

Percussion 1
(vibraphone & glockenspiel)

In una rete di linee che s'intrecciano
for spatialized chamber ensemble

Jordan Nobles

Dedicated to Italo Calvino

Freely, Cantabile $\text{♩}=70$

PIANO

Soloists: Treble clef, 8^{va} dynamic. Measures show various notes and rests.

Glock.: Bass clef, dynamic laissez vibrer, ppp. Measures show sustained notes and rests.

PIANO: Treble clef, dynamic 8^{va}. Measures show eighth-note patterns.

molto rallentando

Soloists: Treble clef, 8^{va} dynamic. Measures show eighth-note patterns.

Vib.: Bass clef, dynamic p. Measures show eighth-note patterns.

Vibraphone: Medium mallets. Measures show eighth-note patterns.

A **Tempo Primo** ($\text{♩}=70$)

CELLO: Bass clef, dynamic 3. Measures show eighth-note patterns.

Soloists: Bass clef, dynamic 3. Measures show eighth-note patterns.

To Glock. (Glockenspiel): Dynamic mp. Measures show eighth-note patterns.

Glockenspiel: Treble clef, dynamic 5. Measures show eighth-note patterns.

To Vib. (Vibraphone): Dynamic pp. Measures show eighth-note patterns.

Vib.: Bass clef, dynamic mp. Measures show eighth-note patterns.

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Percussion 1, (vibraphone & glockenspiel)

3

B

CLARINET

Soloists Vib.

Vibraphone

C

VIOLIN

Soloists VIOLA Vib.

OBOE

(VIOLIN) Vib. OBOE

D

molto rallentando

FLUTE Soloists BASSOON Vib.

88 solo →

The score consists of four systems of musical notation. System B starts with a clarinet part followed by a vibraphone part. System C features violin and viola parts, with the vibraphone continuing from system B. System D begins with a flute part, followed by a bassoon part, and concludes with a vibraphone part. Various dynamics like pp, p, mp, and 3 are indicated throughout the score.

Percussion 1, (vibraphone & glockenspiel)

E Faster, Driving $\text{♩} = 120$

VIBES

Soloists

SOLO

Vib.

f

non vibrer

VIOLIN

F

MARIMBA

Soloists

Vib.

laissez vibrer

mf

mp

G

molto rallentando

(MARIMBA) VIOLA

Soloists

Vib.

pp

p

pp

Percussion 1, (vibraphone & glockenspiel)

H Tempo Secondo ($\text{♩}=120$)

Soloists
VIBES PIANO

Vib.

SOLO

mp

mf

molto rallentando

Soloists (PIANO)

VIOLIN

FLUTE

Vib.

To Glock.

Glockenspiel

ppp

I Tempo Primo ($\text{♩}=70$)

Musical score for orchestra and piano, measures 3-5. The score includes parts for Soloists, Clarinet, Oboe, and Glockenspiel. The Soloists play eighth-note patterns. The Clarinet and Oboe play sixteenth-note patterns with grace notes. The Glockenspiel plays sustained notes. Dynamics are indicated as *ppp*, *pp*, and *pp*.

J

Musical score excerpt showing three staves. The top staff is labeled "PIANO" and "Soloists". It features a treble clef, a key signature of one sharp, and a common time signature. The middle staff is labeled "MARIMBA" and shows a bass clef, a key signature of one sharp, and a common time signature. The bottom staff is labeled "Glock." and shows a treble clef, a key signature of one sharp, and a common time signature. The piano part consists of eighth-note patterns with grace notes. The marimba part includes sixteenth-note patterns with grace notes. The glockenspiel part has sustained notes with dynamic markings *p* and *pp*. A performance instruction "To Vib." is placed above the marimba staff. Measure numbers 3 and 4 are indicated above the piano and marimba staves respectively.

Percussion 1, (vibraphone & glockenspiel)

K

Soloists, CELLO, FLUTE, VIBRAPHONE

Vibraphone

Vib. *mp* *mf* SOLO

L

molto rallentando

VIOLA, BASSOON, HARP

Vib. *p* *mp* *pp* slow down tremolo *p* *mp* *pp*

M **Tempo Secondo** ($\text{♩}=120$)

PIANO

Soloists

Vib. *mp* *pp*

Percussion 1, (vibraphone & glockenspiel)

7

N

VIBES

Soloists

SOLO

Vib.

f

non vibrer

mp

O

CELLO

FLUTE

molto rallentando

Soloists

Vib.

laissez vibrer

p

ppp

p

ppp

P **Tempo Secondo ($\text{♩}=120$)**

HARP

CLARINET

Soloists

Vib.

mp

mp

molto rallentando

(CLARINET)

PIANO

Soloists

Vib.

pp

Percussion 1, (vibraphone & glockenspiel)

Q slower $\text{♩}=90$

Soloists OBOE
PIANO $\frac{3}{4}$

Vib. $\frac{3}{4}$ $\frac{3}{4}$ $\frac{3}{4}$

molto rallentando

Soloists $\frac{3}{4}$ $\frac{3}{4}$ $\frac{3}{4}$

Vib. To Glock.
Glockenspiel
hard mallets $\frac{3}{4}$ $\frac{3}{4}$ $\frac{3}{4}$