

PREFACE

1

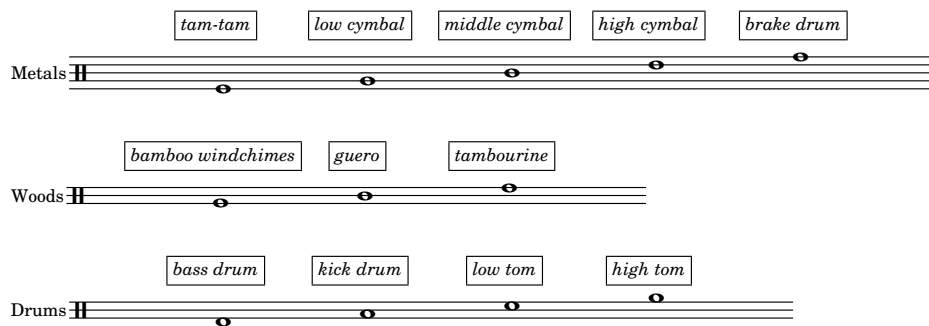
In vain, great-hearted Kublai, shall I attempt to describe Zaira, city of high bastions. I could tell you how many steps make up the streets rising like stairways, and the degree of the arcades' curves, and what kind of zinc scales cover the roofs; but I already know this would be the same as telling you nothing. The city does not consist of this, but of relationships between the measurements of its space and the events of its past: the height of a lamppost and the distance from the ground of a hanged usurper's swaying feet; the line strung from the lamppost to the railing opposite and the festoons that decorate the course of the queen's nuptial procession; the height of that railing and the leap of the adulterer who climbed over it at dawn; the tilt of a guttering and a cat's progress along it as he slips into the same window; the firing range of a gunboat which has suddenly appeared beyond the cape and the bomb that destroys the guttering; the rips in the fish net and the three old men seated on the dock mending nets and telling each other for the hundredth time the story of the gunboat of the usurper, who some say was the queen's illegitimate son, abandoned in his swaddling clothes there on the dock.

As this wave from memories flows in, the city soaks it up like a sponge and expands. A description of Zaira as it is today should contain all of Zaira's past. The city, however, does not tell its past, but contains it like the lines of a hand, written in the corners of the streets, the gratings of the windows, the banisters of the steps, the antennae of the lightning rods, the poles of the flags, every segment marked in turn with scratches, indentations, scrolls.

- Italo Calvino, *Invisible Cities*

2 Instrumentation

- Flute, with brazil nut shaker
- Oboe
- Clarinet in b-flat, with brazil nut shaker
- Percussion



Mallets: hard sticks or bare hands, wire brushes, superballs

- Piano
- Prepare the lowest and highest octaves with any combination of felt, tape or rubber to dampen and distort the timbre of the strings.
- Guero passages should be played with a piece of hard paper or plastic, on the keys. The register of the motions is left to the performer.
- Violin, with brazil nut shaker
 - Viola, with brazil nut shaker
 - Cello

Invisible Cities (i):
ZAIRA
for Ensemble Mosaik

Josiah Wolf Oberholtzer (1984)

♩ = 72

3 **A**

Flute

Oboe

Clarinet in B-flat

Metals

Woods

Drums

Piano

Violin

Viola

Cello

♩ = 48

6

2

2 **B**

3

Fl.

Ob.

Cl. in B-flat

Metals

Drums

Pf.

Vn.

Va.

Vc.

FL. *keyclick* 4:3 *pp* 3:2 *ppp*

Ob. *ppp* *keyclick* 4:3 *p* 3:2 *ppp*

Cl. in B-flat *pp* 5:4 *ppp* 3:2 *p*

Metals (L.V.) *ppp* (L.V.) *p* (L.V.) *pp* *brush* *mp*

Drums (L.V.) *ppp* (L.V.) *p* (L.V.) *pp* (L.V.) *p* (L.V.) *brush* *mp*

PF *p* *f* *p* *f* 5:4 *f*

Vn. *flautando* 9:8 *p*

Va. *flautando* 5:4 *pp*

FL. *keyclick* 5:4 *ppp* 3:2 *p*

Ob. *p*

Cl. in B-flat *keyclick* 3:2 *ppp*

Metals (L.V.) *p* (L.V.) *pp* *brush* *mf*

Drums (L.V.) *pp* (L.V.) *ppp* *brush* *mf*

PF *prepared* *p* *pp* 5:3 *ppp* 5:4 *mf* 7:6 *p*

Vn. *flautando* 5:4 *pp* *flautando* *ppp* 7:6 *f* *p*

Va. *flautando* *ppp*

Vc. *flautando* *ppp*

The musical score for "The Great Wall" by John Williams is presented in a standard orchestral format. The score includes parts for the following instruments:

