

thread  
fork  
thread

by Ted Moore

for

alto flute  
tenor saxophone  
cello  
percussion

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# thread fork thread

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alto flute

tenor saxophone

cello

percussion (vibraphone, snare, suspended cymbal)

Commissioned by The Walden School

Written for the International Contemporary Ensemble

~ Squiggly Line Music ~  
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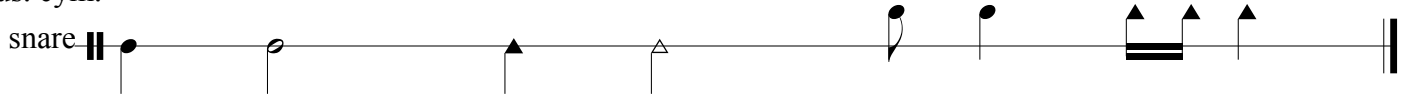
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# *thread fork thread*

## percussion map

Any notes placed on a treble clef are to be played on a vibraphone. Any notes placed on a single line are either snare drum or suspended cymbal:

sus. cym.



Regular note heads are to be played normally with sticks.

Triangle note heads on the snare are to be played by moving a metal brush in a circular motion on the snare head, with the snare on.

Triangle note heads on the suspended cymbal are to be played with a metal beater (perhaps a triangle beater) on the suspended cymbal. Anything longer than a sixteenth note should be sustained as a scrape (similar to the brush on the snare). The release of these scraped notes should be executed by scraping the beater off of the side of the cymbal and letting it ring.

Questions can be directed to [ted@tedmooremusic.com](mailto:ted@tedmooremusic.com).

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# thread fork thread

triangle = cover hole with mouth, blow air  
breathe: out in out in

Alto Flute

*p* < *f* > *p* < *mf* > *p* < *fff*

Tenor Sax

triangle = just blowing air through the instrument

*p* < *f* > *p* < *fff*

(circular breathe--possible breath locations indicated)

Cello

triangle = bow body of instrument, near center  
bowing:

*p* < *fff* < *p*

Vibraphone & Percussion

triangle on snare: circular motion with brush

sticks

*mf* > *p* < *fff*

L.V.  
R.S.

A. Fl.

*p* < *f* > *p* *ppp* < *f* > *p* *p* < *f* > *p* *pp*

T. Sx.

*f*

Vc.

*f* > *p* *p* < *f* > *p* < *mf* > *p* < *f* > *p* *mf* > *p*

Vib. & Perc.

motor off

bow

mallets

*f*

hold pedal down until indicated

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13

A. Fl. *f* *mp* *mf* *f*

T. Sx.

Vc. *f* *mf* *p* *f* *mf* *f* *p* *f*

Vib. & Perc. bow A mallets bow mallets *mf* *f*

18

A. Fl. *mf* *fff*

T. Sx. *fff* *pp*

Vc. *mp* *fff* *p*

Vib. & Perc. bow *fff* *p* *fff*

played as a rallentando

3 3

ord.

vib. pedal up R.S.



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23

A. Fl.

T. Sx.

Vc.

Vib. & Perc.

*f* *mf* *f* *mf* *f* *mf*

pont. ord

mallets

*f* *mf*

hold down pedal until indicated

30

A. Fl.

T. Sx.

Vc.

Vib. & Perc.

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

*mp* *p* *f* *mf* *mp*

pont. ord.

*mp* *p* *pp*



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43

A. Fl. *pp* "pizz" effect *f* *pp* ord.

T. Sx. *pp* *mf* *pp* *mf*

Vc. *pp* *mf* *pp* arco

Vib. & Perc.

46

A. Fl. *mf* *pp* *f* *pp* *mp* *p* *pp* ord.

T. Sx. *pp* *f* *pp* *mf* *pp* *mf* pizz. arco

Vc. *f* *pp* *f* *pp* *f* *pp* arco

Vib. & Perc.

- thread fork thread -

49

A. Fl. *mf* *p* *pp*

T. Sx. *pp* *mf* *pp*

Vc. *mf* *pp* *f* pizz.

Vib. & Perc.

52

A. Fl. pizz. *f* *pp* *mf* *pp* *f* *pp* *mf* ord.

T. Sx. *mf* *pp* *mf* *pp* *f* *pp* *mf* ord.

Vc. arco *pp* *mf* *pp* pont. *pp* *f* *pp* *f* ord. pizz.

Vib. & Perc.

55

A. Fl. *p* *pp*

T. Sx.

Vc. *pp* arco

Vib. & Perc.

