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**Title**

...lo marcesible

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**Author**

Mendoza, Alfonso

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# ...lo marcesible

(clarinet, saxophone, violin, cello and doublebass)  
+ percussion

Alfonso Mendoza

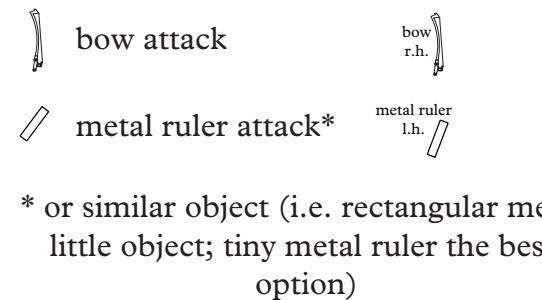
# Performance Notes

## Strings

### General

Several parts of this piece use double-handing attacks with bow and other objects.

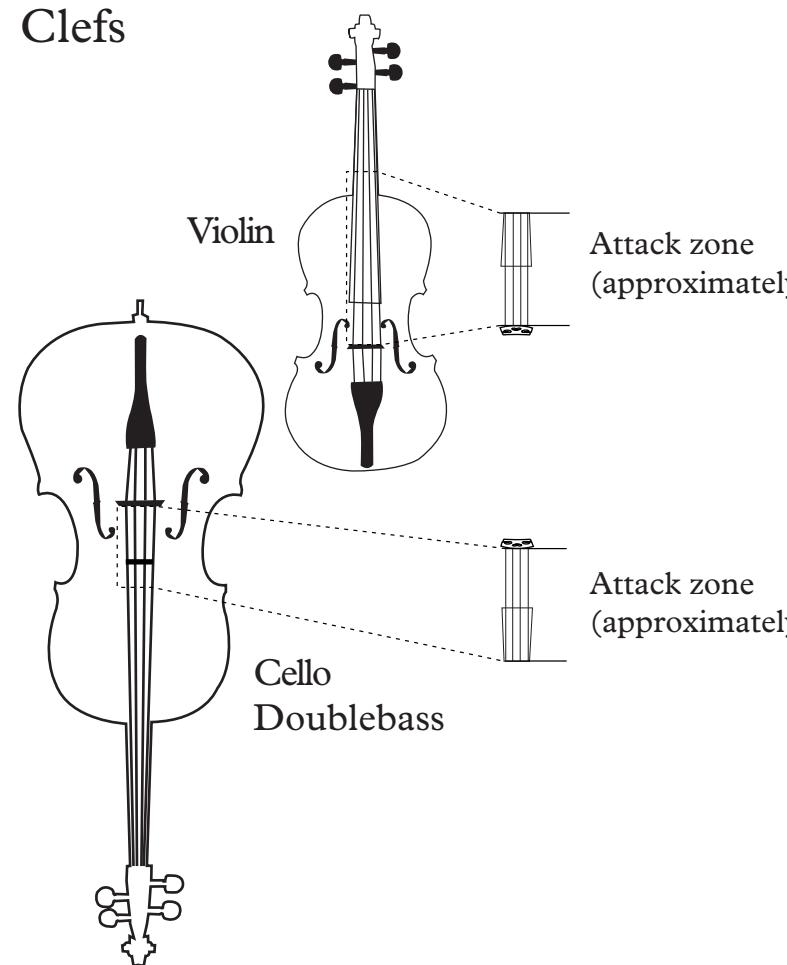