- Fl. (Flute):** Features a melodic line with keyclicks and dynamics ranging from *p* to *ppp*.
- Ob. (Oboe):** Features a melodic line with keyclicks and dynamics ranging from *f* to *pp*.
- Cl. in B-flat (Clarinet in B-flat):** Features a melodic line with keyclicks and dynamics ranging from *p* to *pp*.
- Metals:** Features a melodic line with dynamics ranging from *pp* to *p*.
- Drums:** Features a melodic line with dynamics ranging from *p* to *pp*.
- Pf. (Piano):** Features a melodic line with dynamics ranging from *f* to *ff*.
- Va. (Viola):** Features a melodic line with dynamics ranging from *p* to *pp*.
- Vc. (Violoncello):** Features a melodic line with dynamics ranging from *p* to *pp*.

The score includes various musical notations such as keyclicks, flautando, and dynamics (p, pp, f, ff). The tempo is marked as 5/4.

[illegible]

FL.

Ob.

Cl. in B-flat

Metals

Drums

Pf.

Vn.

Va.

Vc.

keyclick

5:4

keyclick

3:2

ppp

p

pp

ppp

keyclick

keyclick

5:4

pp

ppp

keyclick

5:4

pp

ppp

keyclick

3:2

pp

4:3

ppp

brush

mf

(L.V.)

ppp

p

(L.V.)

ppp

(L.V.)

ppp

brush

mf

(L.V.)

pp

(L.V.)

ppp

prepared

7:6

f

p

ppp

4:3

4:3

p

pp

prepared

prepared

6:5

ppp

flautando

ppp

flautando

p

flautpando

p

♩ = 72

[illegible]

FL. *shaker*

Ob. *ram / slap* 5:4 *mp* *mf* *ppp* *mf* *mp* *pp* *4pm* *4pm* *4pm* *4pm*

Cl. in B-flat *shaker* 7:5 *ppp* *p* *pp*

Woods *mf* *mp* *mf* *mf* *ff* 3:2

Drums *brush* *mf* (L.V.) *ppp* *p* *f* (L.V.) *pp* (L.V.) *ppp* (L.V.) *brush* *mp*

PI *pp* *ppp* *fast* *guero* *slow* *guero* *f* 5:4

Vn. *shaker* *p* *flautando* 4:3 *shaker* *pp* 5:4

Va. *shaker* *ppp* 5:4 *p* *flautando* 4:3 *p* *shaker* *pp* 5:4

Vc. *col legno* *4pm* *p* *f*

FL. *shaker* *pp* *ppp* *ram / slap* 6:5 *mp* *mf* *ppp*

Ob. *4pm* *pp* *mp* *mf* *mp* *mf* *ppp*

Cl. in B-flat *shaker* *p* *pp* *ppp* 3:2 6:5 *mf* *pp* *ppp* *4pm* *4pm*

Woods *mf* *p* *f* 5:3

Drums (L.V.) *ppp* *f* 7:6 (L.V.) *p* (L.V.) *pp*

PI *p* *f* *p* *ppp* 7:6 3:2 *ppp* 7:6 *pp* *ppp* 4:3 *slow* *guero* *mp* *fast* *guero* *mf*

Vn. *ppp* 5:4 *p* *flautando* 5:4 *pp* *shaker* *pp* *ppp*

Va. *ppp* 3:2 *p* *pp* *ppp*

Vc. *f* *mf*

FL. *ram / slap* *pp* *shaker* *ram / slap* *pppp* *4:3* *p* *ram / slap* *mp* *4:3*

Ob. *pp* *ram / slap* *mp* *pp* *ram / slap* *mp* *ram / slap* *mp*

Cl. in B-flat *shaker* *pp* *ram / slap* *mp* *pp* *ram / slap* *mp* *ram / slap* *mp*