58

A. Fl. *f* *pp* *f* *pp* *f* *ff* *mp* *f*

T. Sx. *pp* *f* *pp* *mf* *pp* *ff* *mp* *pp* *mf*

Vc. *mf* *pp* *pp* *ff* *mp* *pp* *ff* *mp* *f*

Vib. & Perc.

ord. pizz. ord. pizz. ord. pizz.

pont.

- thread fork thread -

61

A. Fl.

T. Sx.

Vc.

Vib. & Perc.

(continue slurring, circular breathe)

*mp*

64

A. Fl.

T. Sx.

Vc.

Vib. & Perc.

- thread fork thread -

67

A. Fl.

T. Sx.

Vc.

Vib. & Perc.

*f* *mf*

*mf* *mp*

*f* *mf*

*f* *mf*

70

A. Fl.

T. Sx.

Vc.

Vib. & Perc.

*f* *mf*

*f* *mp*

*f* *mf*

*f* *mf*

- thread fork thread -

73

A. Fl.

T. Sx.

Vc.

Vib. & Perc.

*f* *mf* *f*

*ff* *mp*

*f* *mf* *f*

*f* *mf* *f*

76

A. Fl.

T. Sx.

Vc.

Vib. & Perc.

*mf* *f*

*p* *pp* *3*

*mf* *f*

*mf* *f*



- thread fork thread -

Musical score for measures 81-83, featuring four staves: A. Fl., T. Sax., Vc., and Vib. & Perc. The score includes dynamic markings such as *ff*, *fff*, and *ppp*, and performance instructions like *ord.*, *arco*, and *motor on, ~120 rpm*. The A. Fl. staff has a *ff* dynamic and includes fingering numbers 5 and 5. The T. Sax. staff has a *f* dynamic and includes fingering numbers 5, 3, 3, and 7. The Vc. staff has a *ff* dynamic and includes a triplet of 3. The Vib. & Perc. staff has a *ff* dynamic and includes a *fff* dynamic. The score concludes with a *ppp* dynamic and an *arco* instruction.

Musical score for measures 84-86, featuring four staves: A. Fl., T. Sax., Vc., and Vib. & Perc. The score includes dynamic markings such as *pp*, *mf*, and *pp*, and performance instructions like *rit.*, *motor on, ~90 rpm*, and *motor on, ~60 rpm*. The A. Fl. staff has a *pp* dynamic and includes a *mf* dynamic. The T. Sax. staff has a *pp* dynamic and includes a *mf* dynamic. The Vc. staff has a *pp* dynamic and includes a *mf* dynamic. The Vib. & Perc. staff has a *mf* dynamic. The score concludes with a *pp* dynamic. A tempo marking of  $\text{♩} = 63$  is present. The score includes a *rit.* instruction and two motor speed instructions: *motor on, ~90 rpm* and *motor on, ~60 rpm*.

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91

A. Fl.

T. Sx.

Vc.

Vib. & Perc.

98

A. Fl.

T. Sx.

Vc.

Vib. & Perc.

~30 rpm  
(motor off)

subtone

triangle on sus. cym. = metal beater  
anything longer than 16th note should  
be sustained as a scrape. LV all.

*p* *pp* *pp* *pp* *pppp* *pp* *< p* *> pp*

- thread fork thread -

104  $\text{♩} = 50$

A. Fl.

T. Sx.

Vc.

Vib. & Perc.

just air, take mouthpiece out, pucker lips a little, and blow into mouthpiece (for maximum volume and more defined tone)

use tongue to change pitch:

bow body near center bowing:

(normal sustain)

with brush on snare circular motion:

108

A. Fl.

T. Sx.

Vc.

Vib. & Perc.

key clicks: (when not blowing air, close reed with tongue for maximum resonance), exact number of clicks not important, just create feathered effect

- thread fork thread -

109

out in

A. Fl. *p* *f* *p* *mp*

T. Sx. *p* *f* *p*

Vc. *p* *f* *p*

Vib. & Perc. *mf* *p*

switch to different bowing location

drag back of stick against beams to create "clicking" sound use "white" and black notes, exact pitches and rhythms not important, do for sonic effect

etc.