l. h. - left hand  
r. h. - right hand



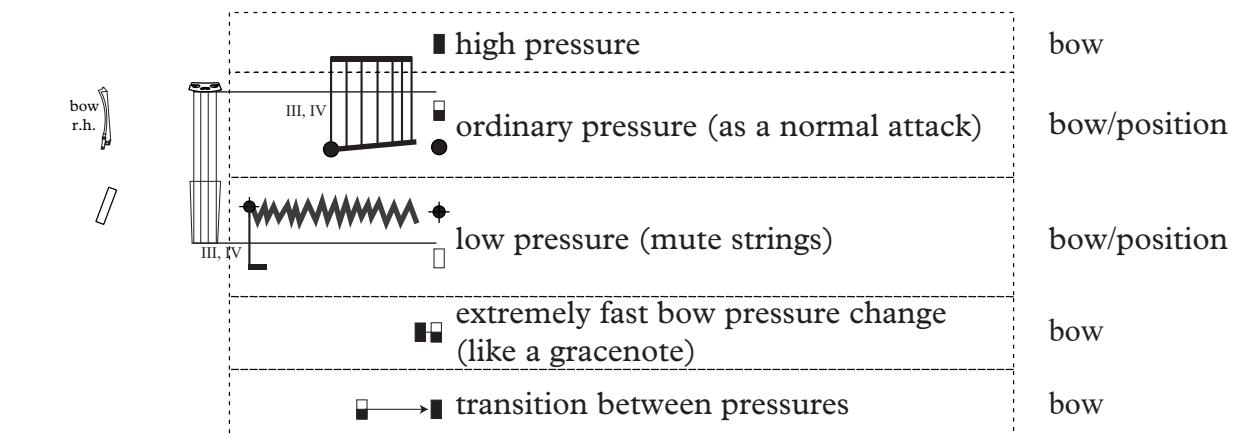
### Bow/metal ruler

█	heel	→ █ transition to heel
▽	tip	→ ▽ transition to tip
[█▽█]...	tremolo	
I, II, III, IV	string number	
/.....\	saltatto, as fast as possible, very aggressive	
↑↓	vertical movement	

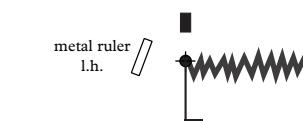
### Clefs



### Bow/metal ruler pressure and position

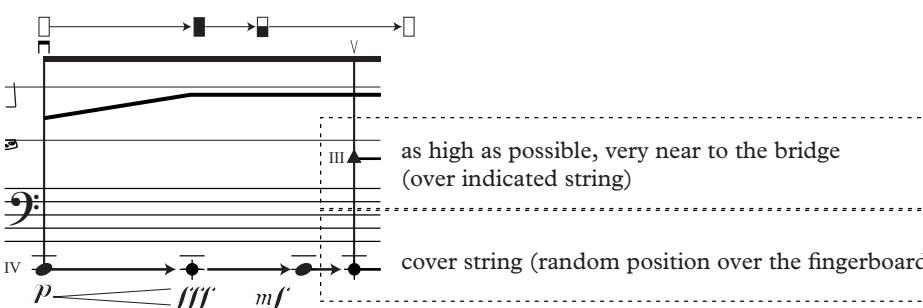
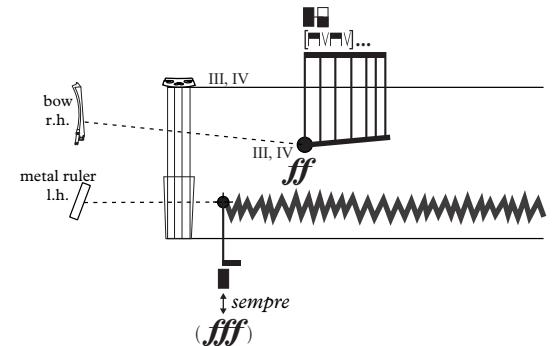
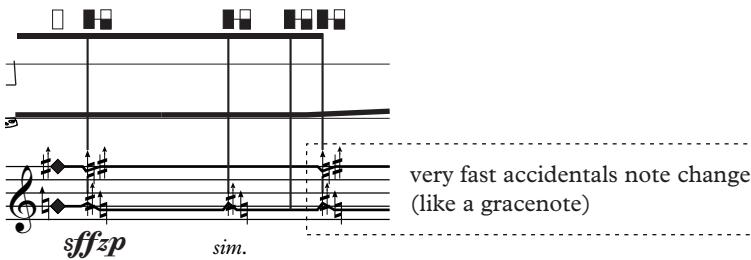
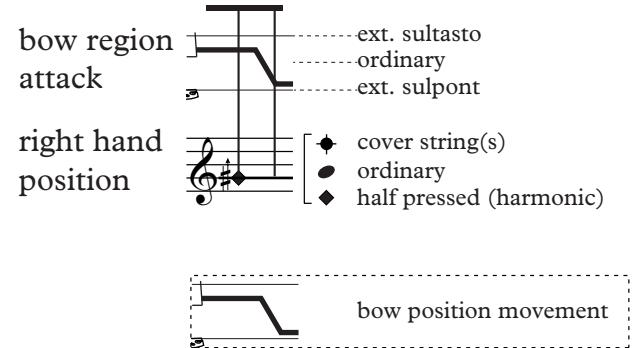