Woods *7:6* *mp* *mf* *f* *p* *mf* *5:4*

Drums (L.V.) *ppp* *p* *brush* *mp* *ppp* *p*

PF. *ff* *fast* *guero* *mf*

Vn. *shaker* *ppp* *7:5* *p*

Va. *overpressure* *5:4* *mf* *shaker* *ppp*

Vc. *overpressure* *5:4* *mp* *flautando* *col legno* *ppp*

FL. *ppp* *shaker* *p* *4:3* *pp* *4:3* *p*

Ob. *ram / slap* *6:5* *mp* *ppp* *pp*

Cl. in B-flat *pp* *shaker* *ppp* *7:6* *p*

Woods *ff* *mf* *p* *4:3* *f*

Drums (L.V.) *p* *mf* *4:3* *pp* *ppp* *p* *pp* *brush* *mp*

PF. *p* *f* *p* *slow* *guero* *mp* *pp*

Vn. *shaker* *p* *pp* *ppp* *4:3* *overpressure* *mf*

Va. *shaker* *7:5* *p* *6:5* *pp* *overpressure* *mf*

Vc. *ff* *p* *f* *pp*

FL.

Ob.

Cl. in B-flat

Metals

Woods

Drums

PF.

Vn.

Va.

Vc.

FL.

Ob.

Cl. in B-flat

Metals

Woods

PF.

Vn.

Va.

Vc.

♩ = 72

The musical score is for 'The Great Wall' by David Lang. It features a large ensemble of instruments, including Flute (Fl.), Oboe (Ob.), Clarinet in B-flat (Cl. in B-flat), Metals, Woods, Drums, Piano (Pf.), Violin (Va.), Viola (Va.), and Violoncello (Vc.). The score is divided into three measures, with a double bar line after the first measure. The first measure shows the Flute and Oboe playing a melody, while the Piano and Violoncello play a rhythmic pattern. The second measure shows the Flute and Oboe playing a melody, while the Piano and Violoncello play a rhythmic pattern. The third measure shows the Flute and Oboe playing a melody, while the Piano and Violoncello play a rhythmic pattern. The score includes various dynamic markings, such as *p*, *pp*, *ppp*, *f*, *fff*, and *mf*. It also includes performance instructions, such as 'prepared', 'flautando', 'brush', 'keyclick', 'ram / slap', and 'keyclick'. The score is written in a standard musical notation, with a key signature of one flat and a time signature of 4/4.

[illegible]

72

3/4

3/8

4/4

3/8

FL.

ram / slap

6:5

keyclick

7:5

keyclick

5:4

ram / slap

mf

Ob.

f

p

mp

mf

keyclick

3:2

keyclick

airtone

ppp

keyclick

7:6

ppp

5:4

ram / slap

mf

Cl. in B-flat

3:2

airtone

pp

p

keyclick

6:5

ppp

p

7:

pp

keyclick

pp

keyclick

ram / slap

3:2

mf

keyclick

pp

Metals

ff

8:7

brush

mf

7:5

mf

7:6

fff

Drums

ff

6:5

mf

3:2

brush

mp

f

3:2

PF.

pp

7:6

ppp

5:4

p

pp

6:5

ppp

p

Vn.

pp

Va.

p

Vc.

ppp

FL. *keyclick* *3:2* *mp* *p* *3:2* *p* *ram / slap* *5:4* *keyclick* *ppp*

Ob. *4:3* *keyclick* *keyclick* *3:2* *ppp* *p* *ram / slap* *6:5* *mp* *mf* *4:3* *keyclick* *pp*

Cl. in B-flat *keyclick* *ram / slap* *7:6* *mp* *keyclick* *p* *ppp* *ram / slap* *mp*

Metals *brush* *mp* *fff* *f* *7:6*

Drums *brush* *mf*

PF *prepared* *p* *ppp* *7:6* *prepared* *5:4* *pp* *prepared* *6:5* *pp* *8:7* *pp*

Vn. *overpressure* *fff* *ppp*

Va. *overpressure* *fff* *pp*

Vc. *overpressure* *fff* *p* *pp*

FL. *keyclick* *ram / slap* *keyclick* *5:4* *airtone* *ram / slap* *6:5* *keyclick* *5:4* *ppp* *p* *mf* *pp* *pp* *mp* *keyclick* *ppp*

Ob. *3:2* *ppp* *keyclick* *6:5* *ram / slap* *mf* *mp* *keyclick* *4:3* *ff* *ppp* *p*

