

SUGGESTED EXCERPT

THUNDERHEAD - Lucy McKnight

8

4/4
Bisbigl. slow → fast → slow

26 27 28 29 30 31

Fl. 1 *p* *mf* *p* *ff*

Fl. 2 *mp* *p* *mf* *p* *ff*

Ob. 1

Ob. 2 *pp* *ff*

Cl. 1 *pp* *mp* *pp* *mf* *mf* *ff*

B. Cl. *pp* *mp* *pp* *mf* *mp* *ff*

Bsn. 1 *mp* *ff*

Bsn. 2 *mf*

Hn. 1 *mp* *mf* *f* *mf* *ff*

Hn. 2 *pp* *mp* *p* *mf* *p* *f* *sub. mf* *ff*

C Tpt. 1 *pp* *fff*

C Tpt. 2 *mp* *mf* *f* *mf* *ff*

Tbn. 1 *mp* *mf* *f* *mf* *ff*

Tbn. 2 *pp* *mp* *p* *mf* *p* *f* *sub. mf* *ff*

B. Tbn. *pp* *mp* *p* *mf* *p* *f* *sub. mf* *ff*

Perc. 1 *mp* *mf* *f* *f* *ff*

Perc. 2 *ppp* *p* *mp* *ff*

Pno. *mp*

Vln. I (ST) → SP → ST → SP → ST → SP → ST → SP → Ord. *pp* *fff*

Vln. II (ST) → Ord. *p* *fff*

Vla. (ST) → Ord. *p* *fff*

Vc. (ST) → Ord. *p* *fff*

Cb. (ST) → Ord. *p* *fff*

overpressure

Tam-tam
single scrape with triangle beater
To High Cym.
High Cymbal triangle beater
To Marimba
mute

9

32 Marimba

Perc. 1

33 34 35 36

ppp

Pno.

ff

Red

*

10

37 38 39 40 41 42

Cl. 1

mp *mf* *mp* *mf* *mp*

C Tpt. 1

mp *mf* *mp* *mf* *mp* *mf*

Perc. 1

soft mallets
with slow motor
pedal down constantly

Vib.

p

Vla.

Vc.

pp *pp* *pp*

Cb.

pp

5 4 2 4

43 44 45 46 47

Cl. 1

mf *mp* *mf*

C Tpt. 1

mp *mf* *mp* *mf*

Perc. 1

Vib.

turn motor off To Thunder Sheet and Bass Drum

Vla.

pp *pp*

Vc.

pp

Cb.

11 ♩=70 harsh, unrelenting

♩=54

2/4 flutter tongue

3/8

4/4

53

Fl. 1 *ff* flutter tongue

Fl. 2 *ff* flutter tongue

Ob. 1 *ff* multiphonic

Ob. 2 *ff* multiphonic

Cl. 1 *ff* multiphonic

B. Cl. *ff* multiphonic

Bsn. 1 *ff* multiphonic

Bsn. 2 *ff* multiphonic

Hn. 1 *ff*

Hn. 2 *ff*

C Tpt. 1 *ff* growl *f* *ff*

C Tpt. 2 *ff* growl *f* *ff*

Tbn. 1 *ff*

Tbn. 2 *ff*

B. Tbn. *ff*

Perc. 1 Low Sus. Cymbal Tam-tam *ff* High Cymbal Cymbal To Mar. *ff*

Perc. 2 Thunder Sheet large hard mallet Bass Drum *ff* To Vib. *ff*

Pno. *ff*

Vln. I *ff* highest pitches (above fingerboard) I II *ff* overpressure *mf*

Vln. II *ff* highest pitches (above fingerboard) I II *ff* overpressure *mf*

Vla. *ff* highest pitches (above fingerboard) I II *ff* overpressure *mf*

Vc. *ff* highest pitches (above fingerboard) I II *ff* overpressure *mf*

Cb. *ff*

12 grotesque and devastated

6/4 4/4 5/4 4/4

54 55 56 57 58 59

Fl. 1 *ff*

Fl. 2 *ff*

Ob. 1 *ff*

Ob. 2 *ff*

Cl. 1 *ff*

B. Cl. *ff*

Bsn. 1 *ff*

Bsn. 2 *ff*

Hn. 1 *ff*

Hn. 2 *ff*

C Tpt. 1 *ff*

C Tpt. 2 *ff*

Tbn. 1 *ff*

Tbn. 2 *ff*

B. Tbn. *ff*

Perc. 1
Marimba
hard mallets
f

Perc. 2
Vibraphone
hard mallets
hold pedal constantly
f

Pno. *f*

Vln. I
HS \geq
(continuous scratch,
retake bow as needed)
sub. ff

Vln. II
HS \geq
(continuous scratch,
retake bow as needed)
sub. ff

Vla. *sub. ff*

Vc. *sub. ff*

Cb. *sub. ff*

13

6/4

4/4

60 61 62 63 64 65 66 67 68 69

Fl. 1 *p*

Fl. 2 *p*

Ob. 1 *pp*

Ob. 2

Cl. 1 *p* multiphonic

B. Cl. *p* multiphonic *mf*

Bsn. 1 *mp*

Bsn. 2 *mp*

Hn. 1 *mp*

Hn. 2 *mp*

C. Tpt. 1 *p* norm. harmon mute stem out

C. Tpt. 2 *p* harmon mute stem out

Tbn. 1 *mp*

Tbn. 2 *mp*

B. Tbn. *mp*

Perc. 1 *ppp* switch to soft mallets

Vib. *p* *ppp* *sub. p* switch to soft mallets

Pno. *p* * Ped

Vln. I VS ↑ change directions ad. lib. bow bridge *p*

Vln. II VS ↓ change directions ad. lib. bow bridge *p*

Vla. *p* VS bow bridge *mf* > *mp*

Vc. *p*

Cb. *p* bow bridge

fermata held until piano sound is fully decayed

70 71 72 73 74 75 76 77

Fl. 1 (*p*)

Fl. 2

Ob. 1 (*ppp*)

Ob. 2

Cl. 1 (*p*)

B. Cl. (*mfp*)

Bsn. 1 (*mp*)

Bsn. 2 (*mp*)

Hn. 1 (*mp*)

Hn. 2 (*mp*)

C Tpt. 1 (*p*)

C Tpt. 2 (*p*)

Tbn. 1 (*mp*)

Tbn. 2 (*mp*)

B. Tbn. (*mp*)

Perc. 1 (*p*)

Vib. (*ppp*)

Pno. (*pp*)

Vln. I

Vln. II (*p*)

Vla. (*mf*)

Vc. (*pp*)

Cb.

3/4 4/4 6/4 4/4

To S. D.

slow continuous swirl with brushes

fermata held until piano sound is fully decayed

fermata held until piano sound is fully decayed

fermata held until piano sound is fully decayed

fermata held until piano sound is fully decayed

fermata held until piano sound is fully decayed

fermata held until piano sound is fully decayed

VS bow bridge (*mf*)

VS bow bridge (*mp*)

VS bow bridge (*mp*)

VS bow bridge (*p*)