112

A. Fl. *p* *f*

T. Sx. *p* *f*

Vc. *f* *p*

Vib. & Perc. *f* *p*

key clicks: exact number of clicks not important, just create feathered effect

- thread fork thread -

113

A. Fl. *f*

T. Sx. *p*

Vc. *p*

Vib. & Perc. *pp* *p*

no noteheads: continue playing pattern; exact number of pitches not important; create feathered effect

114

A. Fl. *f*

T. Sx. *p*

Vc. *p*

Vib. & Perc. *pp*

no noteheads: continue playing pattern; exact number of pitches not important; create feathered effect

- thread fork thread -

115

A. Fl. *out*  
*p*

T. Sx. *f* *p*

Vc. *p*

Vib. & Perc. *p* *pp*

116

A. Fl. *in*  
*mf*

T. Sx. *p*

Vc. *f*

Vib. & Perc. *p* etc.

different location (can be one previously used)

- thread fork thread -

♩ = 120, intensely!  
key clicks -->

A. Fl. *p* *fff* *f*

T. Sx. *p* *fff* *f*

Vc. *mf*

Vib. & Perc. *f* *p*

A. Fl.

T. Sx.

Vc. *p*

Vib. & Perc. *p* *mp*

- thread fork thread -

122

A. Fl.

T. Sx.

Vc.

Vib. & Perc.

different location

*mp*

*f*

124

A. Fl.

T. Sx.

Vc.

Vib. & Perc.

*f*

*mf*

match with previous gestures, even at new tempo

*mp*

*p*



- thread fork thread -

127

A. Fl.

T. Sx.

Vc.

Vib. & Perc.

sul G (partials 5-9)  
molto molto rubato, wandering and capricious

*pp*

*f*

*p*

130

A. Fl.

T. Sx.

Vc.

Vib. & Perc.

- thread fork thread -

133

A. Fl.

T. Sx.

Vc.

Vib. & Perc.

bow  
molto, molto rubato  
wandering and capricious

*pp*

Detailed description: This block contains the musical notation for measures 133 through 135. The A. Fl. part features a complex, rhythmic melody with many sixteenth notes and rests. The T. Sx. part follows a similar pattern but with some chromaticism. The Vc. part consists of three measures of sustained notes, each with a fermata. The Vib. & Perc. part shows a long, sweeping bow stroke across the three measures, marked with a triangle at the beginning and end. A separate staff for the bow is shown to the right, with the instruction 'bow molto, molto rubato wandering and capricious' and a dynamic marking of 'pp'.

136

A. Fl.

T. Sx.

Vc.

Vib. & Perc.

continue meandering around  
these five notes, about one  
per measure

Detailed description: This block contains the musical notation for measures 136 through 138. The A. Fl. and T. Sx. parts continue with their respective rhythmic patterns. The Vc. part is mostly empty, with a dashed line indicating that the previous part should continue. The Vib. & Perc. part shows a long, sweeping bow stroke across the three measures, starting with a triangle marker.

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begin accelerating, not synced with sax

begin accelerating, not synced with flute

A. Fl.

T. Sax.

Vc.

Vib. & Perc.

matching opening phrase

*p*

$\text{♩} = 69$

whistle tones  
molto molto rubato, wandering and capricious  
avoid rhythmic synchronization with cello

*fff*

A. Fl.

T. Sax.

ord. (just air)  
t. tr.

*fff*

*pp*

duration change to reflect new tempo  
should sound oblivious to tempo change

Vc.

bow  
molto, molto rubato  
wandering and capricious

Vib. & Perc.

*fff* R.S.

*pp*

- thread fork thread -

148

continue wandering around these five notes

t. tr.

A. Fl. *pp* < *mp* > *pp*

T. Sx. *pp* *ppp* < *p* > *ppp*  
from just air

Vc. pont. *ppp* < *mp* > *ppp* ord. *pp* <

Vib. & Perc. continue meandering on these notes

157

t. tr.

A. Fl. *pp* < *mf* > *pp* t. tr. *pp* < *mp* > *pp*

T. Sx. t. tr. *pp* < *mf* > *pp*

Vc. *mp* > *pp* rallentando to... *pp* < *mf* > *p* > *pp* *pp* <

Vib. & Perc. *pp* < *mf* > *pp* randomly placed slight swells in dynamics *pp* < *mp* > *pp*

- thread fork thread -

163

A. Fl. *pp* < *mp* > *pp* *pp* < *mf* > *p*

T. Sx. *ppp* *f*

Vc. *mp* > *pp* *pp* < *mp* > *pp* *pp* < *mf* > *p*

Vib. & Perc. *pp* < *mp* > *pp*

t. tr. (circular breathe)

171

A. Fl. *pp* < *mf* > barely audible against saxophone

T. Sx. *fff*

Vc. *pp* < *mf* > barely audible against saxophone *pp* *mf*

Vib. & Perc. *p* *mf* mallets