Cl. in B-flat *keyclick* *ppp* *ram / slap* *mf* *mp* *keyclick* *5:4* *p*

Metals *brush* *mf* *brush* *mp* *4:3* *f* *3:2* *mf* *fff* *5:3*

Drums *5:3* *fff*

PF *slow* *guero* *mp* *ppp*

Vn. *overpressure* *mp* *overpressure* *5:4* *pp*

Va. *overpressure* *ppp* *mf* *p* *pp*

Vc. *overpressure* *mf* *ppp* *p*

FL. *airtone* *ram / slap* *4:3* *airtone* *ram / slap* *6:5*

Ob. *airtone* *4:3* *airtone* *4:3* *airtone* *4:3*

Cl. in B-flat *airtone* *3:2* *ram / slap* *4:3* *airtone* *ram / slap*

Metals *brush* *3:2* *brush* *brush*

Drums *brush* *5:3* *brush*

PF *fast guero* *fast guero* *5:4*

Vn. *overpressure* *overpressure* *overpressure*

Va. *overpressure* *overpressure* *overpressure*

Vc. *overpressure* *overpressure* *overpressure*

FL. *keyclick* *7:6* *keyclick* *7:6* *ram / slap* *airtone*

Ob. *ram / slap* *keyclick* *keyclick* *keyclick* *ram / slap* *keyclick* *ram / slap*

Cl. in B-flat *keyclick* *5:4* *keyclick* *5:3* *keyclick* *5:4* *ram / slap* *keyclick*

Metals *6:5* *3:2* *brush* *brush* *6:5*

Drums *8:7* *3:2* *brush*

PF *prepared* *7:6* *prepared* *4:3* *prepared* *5:4* *prepared* *7:5* *prepared* *5:4* *prepared* *6:5*

Vn. *overpressure* *overpressure* *overpressure*

Va. *overpressure* *overpressure* *overpressure*

Vc. *overpressure* *overpressure* *overpressure*

FL. *ram / slap* *mp* *ram / slap* *mf* *airtone* *ppp* *ram / slap* *5:4* *keyclick* *5:3* *pp*

Ob. *airtone* *ppp* *ram / slap* *mf* *3:2* *4p* *ppp* *airtone* *p* *keyclick* *5:3* *p* *pp*

Cl. in B-flat *ram / slap* *mf* *airtone* *ppp* *ram / slap* *mp*

Metals *9:7* *mf* *fff* *brush* *mf* *brush* *mp*

Drums *4:3* *f* *ff* *mf* *3:2* *5:3* *ff*

PF *8:7* *f* *p* *mf* *3:2* *6:5* *ff* *5:4* *f* *mf* *7:6* *ff*

Vn. *4p* *ppp* *p* *4p* *pp*

Va. *4p* *ppp* *p* *4p* *pp*

Vc. *4p* *ppp* *p* *4p* *pp*

FL. *5:4* *ram / slap* *ppp* *mf* *5:4* *mp* *keyclick* *ppp* *p* *keyclick* *p* *pp* *ppp* *keyclick* *4p* *pp* *4:3* *ppp*

Ob. *keyclick* *ppp* *ram / slap* *mf* *ram / slap* *7:6* *keyclick* *p* *pp* *airtone* *pp* *p* *f* *f* *p*

Cl. in B-flat *keyclick* *ppp* *ram / slap* *mf* *ram / slap* *mp* *7:6* *keyclick* *p* *pp* *7:6* *pp* *ppp* *ram / slap* *mf*

Metals *3:2* *f* *ff* *4:3* *mf* *3:2* *brush* *mp* *3:2* *mf* *3:2*

Drums *mf* *5:4* *slow guero* *mp* *prepared* *p* *f* *p*

PF *p* *f* *3:2* *f > p* *5:4* *mf* *5:4* *f > p* *pp* *p* *7:6* *p < f*

Vn. *4p* *pp* *overpressure* *fff* *4p* *ppp*

Va. *overpressure* *fff* *4p* *pp*

Vc. *4p* *pp* *overpressure* *fff* *4p* *ppp*

98 3/8 5/16

FL. *ram / slap* 6:5 *keyclick* 3:2 *shaker* *keyclick* 7:5

Ob. *keyclick* 5:4 *keyclick* 3:2 *keyclick* 4:3 *ram / slap* 4:3 *ram / slap* *brush* *brush* *brush*

