

You Are A Man Who Eats Lemons

For amplified contemporary music ensemble

S.C. Paton

Full score

2019

S.C. Paton – You Are A Man Who Eats Lemons

8 Minutes

In written pitch

For amplified contemporary music ensemble:

Violin

Recorders (Tenor and Descant)

B \flat Clarinet

Alto Saxophone

Trombone

Piano

Electric Guitar

Double Bass

Drum Kit

Performer Notes:

The piece, despite written for a fixed ensemble lineup, can be adapted for open instrumentation (for example, the recorder part can be played on flute).

Each player is to be given a stopwatch which will instruct the ensemble when to change sections. At the beginning, the violinist (assuming the role of ensemble leader) will give a nod instructing the rest of the ensemble to start their stopwatches.

This piece should be performed without the aid of a conductor.

1

0"-20"

Violin

Tacet

Tenor Recorder

Tacet

B♭ Clarinet

Tacet

Alto Saxophone

Tacet

Trombone

Tacet

Piano

Tacet

Electric Guitar



Loop this riff throughout this section.

Play with thumb and forefinger.

Anglo-Folk influenced.

Double Bass

Tacet

Drum Kit



Accompany guitar riff. Start off by playing this rhythm and then vary it.

Play on snare drum with your hands. Turn the snare off.

Anglo-Folk influenced.

Violin

Cue each member of the ensemble individually to play things that they think will musically disrupt the guitar and drums before you yourself join in doing the same.

Start off using extended techniques in off-putting places, playing out of time and sync in an attempt to throw them off, gradually getting more forceful. Use a mixture of pizz and arco. Keep your playing sporadic at first and start becoming busier as the section progresses.

Tenor Recorder

Wait for violin to point to you in order to start. Play things that you think will musically disrupt the guitar and drums. Start off using extended techniques in off-putting places, playing out of time and sync in an attempt to throw them off, gradually getting more forceful.

Keep your playing sporadic at first and start becoming busier as the section progresses.

B♭ Clarinet

Wait for violin to point to you in order to start. Play things that you think will musically disrupt the guitar and drums. Start off using extended techniques in off-putting places, playing out of time and sync in an attempt to throw them off, gradually getting more forceful.

Keep your playing sporadic at first and start becoming busier as the section progresses.

Alto Saxophone

Wait for violin to point to you in order to start. Play things that you think will musically disrupt the guitar and drums. Start off using extended techniques in off-putting places, playing out of time and sync in an attempt to throw them off. Keep your playing sporadic throughout.

Trombone

Wait for violin to point to you in order to start. Play things that you think will musically disrupt the guitar and drums. Start off using extended techniques in off-putting places, gradually playing out of time and sync in an attempt to throw them off. Keep your playing sporadic throughout.

Piano

Wait for violin to point to you in order to start. Play things that you think will musically disrupt the guitar and drums. Start off using extended techniques in off-putting places, playing out of time and sync in an attempt to throw them off, gradually getting more forceful. Keep your playing sporadic.

Electric Guitar

♩ = 120

mp

Continue playing riff throughout. Avoid variation

Double Bass

Wait for violin to point to you in order to start. Play things that you think will musically disrupt the guitar and drums. Start off using extended techniques in off-putting places, playing out of time and sync in an attempt to throw them off, gradually getting more forceful. Use a mixture of pizz and arco. Keep your playing sporadic at first and start becoming busier as the section progresses.

Drum Kit

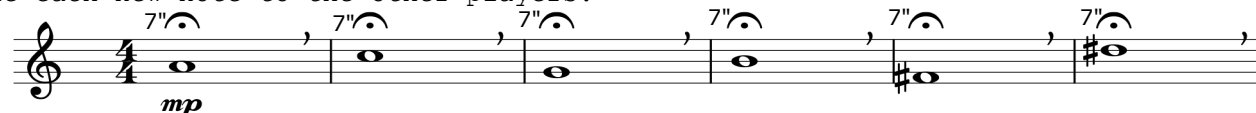
♩ = 120

mp

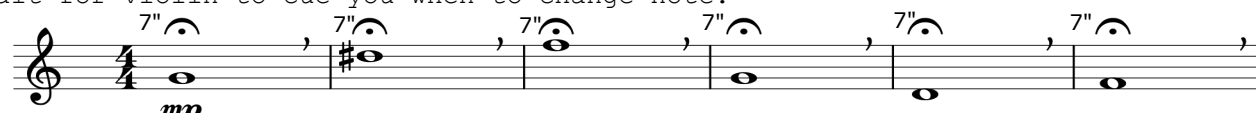
Switch to mallets and continue to accompany guitar riff.

Violin

Play this series of notes in time with recorder, clarinet, trombone and bass.
Cue each new note to the other players.