For metal ruler only:

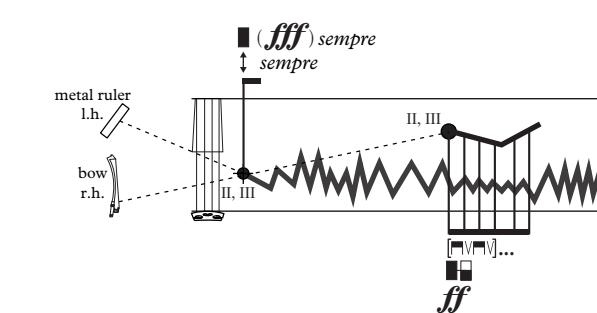
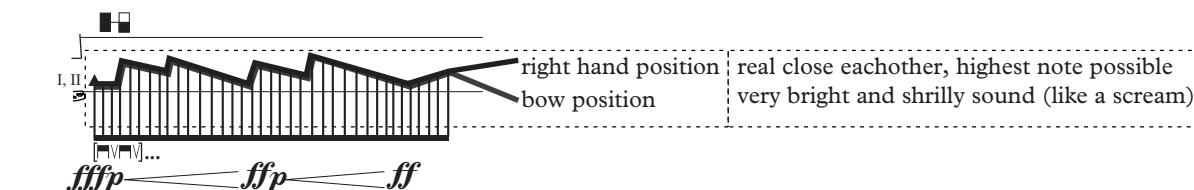


The performance of this special attack combines low pressure position with high pressure in metal ruler, the result is a bright metallic sound obtained by rubbing the string with a very fast vertical movement of the metal ruler.

# Strings



Place the instruments between your legs  
and hold it against your chest  
(like a violoncello)

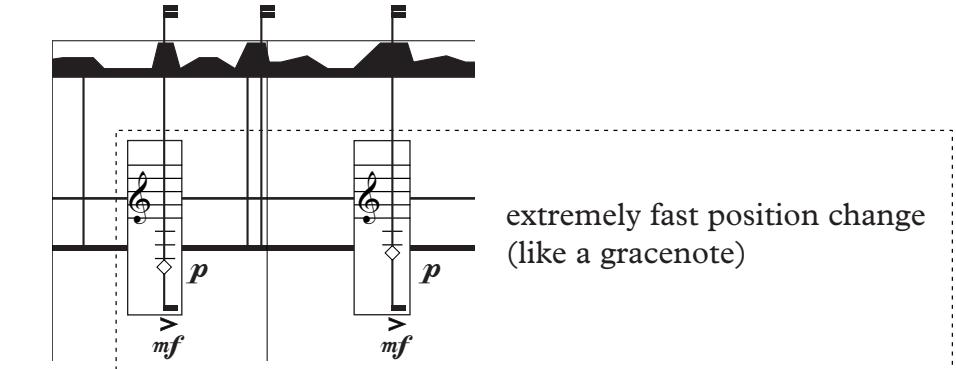


# Woodwinds

## Important

The resultant sound used for saxophone and clarinet is created by the combination of different interpretation techniques and/or parameters.

The interaction between these parameters allows to obtain the precise sound looked for. It would be helpful to think in the creation of a bigger and complex gesture that is beyond the score, rather than a traditional performance of the piece.



*Sound distortion Clef*

sound distortion

+ ord. -

sound distortion

high notes

ord.

ordinary sound

saturated sound

Most of the piece is written using the *sound distortion clef*. The black graphic indicates different kinds of sound and/or transitions between them, the parenthetical notes indicate position.

