

SCORE in C (duh)

written for the Cygnus Trio

# AMALGAM

trio for flute, guitar, and violin

Charles Zoll  
May 27, 2016

**Ironic, a batshit crazy fairy** ♩=120

Musical score for measures 1-3, featuring Flute, Guitar, and Violin parts. The key signature is one flat (Bb) and the time signature is 6/8. The tempo is marked as ♩=120. The Flute part starts with a *fff* dynamic, followed by *pp sub.*, *sfz*, *sfz*, *fff*, and *mp*. The Guitar part starts with *ff*, followed by *p*, and *ff*. The Violin part starts with *ff*, followed by *pp sub.*, and *p*.

Musical score for measures 4-6, featuring Flute, Guitar, and Violin parts. The key signature is one flat (Bb) and the time signature is 6/8. The tempo is marked as ♩=120. The Flute part starts with a *ff* dynamic and includes a triplet. The Guitar part starts with *p*, followed by *ff*, and *p*. The Violin part starts with *ff* and includes a triplet.

7

Fl. *fff* *mp* *f* *p* *f* *p*

Gtr. *ff* *p sub.* *sfz* *sfz*

Vln. *p* *mf*

*pizz.*

10

Fl. *f* *p* *f* *p* *f* *p* *f* *p* *f* *p* *f*

Gtr. *sfz* *sfz* *sfz* *sfz* *sfz*

Vln. *mf*

13

Fl. *p* *sfz* *pp*

Gtr. *norm.* *ff* *mf*

Vln. *sfz* *mf* *f* *pp*

(+ = tongue slap)

Discursive ♩=120

19

Fl. *ff* *pp* *ff* *pp* *sfz*

Gtr. *ff* *pp* *ff* *f*

Vln. *pp* *ff* *pp* *sfz*

25

Fl. *p* *sfz* *sfz* *p* *sfz* *sfz* *sfz* *sfz*

Gtr. *p* *sfz* *p* *sfz* *p* *sfz* *sfz* *sfz* *sfz*

Vln. *p* *sfz* *p* *sfz* *sfz* *sfz* *sfz* *sfz*

32

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

Gtr. *sfz* *p* sub. *ff* *sfz* *f*

Vln. *sfz* *p* *mp* *f* *mf* *ff* *pp* *sfz* sub.

choke each

37

Fl. *sfz sfz sfz sfz sfz sfz fff > pp*

Gtr. *ff con moto fff > pp*

Vln. *sfz sfz sfz sfz sfz fff > pp*

Detailed description: This system covers measures 37 to 40. The Flute part features a melodic line with accents and dynamic markings of sfz, sfz, sfz, sfz, sfz, sfz, fff, and a decrescendo to pp. The Guitar part provides a rhythmic accompaniment with a forte (ff) dynamic and 'con moto' instruction, transitioning to fff and then decrescendo to pp. The Violin part mirrors the flute's melodic line with sfz dynamics and fff dynamics, also decrescendoing to pp.

41

Fl. *sfz fff > pp sfz fff*

Gtr. *ff fff > p gliss. fff*

Vln. *sfz fff > p fff*

Detailed description: This system covers measures 41 to 44. The Flute part continues with sfz, fff, a decrescendo to pp, sfz, and fff. The Guitar part features a glissando (gliss.) and dynamic markings of ff, fff, a decrescendo to p, and fff. The Violin part has sfz, fff, a decrescendo to p, and fff.

45

Fl. *p f p fff p*

Gtr. *ff fff*

Vln. *p f p fff*

Detailed description: This system covers measures 45 to 48. The Flute part has dynamics of p, f, p, fff, and p. The Guitar part has ff and fff dynamics. The Violin part has dynamics of p, f, p, and fff.

50

Fl. *p sfz f > pp ff > pp*

Gtr. *p sfz f > pp f > pp f*

Vln. *p sfz f > pp f > pp*

Detailed description: This system contains measures 50 through 53. The Flute part starts with a piano (*p*) dynamic, followed by a sforzando (*sfz*) accent, then a crescendo to forte (*f*) with an accent, a decrescendo to pianissimo (*pp*), a fortissimo (*ff*) peak, and finally a decrescendo back to pianissimo (*pp*). The Guitar part follows a similar dynamic contour: *p*, *sfz*, *f* with an accent, *pp*, *f* with an accent, *pp*, and *f*. The Violin part also mirrors this: *p*, *sfz*, *f* with an accent, *pp*, *f* with an accent, and *pp*. The time signature changes from 4/4 to 5/4 and back to 4/4.