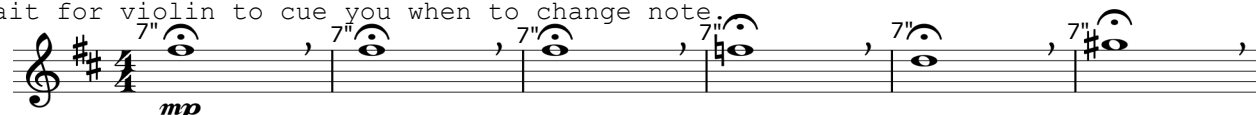


Play this series of notes in time with violin, clarinet, trombone and bass.
Wait for violin to cue you when to change note.



B♭ Clarinet

Play this series of notes in time with violin, recorder, trombone and bass.
Wait for violin to cue you when to change note.



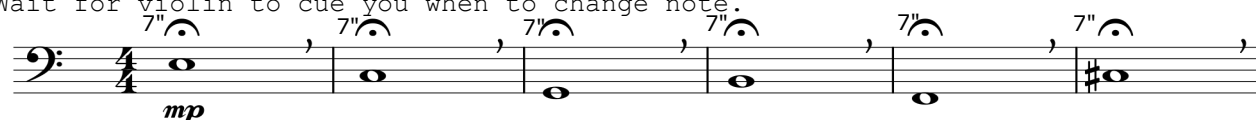
Alto Saxophone

♩ = 110 Repeat the riff throughout this section.



Trombone

Play this series of notes in time with violin, recorder, clarinet and bass.
Wait for violin to cue you when to change note.



Piano

High pitched frantic clusters. Constantly. No tonal centre.

Bash the piano if you feel you are not being heard.

ff

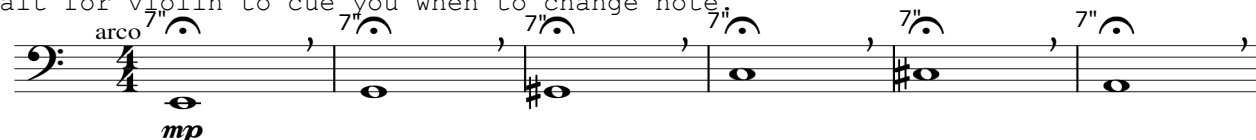
Electric Guitar

♩ = 120 Keep playing the riff gradually reducing your presence.
Choose whether this is through fading out or gradually bringing in jangly clusters.



Double Bass

Play this series of notes in time with violin, recorder, clarinet and trombone.
Wait for violin to cue you when to change note.



Drum Kit

♩ = 120 Gradually fade out.
Put snare back on and switch to drumsticks for next section.



Violin

Continuous harsh noise based stabs using excessive pressure on open D and A strings.
Occasionally include a rising gliss. All downbows
Dig in at the heel of the bow. Out of time with the rest of the ensemble.

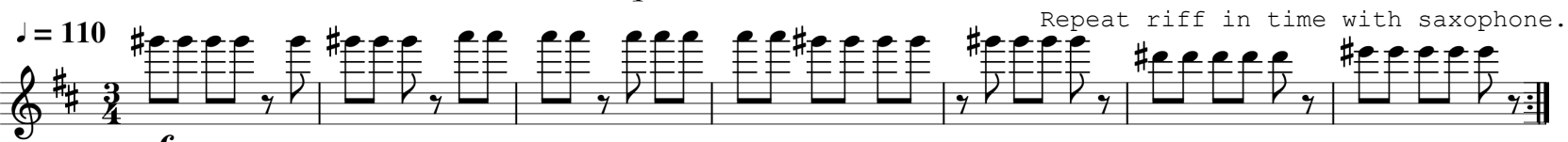
mf

Tenor Recorder

Improvise short flowing
melodies around these tones:



B♭ Clarinet



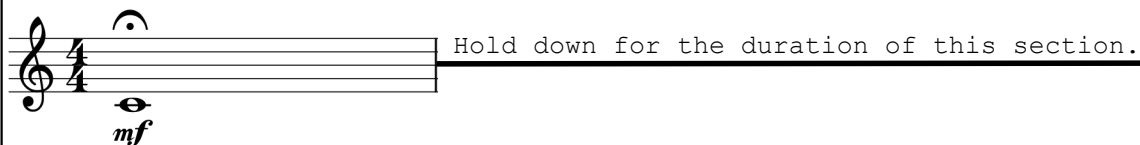
Alto Saxophone



Trombone

Tacet

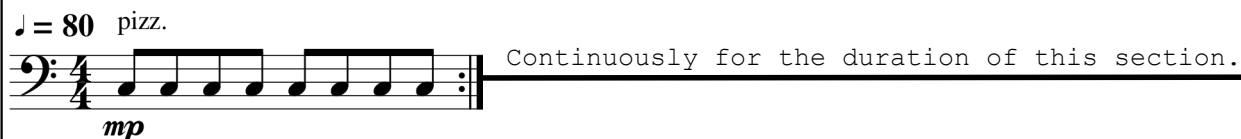
Piano



Electric Guitar



Double Bass



Drum Kit

Snare rolls at irregular intervals.
p

Violin

Repeatedly play open D and A strings. Occasionally include a rising gliss. All downbows Dig in at the heel of the bow. Out of time with the rest of the ensemble. Let them ring. Add scratch tones frequently.

mf

Tenor Recorder

Improvise short flowing melodies around these tones:



♩ = 110

Repeat riff in time with saxophone.