+ *saturated sound*: attack on the bottom of the reed, a lot of growl is needed. The result is a saturated sound, his origin resides on the combination of the growl and the attack position, growl must be able to make audible the harmonic column of the parenthetical note.

ord. *ordinary sound*: ordinary sound over position, with low growl technique.

- *high random notes*: attack on the tip of the reed to produce a high random note over position, a little of growl technique can be used to amplify the sound.

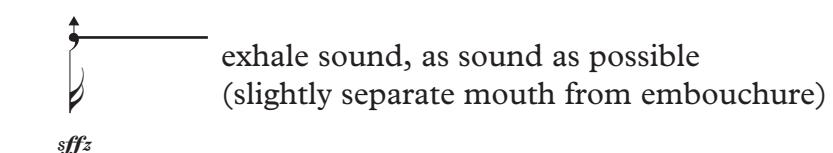
## Embouchure/reed attacks

- ordinary (with lips)
- ▼ biting reed (with teeth)
- → ▼ transition
- ▼○▼ extremely fast change between kind of attack (like a gracenote)

vibrato voice (with lips)

breathing voice (ordinary attack)

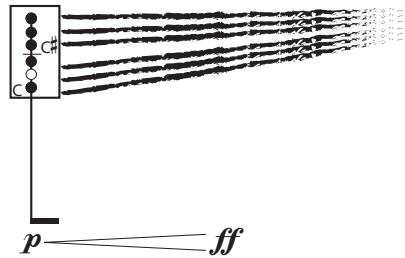
mf



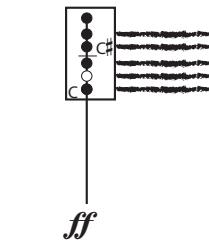
exhale sound, as sound as possible  
(slightly separate mouth from embouchure)

# Woodwinds

## Saxophone



multiphonic over position  
lines indicated level of distortion/saturation



multiphonic over position  
sustain without distortion/saturation change (as possible)

## Clarinet

For this section you must play with a buzz technique (trumpet technique) and always press your lips against the instrument's mouth with the indicated pressures. There's always a sustained position on the fingerings, that is quickly pressed/released on specific keys of the instruments. The sound will be a cloudy and distorted sound.

*Different two voices notation. (for clarinet w/o mouthpiece and multiphonic attacks)*

A diagram of a clarinet without a mouthpiece. It shows a vertical line of fingerings leading to a bass clef staff. The staff has a 'mf' dynamic. A dashed box labeled 'breathing voice (ordinary)' contains a graph of mouth pressure against time. Another dashed box labeled 'Instrument's mouth pressure against lips.' contains a graph of mouth pressure against time. A third dashed box labeled 'fingering voice (digitation)' contains a graph of mouth pressure against time. Below the staff, a box labeled 'Action for keys over position: quickly uncover and return to original fingering over indicated position (like a gracenote).' contains a graph of mouth pressure against time.

play without mouthpiece

(ordinary open keys position)

fingering

breathing voice (ordinary)

Instrument's mouth pressure against lips.

fingering voice (digitation)

Action for keys over position: quickly uncover and return to original fingering over indicated position (like a gracenote).

A diagram of a clarinet. It shows a vertical line of fingerings leading to a bass clef staff. The staff has a 'p' dynamic. A dashed box labeled 'finger holes transitions over indicated position' contains a graph of mouth pressure against time. A legend below the staff defines three key states: 'ordinary' (solid dot), 'half-pressed' (half-filled circle), and 'fully depressed' (empty circle).

ordinary

p

finger holes transitions over indicated position

- ordinary
- half-pressed
- fully depressed

A diagram of a clarinet. It shows a vertical line of fingerings leading to a bass clef staff. The staff has a 'fff' dynamic. A dashed box labeled 'saturated multiphonic over position, line indicates movement on the instrument's harmonic colum.' contains a graph of mouth pressure against time. A second dashed box labeled 'quickly uncover and return to ordinary position over indicated position (like a gracenote).' contains a graph of mouth pressure against time.

fingering

(ordinary open keys position)

fff

saturated multiphonic over position,  
line indicates movement on the instrument's  
harmonic colum.