54

Fl. *mp > f p < f p < f mf <*

Gtr. *>mf > sfz p < f pp f sub.:*

Vln. *mp < f p f p < f p*

Detailed description: This system contains measures 54 through 56. The Flute part has dynamics: *mp* (with an accent), *f* (with an accent), *p* (with an accent), *f* (with an accent), *p* (with an accent), *f* (with an accent), and *mf* (with an accent). The Guitar part has dynamics: *>mf* (with an accent), *sfz* (with an accent), *p* (with an accent), *f* (with an accent), *pp*, and *f sub.:* (with an accent). The Violin part has dynamics: *mp* (with an accent), *f* (with an accent), *p* (with an accent), *f* (with an accent), *p* (with an accent), and *f* (with an accent). The time signature changes from 4/4 to 5/4 and back to 4/4.

57

Fl. *f p < f > p ppp*

Gtr. *ppp*

Vln. *f pp n*

rall. . .

Detailed description: This system contains measures 57 through 60. The Flute part has dynamics: *f* (with an accent), *p* (with an accent), *f* (with an accent), *p* (with an accent), and *ppp*. The Guitar part has a *ppp* dynamic. The Violin part has dynamics: *f* (with an accent), *pp*, and *n* (no dynamic). The time signature changes from 5/4 to 2/4 and back to 5/4. The section ends with a *rall.* (ritardando) marking.



♩=63 Belligerent

78

Fl. *ff* *p*

Gtr. *f* *mp* *f*

Vln. *f* *ff* *p*

81

Fl. *ff* *p sub.* *f* **Arrogant and bright**

Gtr. *mp* *f* *fpp* *fpp*

Vln. *ff* *p sub.* *mf* **ricochet ord.**

84

Fl. *mf sub.* *fpp*

Gtr. *sim.* *pizz.* *arco* *ricochet* *ord.* *ff*

Vln. *sfz* *ff*

88

Fl. *sim.* *mf*

Gtr. *sfz* *fff* *pp*

Vln. *pizz.* *arco*

Tumbling

93

Fl. *sfz* *mp* *sfz* *mp*

Gtr. *ffp* *mf* *sub. f*

Vln. *p sub.* *ffp* *mf* *sub. f*

Reserved

97

Fl. *sfz* *sub. pp* *sfz* *sim.*

Gtr. *ff* *sub. pp* *sfz* *sim.*

Vln. *ff* *sub. pp* *sfz* *sim.*



103

Fl. *sffz*

Gtr. *sffz*

Vln. pizz. *sffz*

rall. . . . . Drunken ♩=60

108

Fl. *sf* *p* *f sub.* *f sub.* *molto*

Gtr. *sf* *p* *ff sub.* *f* *pp*

Vln. arco pizz. arco ad lib. gliss. *sf* *p* *f sub.* *mp* *p*

ad lib. 6 6 3

112

Fl. *pp* *ppp* *f*

Gtr. *f* *pp* *p* *pp*

Vln. *mp* *p* *mp* *p*

114

Fl. *pp* *f*

Gtr. *mp* 3 3 3

Vln. *mf* 3 3

115

Fl. *p sub.*

Gtr. *f* *p* *molto*

Vln. *sfz* *p* *ffp*

Tumultuous, più mosso ♩=108

116

Fl. *ff* 7 3 3

Gtr. *ff* *p* *ff*

Vln. *ff* 7 3 3

118

Fl. *ff*

Gtr. *ff* *pp* *ff*

Vln. *fp* *fff*

pizz. arco

*rasgueado*  
*p-a-m-i*

121

Fl. *ff* *pp* *n*

Gtr. *mp* *dolcissimo*

Vln.

*flz.* *rall.* - - - - - *Awkwardly romantic, way too slow* ♩=48

125

Fl.

Gtr. *f* *mp*

Vln. *mf* *espress.*

128

Fl. *n* *f* *n* *n*

Gtr. *f* *p*

Vln. *f* *p*

131 flt. *f* *n* *f* brazen *fff* *mf* *ff* *fff*

flz. - lip bend

Gtr. *f* *p* *f* *ff*

Vln. *f* *ff* *fff*

134 *mf* *f* *mp* *f* *fff* flz.

Gtr. *mf*

Vln. *mf* *f* *mp* *f* *fff*

136

Fl. *ff* slap with palm (norm.) *ff* slap with palm *ff*

Gtr. *ff*

Vln. *mf* 3 3 3 3 *ff* 3 3

139

Fl. *ff* (norm.)

Gtr.

Vln. 3 3 3 3 3 3

rall.

Shred it! Way slower ♩=36

142

Fl. *fff* sempre

Gtr. *fff* sempre rasaguedo ras.

Vln. *fff* sempre

Gtr., if you are a Parks and Recreation fan: small pause before this chord. Time it right, stand up, strum the chord, and point and star emphatically, like a crazed rock star, into the audience.

14

144

Fl.

norm.

Gtr.

choke

ras.

ras.

Vln.

145 (alternatively, play different pitches in between the first and last)

Fl.

*fffp*

*fff*

Gtr.

ras.

*fffp*

*fff*

v. short

Vln.

(alternatively, play different pitches in between the first and last)

*fffp*

*fff*