Cl. in B-flat *keyclick* 6:5 *keyclick* 4:3 *keyclick* 3:2 *ram / slap* 4:3 *ram / slap* *brush* *brush* *brush*

Metals *brush* *brush* *brush*

Drums *brush* *brush* *brush*

PF. *prepared* *slow* *guero* *fast* *guero* *shaker* *keyclick*

Vn. *overpressure* 3:2 *overpressure* 3:2 *shaker* 4:3 *keyclick*

Va. *overpressure* 3:2 *shaker* 4:3 *keyclick*

Vc. *overpressure* 3:2 *shaker* 4:3 *keyclick*

104 4/4 5/8

FL. *keyclick* *shaker* *keyclick*

Ob. *keyclick* *airtone* *keyclick* 3:2

Cl. in B-flat *keyclick* 7:5 *keyclick* 4:3 *airtone* *shaker* 3:2 *keyclick*

Metals *keyclick* *shaker* *keyclick*

Drums *keyclick* *shaker* *keyclick*

PF. *keyclick* *shaker* *keyclick*

Vn. *overpressure* *shaker* *keyclick*

Va. *overpressure* *shaker* *keyclick*

Vc. *overpressure* 5:4 *shaker* *keyclick*

FL. pp 7:5 ppp

Ob. keyclick pp ppp

Cl. in B-flat keyclick pp shaker p

Metals superball brush ppp pp brush superball brush ppp p p

Drums superball ppp brush ppp superball p brush p

PF p f 7:6 p pp ppp 7:6 mf

Vn. shaker ppp

Va. shaker p 4:3

FL. keyclick 7:6 pp shaker pp 4:3 airtone ppp

Ob. keyclick ppp 5:4 p airtone ff p p

Cl. in B-flat keyclick ppp 3:2 airtone p airtone pp

Metals superball pp brush ff pp

Drums brush pp superball pp brush ppp ff p

PF p pp

Vn. shaker p

Va. shaker pp 5:3 ppp

Vc. f p mf

118 $\frac{4}{4}$

F1. *keylick* *ppp* 4:3 *p* 4:3 *p* *shaker* *ppp* 5:4 *p* *keylick* *p*

Ob. 5:4 *keylick* *pp* 5:4 *airtone* *keylick* 3:2 *ppp* *ppp*

Cl. in B-flat *keylick* *p* *shaker* *ppp* 3:2 *keylick* *pp*

Metals *superball* *p* *ppp* *brush* *pp* *superball* *p*

Drums *brush* *ppp* *superball* *ppp* *brush* *p* *superball* *p*

Pf. *ppp* *p*

Vn. *shaker* *pp*

Vc. *overpressure* 5:4 *mp*

FL. *airtone* *p*

Ob. *airtone* *p* *3:2* *p* *5:3* *p* *mf* *ff*

Cl. in B-flat *airtone* *ppp* *shaker* *p*

Metals *superball* *pp* *brush* *mf* *ppp*

Drums *brush* *pp* *superball* *pp* *brush* *ppp* *mf* *p*

PF. *pp* *ppp* *ff* *p*

Vn. *shaker* *ppp*

Va. *shaker* *p* *4:3*

Vc. *p* *f* *f* *col legno* *mf* *p* *f*

FL. *shaker* *pp* *keyclick* *p* *pp* *f* *keyclick* *4:3* *pp* *ppp*

Ob. *keyclick* *p* *pp* *f* *keyclick* *5:4* *p* *pp*

Cl. in B-flat *ppp* *p* *pp*

Metals *brush* *ff* *brush* *p* *brush* *p* *f*

Drums *brush* *ff* *brush* *pp* *p* *f*

PF. *ppp* *ppp*

Vn. *shaker* *p* *3:2* *overpressure* *mp* *overpressure* *5:4* *mf* *overpressure* *mf*