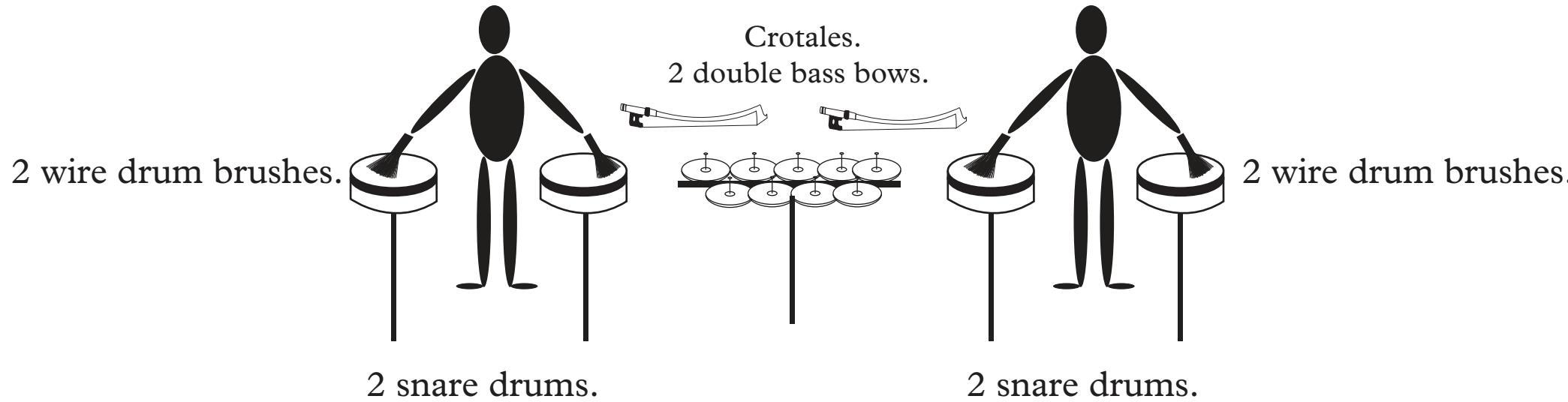
quickly uncover and return to ordinary position  
over indicated position (like a gracenote).

# Percussion

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The percussion part starts at measure 144. It must be colocated backstage or in a place that cannot be in sight by the public.

Two performers.



Musical notation for two snare drums (sr. dr. 1 and sr. dr. 2). The notation shows vertical strokes on the snare wires with a dynamic of **ff**. The first stroke is followed by a grace note-like symbol with a dynamic of **p**, indicated by a bracket above the staff. The second stroke is also followed by a similar grace note with a dynamic of **p**.

Rubbing the snare drums  
with the wire drum brushes  
as fast as possible.

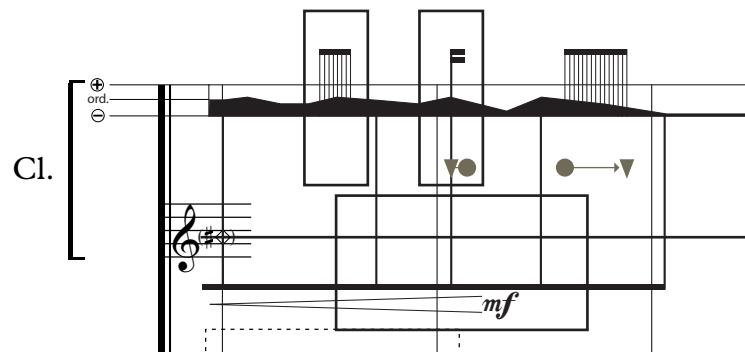
Musical notation for crotales. It consists of a treble clef staff with a sharp sign, a single note, and a grace note-like symbol. A dynamic of **p** is indicated before the note, and a dynamic of **f** is indicated after the note.

Play the crotales with the double bass bow(s),  
the resultant sound is a high pitch (like harmonics).

