

INSTRUMENTATION

flute = alto flute

clarinet in Bb = bass clarinet

bassoon

horn in F (+mute)

trombone (+straight mute, plunger)

percussion (1 player)

sizzle cymbal, crash cymbal,
hi-hat, ride cymbal, 2 toms,
snare drum, bass drum,
tam-tam

harp

violin

viola

violoncello

double bass

PERCUSSION LEGEND



Surface Tension

LUKE BAINBRIDGE

Strident (♩ = c.76 / ♩ = c.116)

♩ = ♩ sempre

2+3+2+2

Flute

Clarinet in Bb

Bassoon

Horn in F

Trombone

Percussion

Harp

E♭ F# G# A#
D# C# B#

This section of the score contains the staves for the Flute, Clarinet in Bb, Bassoon, Horn in F, Trombone, Percussion, and Harp. The music is primarily restful, with some chordal indications for the Harp: E♭ F# G# A# and D# C# B#.

Strident (♩ = c.76 / ♩ = c.116)

♩ = ♩ sempre

2+3+2+2

Violin

Viola

Violoncello

Double Bass

solo sul G to **A**

mf cantabile

fp *f* *mf*

This section of the score contains the staves for the Violin, Viola, Violoncello, and Double Bass. The Violin part features a melodic line starting with a solo on G and moving to A, marked *mf cantabile*. The rest of the string section is primarily restful. The Violin part includes dynamic markings *fp*, *f*, and *mf*.

7 2+2+3



A

14 3+3+3

solo sul G to **B**

mf cantabile



19 2+2+3

fp < f *mf*



B Stark

26

mf < f > mp *fp <*

mf < f > mp *fp <*

mf < f > mp *fp <*

mf < f > mp *fp <*

brushes - snares off
scrape * bounce *

mf

mf l.v. sempre

mp

mp

* scrape: cymbal with metal end of brush
bounce: hit brush against rim and allow wires to bounce onto drum head

C

33

2+3+2+2

Fl. *pp* *mf* *f*

Cl. *mf* *f*

Bsn. *p* *mf* *f*

Hn. *mf* *f* mute

Tbn. straight mute *mf* *f*

Perc.

Hp.

C

2+3+2+2

Vln. *mf* *f*

Vla. *mf* *f*

Vc. *mf* *f*

Db. *mf* *f*

39

Fl. *fp* \leftarrow *f* *mp sub.* *f*

Cl. *fp* \leftarrow *f* *mp sub.* *f*

Bsn. *fp* \leftarrow *f* *mp* \leftarrow *f*

Hn.

Tbn.

Perc. Bass Drum (hard mallet) *f secco*

Hp. *f secco*

Vln. *fp* \leftarrow *f* *mp sub.* *f*

Vla. *fp* \leftarrow *f* *mp sub.* *f*

Vc. *fp* \leftarrow *f* *mp* \leftarrow *f*

Db. *fp* \leftarrow *f* *f secco*

44 **D** $\text{♩} = \text{Meno mosso (Tempo II)} \text{♩} = c.88$

2+2+3

Fl. *mf* *f* *mp* *fp*

Cl. *mf* *f* *mp* *fp*

Bsn.

Hn. *mf* *f* *mp* *fp*

Tbn. *mf* *f* *mp* *fp*

Perc. sticks - snares on *fp*

Hp.

45 **D** $\text{♩} = \text{Meno mosso (Tempo II)} \text{♩} = c.88$

2+2+3

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

Vla. *mf* *f* *mp* *fp*

Vc. *mf* *f* *mp* *fp*

Db.

E $\text{♩} = \text{Più mosso (Tempo I)} \text{♩} = c.116$

49 stick shot *mf*

p.d.l.t

Hp. *mf* l.v. sempre

53

Fl. *mf* *fp*

Cl. *mf* *fp*

Perc.

Hp. *nat.*

F Chasing

57

Fl. *sub. p* *f* *mp* 2+3+2+2

Cl. *sub. p* *f* *mp*

63

Fl. *fp*

Cl. *fp*

G Meno mosso (Tempo II) ♩ = c.88

68

Fl.

Cl.

Perc. brushes - snares off scrape bounce *f* bounce

Hp. *f* l.v. sempre

Db. *pizz.* *f* balance with harp