

CABINET

Zachary Seldess

play these multiphonics (avoid immediate repetition of same multiphonic)

6th string	4th string	4th string	4th string	6th string
9	5	5	5	5
10	6	7	8	6
	7	8	9	10
				10
				9
				10
				10

♩ = 60

Guitar 1

6th string = D

fff *n* *mf*

Guitar 2

6th string = D

Flute

tune to the guitars' mutiphonics (until double bar)

n *mf* *n* *mp*

Oboe

Violin

tune to the guitars' mutiphonics (until double bar)

n *mf* *mp* *n*

Cello

2

Gtr. 1

Gtr. 2

Fl.

Ob.

Vln.

Vlc.

from here do not synchronize with strings and gts

from here do not synchronize with fl, ob, and gts

Sparse!

Sparse!

improvise a similar texture

improvise a similar texture

continue...

ca. 2"

ca. 3"

ca. 2"

ca. 3"

sul G

sul D

pp

n

mp

pp

mp

n

mf

n

n

mp

p

n

sul D

upon hearing flutter tongue in flute part
(incorporate new fretted note)
L.V. $\text{—} \underline{3}$ improvise a similar texture

upon hearing pizzicato in string parts
(incorporate new fretted note)
L.V. $\text{—} \underline{3}$ improvise a similar texture

upon hearing flutter tongue in flute part
(incorp. new fretted note) $\text{—} \underline{3}$ $\text{—} \underline{3}$ improvise a similar texture

upon hearing pizzicato in string parts
(incorp. new fretted note) $\text{—} \underline{3}$ $\text{—} \underline{3}$ improvise a similar texture

play one of these flutter tongue

play one of these flutter tongue

Gtr. 1
(continue...)

Gtr. 2
continue...

Fl.
n $\text{—} \text{ca. 5"}$ *pp* *mp* *n* *ppp* *pp* *n* *p* *mp* *ppp* *p* *n* *p* *mf* *ppp*

Ob.
n $\text{—} \text{ca. 5"}$ *ppp* *p* *n* *mp* *ppp* *p* *n* *p* *mf* *ppp*

Vln.
p $\text{—} \text{ca. 2"}$ *n* *p* *n* *mf* *p* *f* *mp* *p* *f* *pizz.* *arco* *ca. 5"* *pizz.*

Vlc.
p $\text{—} \text{ca. 2"}$ *n* *p* *n* *mf* *p* *f* *mp* *p* *f* *pizz.* *arco* *ca. 5"* *pizz.*

after a few seconds of silence in winds and strings, CUE from double bar (all parts in sync)

♩ = 80

Strict Rhythm

Gtr. 1
(continue...)
mp
mf

Gtr. 2
mp
mf

Fl.
mp pp p
Strict Rhythm
all parts in sync (guitars begin)
mp ppp p p mp

Ob.
mp ppp p p mp

Vln.
ca. 2'' arco
mf
Strict Rhythm
pizz. throughout (except spiccato)
all parts in sync (guitars begin) *mf*

Vlc.
ca. 2'' arco
pizz. throughout (except spiccato)

L.V. all open strings
(unless followed by rest)

Gtr. 1
mf

Gtr. 2

Fl.
p *f* *mp* *p* *mf* *pp* *f* *ff* *p*

Ob.

Vln.
mf *crescendo poco a poco*

Vlc.

The score consists of six staves. The first two staves are for guitars (Gtr. 1 and Gtr. 2), the third for flute (Fl.), the fourth for oboe (Ob.), the fifth for violin (Vln.), and the sixth for viola (Vlc.). The music is in 4/4 time and features various dynamics and articulations. The guitar parts include triplets and accents. The flute part has a dynamic range from *p* to *ff*. The violin and viola parts are marked *mf* and *crescendo poco a poco*. The oboe part has dynamics from *mp* to *f*. The score includes many triplets and slurs.

Very Rhythmic!

Gtr. 1

Gtr. 2

Fl.

Ob.

Vln.

Vlc.

mf *mf* *mp* *ff* *p*

spiccato *pizz...*

pizz. becoming gradually more aggressive (i.e. snap pizz.)

spiccato *pizz...*

Very Rhythmic!

f

slap tongue *ff*

slap tongue

Very Rhythmic!

spiccato *snap pizz...*

f

spiccato *snap pizz...*

18

Gtr. 1

ff

flautando

5

5

play chord ad lib

continue...

Gtr. 2

ff

flautando

3

5

5

play chord ad lib

continue...

Fl.

light tongue

3

6

3

mp

ff

mp

3

Ob.

light tongue

3

6

3

mp

ff

mp

3

Vln.

18

spiccato

play mostly snap pizzicato, some spiccato (FAST)

in any order (avoid immediate repetition of the same pitch)

continue...

ff

play mostly spiccato, some snap pizzicato (FAST)

ff

Vlc.

spiccato

play mostly snap pizzicato, some spiccato (FAST)

in any order (avoid immediate repetition of the same pitch)

continue...

ff

play mostly spiccato, some snap pizzicato (FAST)

in any order (avoid immediate repetition of the same pitch)

ff

fff *ppp*

Gtr. 1 *fast, random 4-finger arpeggios* *continue...* *improvise a similar texture*

Gtr. 2 *fast, random 4-finger arpeggios* *continue...* *improvise a similar texture*

Fl. *ff* *ppp*

Ob. *ff* *ppp*

Vln. *all spiccato (VERY FAST)* *in any order...* *all spiccato (IMPOSSIBLY FAST!)* *in any order...* *ppp*

Vlc. *fff* *all spiccato (VERY FAST)* *in any order...* *all spiccato (IMPOSSIBLY FAST!)* *in any order...* *continue...* *ppp*