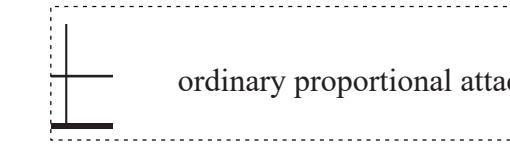
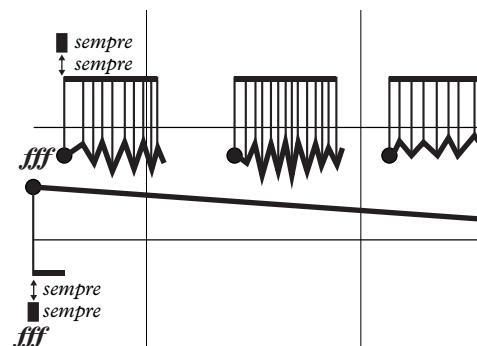
# General

 pitch a little high  
 pitch a little low

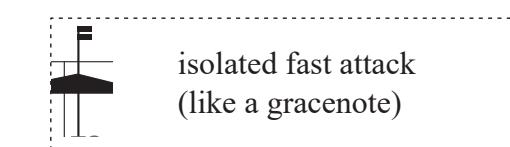
This piece uses a proportional spatialization system to create rhythm in relation to an immobile metronomic mark.  
Different parameters interact each other to create rhythm and attacks.



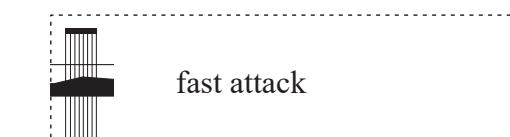
Always try to attack on exact measure position (approx.)



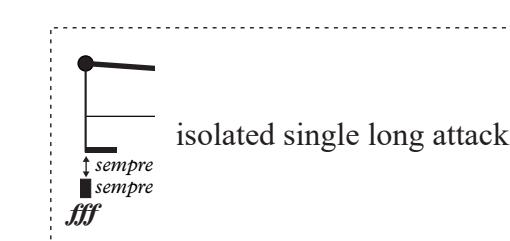
ordinary proportional attack



isolated fast attack  
(like a gracenote)



fast attack



isolated single long attack

# ...lo marcesible

Alfonso Mendoza

cl, sax, vln, vlc, cb

MM = 30

6"

Clarinet Bb

Saxophone tenor

Violin

Cello

Doublebass



27

Cl. mutta w/o mouthpiece

Sax. fingering 8vb (ordinary open keys position)

Vln. mf p ff

Vlc. mf p mf ff

Cb. mf

Cl. ord. mutta ord.

Cl. mutta ord. mutta ord.

Sax. ord. mutta ord.

Vln. II. bow attack position ppp p mf

Vlc. ff mf ff mf

Cb. ff p mf

Cl. mutta ord.

Musical score for orchestra and piano, page 40, showing parts for Clarinet (Cl.), Saxophone (Sax.), Violin (Vln.), Cello (Cb.), and Piano.

**Cl.**: The part consists of two staves. The top staff uses ordinary open keys position, indicated by a symbol with three dots. The bottom staff uses ordinary keys position, indicated by a symbol with a circle. Dynamics include  $ff$ ,  $p$ ,  $fff$ ,  $mf$ , and  $ffff$ .

**Sax.**: The part consists of two staves. It includes dynamic markings like  $ffp$  and  $fff$ .

**Vln.**: The part consists of two staves. It includes dynamic markings like  $mfp$  and  $sfp$ .

**Vlc.**: The part consists of two staves. It includes dynamic markings like  $sfp$  and  $p$ . Technical instructions for the bowing of muted strings (l.h. palm) are provided.

**Cb.**: The part consists of two staves. It includes dynamic markings like  $mf$  and  $ffff$ .

**Piano**: The piano part is located at the top right of the page. It includes dynamics like  $ffz$ ,  $p$ ,  $mf$ ,  $ffff$ , and  $p$ . A technical diagram shows fingerings and key positions: "fingering", "svb (ordinary open keys position)", and "svb (ordinary keys position)".







This figure shows a musical score for orchestra and piano, page 92. The score is divided into five staves: C1. (top), Sax., Vln., Vlc., and Cb. (bottom). The score includes various performance instructions such as dynamic markings (e.g., *fff*, *ffz*, *p*, *mf*) and specific techniques like bowing (e.g., *bow l.h.*, *bow r.h.*) and metal ruler (e.g., *metal ruler r.h.*, *metal ruler l.h.*). The score also features complex rhythmic patterns and sustained notes. The piano part is located at the top of the page, with its own staff and dynamics.

