, *sfz*, *ff*, and *sfz*.
- Perc. (metal):** Includes marking for *crotales*, *ff*, and *f*.
- Perc. (skins):** Includes markings for *f*, *sfz*, *5:4*, *5:4*, *3*, *5:4*, *7*, *6*, *5:4*, *5:4*, *5:4*, *5*, *5:4*, *5:4*, *5:4*, *7*, *5:4*, and *sfz*.

11

Vln. *sul pont.* *art.* *sul pont.* *gliss.* *art.*

Fls. *gliss.* *gliss.*

Perc. (metal) *vibes*

Perc. (skins)

*sfz* *f* *fp* *sfz* *ff* *sfz* *ff* *sfz* *ff* *fp*

*mf* *ff* *f*

*5:4* *3* *7* *7:4*

*3* *3*

*11.8* *24A* *1234* *345*

12

Vln. *sf* *f* *sf* *sf* *sf* *ff*

Fls. *sf* *fmp* *gliss.* *gliss.* *sf*

Perc. (metal) *crotales*

Perc. (skins)

*mf* *f* *mf* *f*

*3* *5* *3:2* *3*

*6:4* *3* *5:4* *5:4*

*13.8* *1A* *1234* *2345* *5* *1B*

13

Vln. *f* *mf* *f* *ff* *ppp* *pp* *p*

Fls. *gliss.* *gliss.* *sfz* *mf* *ff* *pp*

Perc. (metal) *tam-tam* *ord. (sempre hits on edge)*

Perc. (skins)

*f* *ff* *mf* *ff* *pp* *p*

*5* *5* *5* *5* *5* *5* *7* *5* *5:4*

*5A* *1234* *2345* *5B* *21A* *1234* *2* *4* *5*

This musical score page contains measures 16 through 18. It is arranged in a system with five staves: Violin (Vln.), Flute (Fls.), Percussion (metal), Percussion (skins), and Vibes/Tam-tam. The Violin part includes dynamic markings such as *f*, *ff*, *fz*, *sfz*, *p*, *sfzpp*, and *ffp*, along with performance instructions like *sul pont.*, *ord.*, *art.*, *gliss.*, *poco sul pont.*, and *molto sul pont.*. The Flute part features dynamics like *f*, *fp*, *ff*, *fz*, *f*, *sfz*, *sfz*, *sfz*, and *ffpp*. The Percussion (metal) part includes *vibes* and *tam-tam* with dynamics *f*, *mf*, *f*, *ff*, and *mf*. The Percussion (skins) part has dynamics *p*, *f*, *sfz*, and *sfz*. The Vibes/Tam-tam part includes dynamics *p*, *mp*, *mf*, and *f*. The score includes various musical notations such as slurs, accents, and dynamic hairpins. Measure numbers 16, 17, and 18 are clearly marked at the beginning of their respective staves. A large blue watermark reading "Preview File Only" is oriented diagonally across the center of the page.

19

Vln. *sfz* *ff dim. (poco a poco)* *sfz* *sfz* *ppp*

Fls. *f = sfz* *ff* *mp* *p* *pp*

Perc. (metal) *ff* *p*

Perc. (skins) *f* *mf* *pp* *ppp*

ord. 11:72 9:6 8<sup>va</sup> sul tasto

art. s.p. 40B 12 4 2 3 4 5 40A

20

Vln. *mf* *sfz* *sfz* *ff* *ppp*

Fls. *mf* *sfz* *sfz* *sfz* *f* *sfz*

Perc. (metal) *pp* (l.v.)

Perc. (skins) *mp* *mf* *f* *sfz*

flautando *gliss.* *poco sul pont.* *gliss.* *gliss.* *sul tasto* *molto cresc.*

3:2 13:8 5:4 7 5:4 5

22

Vln. *molto sul pont.* *fff* *ff* *mp* *mf*

Fls. *fff* *sfzmp* *ff* *mp* *f* *ff*

Perc. (metal) *fff* *ff* *f*

Perc. (skins) *fff* *ff* *f* *mf* *mp* *mf* *f*

tam-tam ord. 3 3:2 13:12 6:4 7:4

ord. 42A 12 4 5 5:4 5:4 5:4 5:4 5:4

23

Vln. *ff* *ffp* *sfz* *mfp* *sfz*

Fls. *sfz* *ff* *ffp* *mfp* *fmp*

Perc. (metal) *f* *mf* *sfz* *mp*

Perc. (skins)

3 art. 3 5 gliss. gliss. gliss.

42B.  $\begin{matrix} 1 & 2 & 4 \\ 2 & & 5 \end{matrix}$  5

ord. 5-4 $\Delta$  11

5-4 $\Delta$

24

Vln. *mf* *f* *fp* *fp*

Fls. *mf* *f* *ffp* *sfz* *p* *mp*

Perc. (metal) *f* *p* *mp*

Perc. (skins) *mp* *f* *sfz*

3 11-8 gliss. gliss.

