

Seven Squiggles for Sam

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Written for Wolftone

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Squemolos

Sky Macklay

♩ = 60

tremolos are always unmetred and as fast as possible

Violin

Bassoon

(pitches are very approximate; do not aim for specific pitches in the multiphonics)

4

Vln.

Bsn.

simile

7

Vln.

Bsn.

X notehead = add low C-sharp key to multiphonic*

*Embrace whatever sound happens when adding/subtracting a key from a multiphonic, but try to make each combination consistent.

10 Vln. *f pp* *f* *mp* *sul tasto*

Bsn. *p* *mf* *add low C-sharp key*

12 Vln.

Bsn. *open E hole*

13 Vln. *f* *p* *(sul tasto)* *normale* *f* *3* *p*

Bsn. *(mf)* *5* *5* *open B hole* *3*

14 Vln. *diffuse, light, white noise-y with lots of bow* *5* *6* *7* *f* *p*

Bsn. *5* *close A hole* *6* *open B hole*

15

Vln. *f* *p* diffuse, light, white noise-y with lots of bow

Bsn. *f* *p* open E hole

16

Vln. *f* *pp* *f* (lots of bow)

Bsn. *f* *pp* *mf* add low D key add low C key

17

Vln. *p* *f* *pp*

Bsn. add low C-sharp key add low D key open E hole

18 *sul tasto*

Vln. *mp*

Bsn. *pp* *f* *p*

open B hole *simile* *p*

20

Vln. *f* *ppp*

Bsn. *f* *p*

22

Vln. *mf*

Bsn. *mp*

close D hole open B hole

23

Vln. *p* *mf* *pp*

Bsn.

Squoonison

♩ = 72

Violin

(wide vib.)

n *mp* *pp* *mp*

Bassoon

(wide vib.)

p *mp* *p* *mp*

4

Vln.

pp *n* *mp* *p*

Bsn.

pp *mp* *p* *mp*

7

poco accel.

Vln.

n

Bsn.

5 5 5

ppp (ghost notes)

Squell Squones

Play this system 3 times
using 3 different multiphonics

violin: find 2 medium-to-high pitches in the bassoon's
multiphonic and gently oscillate between them

♩ = 48

Violin

fff *ppp*

Bassoon

fff *ppp*

bassoon: choose a rich, dense multiphonic and as you
decrecendo; allow pitches to gradually drop out

Squarpeggios

Move fingers incrementally to achieve pitches in the approximate range of the stems.
 Think choreographically and do not try to tune to any specific pitches.

♩ = 126

IV III II I I II III IV IV III II I I II III IV *simile*

Violin

sempre f

Bassoon

f p f p f p f p simile

3

Vln.

Bsn.

5

Vln.

Bsn.

7

Vln.

Bsn.

9

Vln.

Bsn.

11

Vln.

Bsn.

p \longleftarrow *f* *p* \longleftarrow *f* *p* \longleftarrow *f*

13

Vln.

Bsn.

p \longleftarrow *f* *simile*

15

Vln.

Bsn.

17

Vln.

Bsn.

10

19

Vln.

Bsn.

21

Vln.

Bsn.

sempre
f

23

Vln.

Bsn.

25

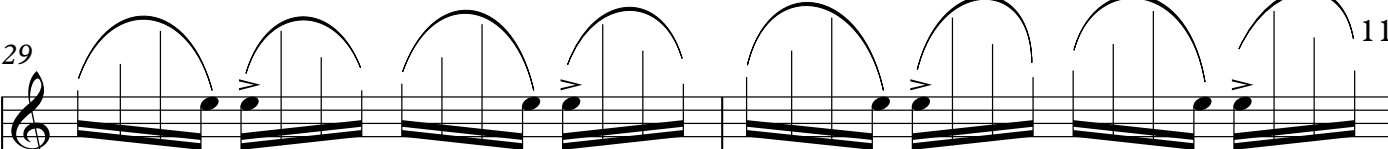

Vln.

Bsn.

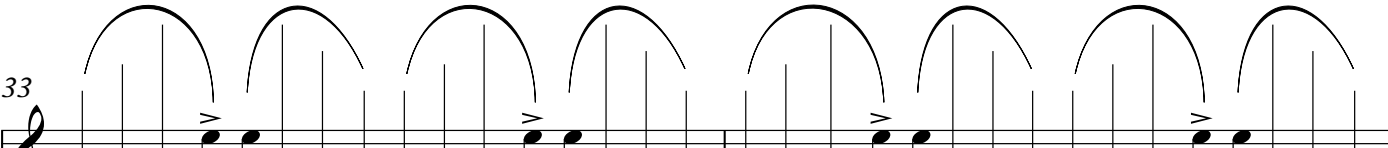

27


Vln.

Bsn.