Cl. 105  
 ♪ ord.  
 ♫  
 8vb p  
 fff  
 ♪ ord.  
 ♫  
 p sffz fff sffz  
 ♪ ord.  
 ♫  
 p sffz p mf  
 fff  
 Vln.  
 III  
 fff  
 II, III  
 fff  
 III, IV  
 fff  
 sempre (fff)  
 metal ruler l.h.  
 II, III (fff)  
 Vlc.  
 I, II  
 fff  
 II, III  
 fff  
 bow r.h.  
 III, IV  
 metal ruler l.h.  
 III, IV  
 fff  
 III  
 ff  
 II, III  
 ff  
 Cb.  
 IV  
 p  
 fff  
 II, III  
 fff  
 III, IV  
 fff  
 II, III  
 ff  
 p ff  
 sempre (fff)









Cl. 170  
 ord.  
 8va  
*ff* *p*

Sax. ord.  
 8va  
*ff* *(ord.)*  
*ff* *p* *mfp* *mfp* *mfp* *sffzp sffzp* *sim.*  
*(ord.)* *(ord.)* *(ord.)* *(ord.)* *(ord.)* *(ord.)*  
*mfp* *mfp* *mfp* *p*

Vln. III  
IV  
*ff*  
*mfp* *mfp* *sim.* *f*

Vlc. sim.  
*mfp* *sim.* *fp* *mfp* *mfp* *sim.* *fp* *mfp* *f* *fp* *mfp* *mfp* *sim.* *mf*

Cb. II  
*sempre* *sim.*  
*fff* *p*



198

Cl.

Sax.

Vln.

Vlc.

Cb.

$\text{ffz}$   $p$   $mf$   $\text{ffz}p$  *sempre*

$p$   $mf$   $\text{ffz}p$  *sempre*

$\text{ffz}$   $p$   $mf$   $\text{ffz}p$  *sempre*

$p$   $mf$   $\text{ffz}p$  *sempre*

$\text{ffz}$   $p$   $mf$   $\text{ffz}p$  *sempre*

# ...lo marcesible

cl, sax, vln, vlc, cb

+ perc.

Alfonso Mendoza

144

Vlc. *p* *ff* *sim.*

Snare drum 1

Snare drum 2

sn. dr. 1

sn. dr. 2

*f* *f* = 60

right hand *p* *(fff)* *30''*

left hand *p* *(fff)*

right hand *p* *(fff)* *30''*

left hand *p* *(fff)*

Vlc. *tr.*

*ff* *ffp*

Double bass *p* *mfp* *mfp* *sim.* *sfzp* *sfzp* *sim.* *sfzp* *(fff)*

sn. dr. 1 *(p)* *(fff)* *(p)* *sfzp* *sfzp* *sim.* *sfzp* *(fff)*

sn. dr. 2 *sfzp* *sfzp* *sim.* *sfzp* *sfzp* *sfzp* *sfzp* *sfzp*

157

Clarinet *ff*

crotales *p* *f* *p* *f sim.*

Musical score for orchestra and percussion. The score includes parts for Clarinet, Vlc. (Violoncello), sr. dr. 1, sr. dr. 2, crot. (Crotal), and sr. dr. 1, sr. dr. 2. The Clarinet part features eighth-note patterns with dynamics ff and p. The Vlc. part has sustained notes with dynamics mfp and sim. The percussion parts consist of sustained notes and eighth-note patterns with dynamics ff, p, f, and mf. Measure numbers 170 and 171 are indicated.

Musical score for orchestra and two snare drums. The score includes parts for Vlc. (Violoncello) and sr. dr. 1 & 2 (Snare Drums). The Vlc. part features a sustained note with a grace note pattern above it, followed by a melodic line. The sr. dr. 1 & 2 parts show various dynamic markings: ff, p, mf, sffzp, and sffzpp. The score is divided into measures by vertical bar lines and includes time signatures and performance instructions like "25''".