Va. *shaker* *p* *3:2* *pp*

Vc. *mf*

♩ = 48

129

F₂

8

2

5

FL. *shaker* *airtone* *ppp*

Ob. *keyclick* *p* *airtone* *ppp*

CL in B-flat *shaker* *ppp* *airtone* *ppp*

Metals *superball* *ppp* *brush* *ppp*

Drums *superball* *ppp* *brush* *ppp*

PF *ppp* *p*

Va. *shaker* *pp* *4:3*

Vc. *col legno* *p* *f* *f* *p*

133

4

3

FL. *shaker* *p* *airtone* *p* *keyclick* *ppp*

Ob. *p* *f* *airtone* *p* *keyclick* *pp* *5:4*

CL in B-flat *shaker* *p* *airtone* *p* *keyclick* *p* *3:2*

Metals *superball* *p*

Drums *superball* *p*

PF *pp*

Vn. *shaker* *ppp* *3:2* *overpressure* *mf* *shaker* *p*

Va. *overpressure* *mp* *shaker* *ppp*

Vc. *col legno* *mf*

FL. *airtone* *pp* *shaker* *pp* 4.3

Ob. *airtone* *mf* *pp* *ff*

Cl. in B-flat *airtone* *pp* *shaker* *pp*

Metals *brush* *p* *superball* *pp* *superball* *ppp*

Drums *brush* *p* *superball* *pp*

PF *ppp*

Va. *shaker* *p*

Vc. *ff* *p* *f*

♩ = 96

Ob. *keyclick* *ppp* 6.5

Cl. in B-flat *keyclick* *pp* 4.3 *keyclick* *ppp* 7.5 *p*

Metals *fff*

Drums *fff* *p*

PF *fff*

Vn. *overpressure* *mp*

Va. *overpressure* 5.4 *mf*

Vc. *f* *p*

FL. *ppp* *p*

Ob. *p* *pp* *ppp*

Cl. in B-flat *pp* *ppp*

Drums *f* *fff* *f* *p* *f* *ff*

PF *ppp* *p* *pp* *pp* *p* *pp*

Vn. *p* *overpressure* *fff* *pp*

Va. *p* *overpressure* *fff* *col legno* *p* *f*

Vc. *ppp* *ppp* *fff* *p* *f* *f*

FL. *pp* *ppp*

Ob. *p*

Cl. in B-flat *p* *pp*

Metals *ppp*

Drums *mf* *ff*

PF *pp* *ppp* *p* *pp* *ppp*

Vn. *ppp* *p* *pp*

Va. *ppp* *ppp* *p*

Vc. *p* *pp*

FL. pp pp

Ob. pp ppp p

CL in B-flat ppp p

Metals ppp

Drums ff mf fff p f fff

PF ppp p pp

Vn. fff ppp

Va. pp fff

Vc. ppp mf fff $col legno$ ff

overpressure

overpressure

overpressure

6.5

4.3

3.2

5.4

FL. ppp p

Ob. pp ppp

CL in B-flat pp ppp p

Drums f p f mf f 4.3

PF pp ppp p

Vn. p pp

Va. ppp p

Vc. p

7.6

7.6

FL. *pp* *ppp* *p* *ppp*

Ob. *p* *pp* *ppp*

Cl. in B-flat *pp* *ppp*

Metals *ppp* *ppp*

Drums *ff* *mf* *ff* *f*

PI. *ppp* *p* *pp* *ppp*

Vn. *overpressure* *fff* *ppp* *p*

Va. *overpressure* *fff* *pp*

Vc. *overpressure* *fff* *p* *f* *pp* *f* *ppp*

FL. *pp* *ppp* *p*

Ob. *p* *pp* *ppp*

Cl. in B-flat *p* *pp* *ppp*

Drums *f* *p* *ff* *mf* *ff* *f* *ff*

PI. *pp* *ppp* *p* *pp* *p* *pp*

Vn. *pp* *ppp*

Va. *ppp* *p* *pp*

Vc. *p* *pp*

$\text{♩} = 72$

$\frac{5}{16}$ **H**

$\frac{4}{4}$

$\frac{2}{4}$

169

FL. *shaker* *pppp* *keyclick* *pppp* *airtone* *pppp*

Ob. *keyclick* *pp* *6.5* *keyclick* *pppp* *airtone* *pppp*

Cl. in B-flat *shaker* *pppp* *7.6* *p* *4.3*

Metals *fff*

Woods *mf* *mp* *brush* *mf*

Drums *fff*

PF. *slow* *guero* *p* *f* *mf* *7.6* *f* *7.6*

Vn. *pppp* *p* *shaker* *pp* *shaker* *pp* *pppp*

Va. *shaker* *pp* *overpressure* *fff*

Vc. *pp* *overpressure* *fff*

173

$\frac{3}{8}$

$\frac{4}{4}$

FL. *5.3* *p* *pp* *airtone* *pppp* *shaker* *p* *keyclick* *p*

Ob. *ram / slap* *mf* *keyclick* *p* *5.4* *ram / slap* *5.4* *mf* *airtone* *p*

Cl. in B-flat *ram / slap* *mf* *airtone* *pppp* *shaker* *p*

Woods *brush* *mp*

Drums *brush* *mp*

PF. *prepared* *mf* *prepared* *pppp* *6.5* *prepared* *p* *fast* *guero* *mf* *slow* *guero* *mp*