B♭ Clarinet



♩ = 110

Repeat riff in time with clarinet.

Alto Saxophone



Trombone

High pitched wailing. Play in the gaps of the clarinet and saxophone parts. Upper two octaves.

f

Piano

Play these major triads in sucession of each other:

C , G , C , G , Eb , A , Db - Repeat cycle. Choose tempo. Play with bass.

p

Electric Guitar

Piercing high-pitched shrieks, tremolo. Irregular intervals.

f

Double Bass

Play these root notes in sucession of each other:

C, G, C, G, Eb, A, Db - Repeat cycle. Pizz. Chose tempo. Play with piano.

p

Drum Kit

Constant fills throughout. Make excessive use of cymbals.

mp

Violin

Repeatedly play open D and A strings. Occasionally include a rising gliss.
Constant tremelo throughout.

f

Tenor Recorder

Tacet switch to descant recorder

B♭ Clarinet


Slower. out of synch with the sax, worn out, tired. Fade out.



mf

Alto Saxophone

Slower. out of synch with the clarinet, worn out, tired. Fade out.



mf

Trombone

Low pitched growling. Base it on a note of your choosing. Sparingly.

mf

Piano

With a guitar pick, strum the piano strings. With a freely undulating tempo.

f

Electric Guitar

Sustained chords, use pickup closest to nut. With a freely undulating tempo.
No specific chord changes of note but maybe play around with discordant sounds.

p

Double Bass

Tacet

Drum Kit

Occasional floor tom whack in unexpected places but very little more than that.

f

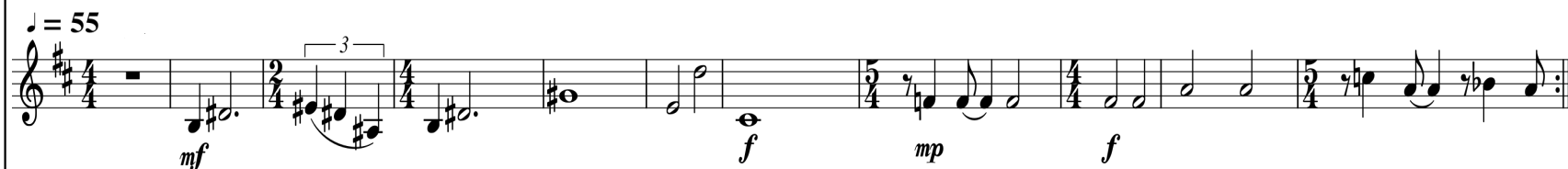
Violin



Descant Recorder

High pitched shrieks. Long tones. Aggressive. Out of synch with rhythm.
f

B♭ Clarinet



Alto Saxophone

Rhythmical phrasing. With a percussive quality. Stay on one note throughout.
Heavily syncopated with occasional long tones.
mf

Trombone

Low pitched growling. Select note(s) you wish to use.
Keep a drone-like quality to it, almost mumbling.
mp

Piano

With a guitar pick, strum the piano strings.
Add gradually longer pauses between each strum.
mp

Electric Guitar

Tritone chords, low pitched, all offbeats.
mp

Double Bass

Arco. Long and held scratch tones.
Take influence from doom metal music during this section.
mp

Drum Kit

Play heavily syncopated rhythms solely on kick drum. Leave pauses in between phrases.
mp

Violin

Excessive glissandi. Both up and down violin without much thought.

ff

Descant Recorder

High pitched shrieks. Long tones. Aggressive. Out of synch with rhythm.

ff

B♭ Clarinet

High pitched shrieks. Long tones. Aggressive. Out of synch with rhythm.

ff

Alto Saxophone

Long tones, mid range. Spin around in circles to get the sound to travel in different ways. Occasionally bring the sound into the microphone.

ff

Trombone

Constantly descending glisses. Don't put too much thought into this.

ff

Piano

Hold down sustain pedal throughout. Long sustained cluster chords in left hand, low pitched and muddy as possible. Quick chord jumps in right hand, high as possible, descending lines. Choose your own phrases.

ff

Electric Guitar

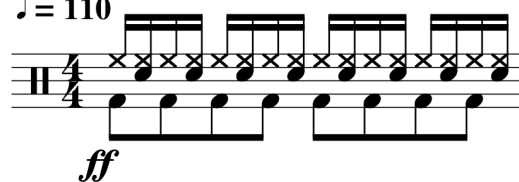
Play constant tremolos. Choose the notes to play and come up with your own phrasing. On your pedalboard, change effect every 5 seconds. Again, choice of sounds is up to you.

ff

Double Bass

♩ = 110
Open E Semiquavers throughout. Pizz. Occasionally slap. Lock in with drums. Play aggressively throughout. *ff*

Drum Kit

♩ = 110
Play this beat inspired by hardcore punk drumming throughout. Vary and expand upon this rhythm whilst locking in with bass. You may add fills if you wish. Make sure intensity is prioritised however.*ff*