29 Vln.  Bsn. 

31 Vln.  Bsn.  *p* *f* *p*

33 Vln.  Bsn.  *f* *p* *f* *simile*

35 Vln.  Bsn. 

37 Vln.  Bsn. 

39

Vln.

Bsn.

41

Vln.

Bsn.

sul tasto

sub.
ppp

43

Vln.

Bsn.

p

45

Vln.

Bsn.

normale

fff

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Squreed

♩ = 108

Violin

Bassoon
Reed Only

f *mp* *f* *p*

f *mp* *f*

4

Vln.

Reed.

crunchy pressure

f *mp* *f*

ff *f* *mp* *f*

7

Vln.

Reed.

p *ff* *p* *f*

mf *p* *ff* *sub. p* *f*

12

Vln.

Reed.

molto rit. . . .

ff *ff*

f *ff*

♩ = 48 ♩ = 112

16

Vln. *p* *f* *as high as possible*

Reed. *mp* *f*

20

Vln. *molto rit.*

Reed.

♩ = 48 ♩ = 112

23

Vln. *f* *pressure: crunchy pressure*

Reed. *f* *mp* *f* *play reed into water*

26

Vln. *ff* *(pull out of water for normal noteheads)*

Reed. *ff*

29

Vln.

Reed.

Squevan Squarker

≈2 minutes

Violin

= bassoon freeze = bassoon unfreeze

ff

Bassoon

f

Blow consistently as if playing a low note and finger this pattern as fast as possible.
 Freeze and sustain whatever sound comes out when signaled by violin
 (circular breathe or breathe as needed)

≈90 seconds

Violin

= bassoon freeze = bassoon unfreeze

ff


Bassoon

Blow consistently as if playing a low note and finger this pattern as fast as possible.
 Freeze and sustain whatever sound comes out when signaled by violin

Play this pattern as fast as possible, vary bow placement and pressure

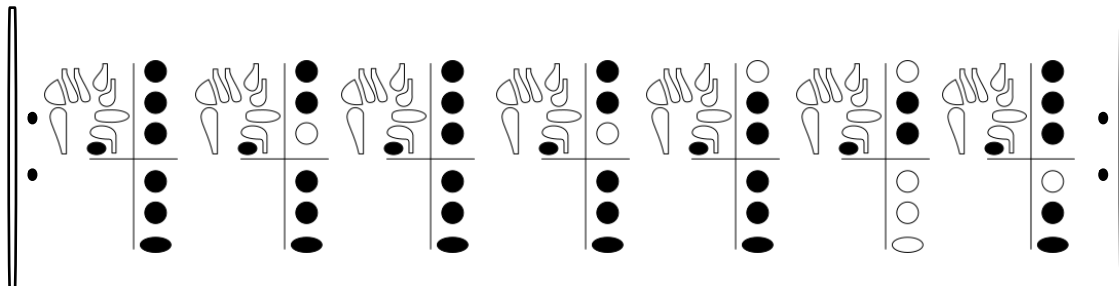
≈30 seconds

Violin



pp, cresc. poco a poco to ff

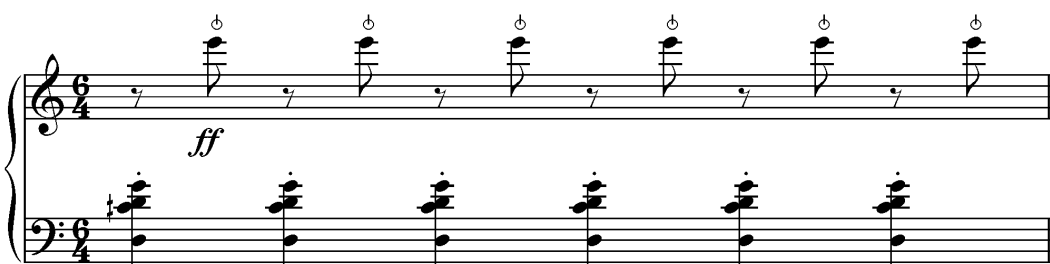
Bassoon



Blow consistently as if playing a low note and finger this pattern as fast as possible.


As fast as possible.

Vln.

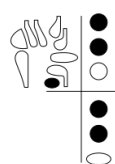


ff

Bsn.



ff



Squamples

♩ = 126

Violin *f*

Bassoon *f*

open E hole

4

Vln. *pp*

Bsn. *mp* *pp*

7

Vln. *mp* *pp* *mp* *pp*

Bsn. *mp* *pp* *mp* *pp*

11

Vln. *ff ppp* *ff ppp*

Bsn. *fff* *ppp* *fff* *ppp*

15

Vln. *f*

Bsn. *f*

18

Vln.

Bsn.

20

Vln. *p* *f*

Bsn. *mp* *f*

teeth on reed, as high as possible

accel.

22

Vln.

Bsn.

25

Vln.

Bsn.

$\text{♩} = 200$

29

Vln.

Bsn.

fff

x5

fff