Vn. *flautando* *p* *4.3* *shaker* *pppp* *5.4* *p* *flautando* *pppp* *6.5* *p* *shaker* *pppp*

Va. *flautando* *p* *4.3* *shaker* *pppp* *5.4* *p* *flautando* *pppp* *6.5* *p* *shaker* *pppp* *overpressure* *fff*

Vc. *flautando* *pp* *7.6* *3.2* *pppp* *overpressure* *fff*

FL. *shaker* *ram / slap* *mp* *mp*

Ob. *keyclick* 7:5 *pp* *ppp* *ram / slap* *mf* *ram / slap* 6:5 *mp*

Cl. in B-flat *shaker* 6:5 *pp* *ppp* *keyclick* 4:3 *p* *airtone* *mp* *ram / slap* 5:4 *mf*

Woods *brush* *mf* *mp* *brush* *mp*

Drums *brush* *mf* *mp*

PI *p* *f* 7:6 *f* *p* *ppp* *prepared* *p*

Vn. *p* *f* 7:6 *f* *p* *ppp* *prepared* *pp*

Va. *shaker* 5:3 *p* *flautando* 3:2 *pp* *shaker* *pp* *ppp* 5:4 *p*

Vc. *p* *overpressure* *fff*

♩ = 48

FL. *ram / slap* 5:4 *mp* *shaker* *ppp*

Ob. *airtone* *pp* *keyclick* *ppp* *p*

Cl. in B-flat *shaker* 3:2 *ppp* *p* 5:4 *shaker* 4:3 *ppp*

Metals *superball* *fff* *pp* *mf*

Woods *mf* *brush* *mf* *fff*

Drums *mf* *fff*

PI *f* *p* *mf* *fast* *guero* *mf* *slow* *guero* *mp* *fff* *ppp*

Vn. *p* *ppp* *flautando* *p* 5:4 *shaker* *p*

Va. *flautando* *ppp* *flautando* *pp* 5:3 *shaker* *pp* *ppp*

Vc. *pp* *ppp* *flautando* *ppp* 3:2 *col legno* *p*

FL. *airtone* *pppp* *shaker* *p*

Ob. *airtone* *pppp*

Cl. in B-flat *airtone* *pppp* *shaker* *p*

Metals *superball* *pppp*

Woods *mp*

PF. *p* *pp*

Vn. *overpressure* *mf* *shaker* *pp*

Va. *overpressure* *mp* *shaker* *pppp*

Vc. *f* *mf* *mf*

FL. *airtone* *p*

Ob. *airtone* *p* *airtone* *pp*

Cl. in B-flat *airtone* *p*

Metals *brush* *pp* *superball* *p* *superball* *pp*

PF. *pp*

Vn. *overpressure* *mp*

Vc. *overpressure* *6.5* *mp*

The musical score for 'The Great Wall' by David Lang is presented for a full orchestra and percussion. The score is divided into two systems, each containing staves for Flute (Fl.), Oboe (Ob.), Clarinet in B-flat (Cl. in B-flat), Metals (Horns), Woods (Woodwinds), Drums, Piano (Pf.), Violin (Vn.), Viola (Va.), and Violoncello (Vc.).

Fl.: Features a melodic line in the first system, marked *pp* with a 4:3 ratio. In the second system, it includes a shaker and airtone, marked *pp* with a 4:3 ratio.

Ob.: Features a melodic line in the first system, marked *pp* with a 4:3 ratio. In the second system, it includes a shaker and airtone, marked *pp* with a 4:3 ratio.

Cl. in B-flat: Features a melodic line in the first system, marked *pp* with a 4:3 ratio. In the second system, it includes a shaker and airtone, marked *pp* with a 4:3 ratio.