11-12 $\Delta$  44A.  $\begin{matrix} 1 & 2 & 4 \\ 2 & & 3 \end{matrix}$  5

vibes crotales

5-4 $\Delta$  5-4 $\Delta$  5-4 $\Delta$  5-4 $\Delta$  5-4 $\Delta$

25

Vln. *sfz* *sfp* *gliss.*

Fls. 44B 44C 44D

Perc. (metal)

Perc. (skins) *mp* *mf*

5 5-4 $\Delta$  3 3 5-4 $\Delta$  5-4 $\Delta$



26

Vln. *f sfz mf sfz f sfz sfz p sfz*

Fls. *f sfz p sfz mp*

Perc. (metal) *mp sfz* [tam-tam] *p*

Perc. (skins) *f p mp mf*

44B | 1 2 4 | 2 3 | 40B | 1 2 4 | 5 | 40A | 1 2 4 | 5 | 11:12

3 3 5:4 5:4

6 5:4 5:4

7 7 5:4

27

Vln. *mf f sfz pp f sfz p*

Fls. *mf f pp f p*

Perc. (metal) *mp f sfz*

Perc. (skins) *pp p mp f p sfz*

art. ord. s.p. ord. gliss.

13:10 3:2 13 13

40A | 1 2 4 | 5 | 40B | 51A | 2 3 4 5 | 51B | 2 3 4 5 | 51C | 2 3 4 5 | 13

5:4 5:4 5:4

28

Vln. *ff mp p mf f*

Fls. *ff sfz mp p mp*

Perc. (metal) [crotales] *f*

Perc. (skins) *f p*

7:6 7:6 7:6 7:6

72A | 2 3 4 5 | 72B

5:4 5:4 5 5

This musical score page contains four systems of music for Violin (Vln.), Flute (Fls.), Percussion (metal), and Percussion (skins). The score is written in 3/4 time and includes various performance markings and dynamics.

**System 1 (Measures 29-32):**

- Vln.:** Starts at measure 29 with a *sfz* dynamic. A slur covers measures 29-31. Measure 32 has a *f* dynamic, followed by *fp* and *sfz* markings.
- Fls.:** Starts at measure 29 with a *mf* dynamic, followed by *f*, *f*, *mf*, *sfz*, *mf*, *sfz*, *f*, and *sfz*. Fingerings are indicated: 72A (2 3 4 5), 72B (5), 81A (1 3 4 5), and 2 3 4.
- Perc. (metal):** Includes a *lv.* marking and a *vibes* section starting at measure 31 with a *mf* dynamic.
- Perc. (skins):** Features a *f* dynamic, a *sfz* dynamic, and a *f* dynamic. Rhythmic patterns are marked with *5:4* and *3:2*.

**System 2 (Measures 30-32):**

- Vln.:** Starts at measure 30 with a *f* dynamic, followed by *sfz*, *sfz*, and *fp*. An *art.* marking is present. *gliss.* markings appear in measures 31 and 32. Dynamics *f* and *ffp* are also shown.
- Fls.:** Starts at measure 30 with a *fp* dynamic. *gliss.* markings are present in measures 31 and 32. Dynamics *ff* and *ffp* are shown. Fingerings 81B, 81C, and 81D are indicated.
- Perc. (metal):** Includes a *crotales* section starting at measure 30 with a *f* dynamic, followed by *ff* in measure 32.
- Perc. (skins):** Features a *f* dynamic, *sfz*, *mp*, *f*, and *mf f* dynamics. Rhythmic patterns are marked with *5*, *5:4*, and *6:4*.

**System 3 (Measures 31-32):**

- Vln.:** Starts at measure 31 with a *ff* dynamic. *gliss.* markings are present. Dynamics *ff* and *ff* are shown. Fingerings 72A (2 3 4 5) and 13:8 are indicated.
- Fls.:** Starts at measure 31 with a *ff* dynamic. *gliss.* markings are present. Dynamics *ff* and *ff* are shown. Fingerings 72A (2 3 4 5) and 13:8 are indicated.
- Perc. (metal):** Includes a *lv.* marking and a *vibes* section starting at measure 31.
- Perc. (skins):** Features a *ff* dynamic, *sfz*, and *sfz* dynamics. Rhythmic patterns are marked with *5:4*, *3*, *5:4*, and *5:4*.

rall.

art. ord. sul pont. gliss.

Vln. *fff* *f* *ffpp*

Fls. *fff* *f* *ffpp*

Perc. (metal) *f* *ff*

Perc. (skins) *fff* *f* *pp* *f*

A Tempo

ord. art. gliss.

Vln. *p* *mp* *p* *mp* *p* *mp* *p* *mp*

Fls. *f* *p* *mp* *p* *mp* *p*

Perc. (metal) *p* *mp* *tam-tam* ord.

Perc. (skins) *p* *mp* *p* *mp* *p*

34

Vln. *mf* *f* *mf* *sfz* *mf* *sfz* *f* *mf* *mp*

Fls. *mp* *mf* *f* *mf* *mp*

Perc. (metal) *mp* *mf* *f* *mf*

Perc. (skins) *mp* *mf* *f* *mp*