Metals: Features a melodic line in the first system, marked *pp* with a 4:3 ratio. In the second system, it includes a shaker and airtone, marked *pp* with a 4:3 ratio.

Woods: Features a melodic line in the first system, marked *pp* with a 4:3 ratio. In the second system, it includes a shaker and airtone, marked *pp* with a 4:3 ratio.

Drums: Features a melodic line in the first system, marked *pp* with a 4:3 ratio. In the second system, it includes a shaker and airtone, marked *pp* with a 4:3 ratio.

Pf.: Features a melodic line in the first system, marked *pp* with a 4:3 ratio. In the second system, it includes a shaker and airtone, marked *pp* with a 4:3 ratio.

Vn.: Features a melodic line in the first system, marked *pp* with a 4:3 ratio. In the second system, it includes a shaker and airtone, marked *pp* with a 4:3 ratio.

Va.: Features a melodic line in the first system, marked *pp* with a 4:3 ratio. In the second system, it includes a shaker and airtone, marked *pp* with a 4:3 ratio.

Vc.: Features a melodic line in the first system, marked *pp* with a 4:3 ratio. In the second system, it includes a shaker and airtone, marked *pp* with a 4:3 ratio.

The score includes various musical notations such as notes, rests, and dynamic markings (*pp*, *ppp*, *mf*, *mp*, *p*, *ff*). It also includes performance instructions like 'brush', 'superball', 'airtone', 'shaker', 'overpressure', 'col legno', and 'cal legno'. The score is written in 4/4 time and is in the key of D major.

The musical score is for 'The Great Wall' by John Adams. It features a variety of instruments and dynamic markings. The instruments listed on the left are Flute (Fl.), Oboe (Ob.), Clarinet in B-flat (Cl. in B-flat), Metals, Piano (Pf.), Violoncello (Vn.), Viola (Va.), and Violone (Vc.). The score includes dynamic markings such as *ppp*, *p*, *f*, *mp*, and *mf*. There are also performance instructions like 'airtone', 'superball', 'shaker', 'overpressure', and '3.2'. The score is written in a complex, multi-measure format with many rests and specific rhythmic values.

FL. *shaker* *5:4* *ppp* *p*

Cl. in B-flat *shaker* *ppp* *p*

Metals *superball* *ppp* *brush* *pp* *superball* *p* *brush* *ppp*

Woods *5:4* *mp* *mf*

PC *pp* *ppp*

Vn. *shaker* *5:4* *p* *pp* *overpressure* *4:3* *mp* *mf*

Va. *shaker* *ppp* *p* *overpressure* *5:3* *mp*

Vc. *overpressure* *mp* *mf*

FL. *airtone* *p* *shaker* *5:3* *p* *airtone* *pp*

Ob. *airtone* *ppp* *airtone* *p*

Cl. in B-flat *airtone* *p* *shaker* *p* *airtone* *pp*

Metals *superball* *pp* *brush* *p* *superball* *ppp*

Woods *5:3* *mf*

Drums *mf* *mp* *4:3*

PC *p*

Vn. *shaker* *4:3* *pp* *overpressure* *4:3* *mf* *mp*

Va. *shaker* *4:3* *p* *overpressure* *mf* *mp*

Vc. *overpressure* *mf* *col legno* *mf*

FL. *shaker* *pp*

Ob. *airtone* *pp*

Cl. in B-flat *shaker* *pp* 3.2

Metals *superball* *p*

Woods *mp*

PF. *pp*

Vn. *shaker* *pppp* *overpressure* *mp* *mf*

Va. *shaker* *pp* *overpressure* *mp*

Vc. *overpressure* *ff* *mp* 7.6 *mf* *p* *f*

♩ = 84

FL. *shaker* *ppp*

Cl. in B-flat *shaker* *ppp* 4.3 *ppp*

Metals *superball* *pp* *fff* *ppp* *superball* *ppp*

Drums *superball* *ppp*

PF. *prepared* *fff* *ppp* *prepared* *ppp*

Vn. *shaker* *pp* 4.3 *p*

Va. *shaker* *ppp*

Vc. *overpressure* *mf* 5.4

FL.

CL. in B-flat

Metals

Drums

PF.

Vn.

Va.

$\text{♩} = 96$

224

Metals

Drums

PF.

230

Metals

PF.

236

Metals

PF.