

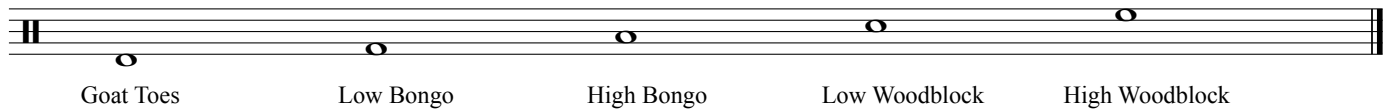
Performance Notes:

Bone and Stone was commissioned by the Opus 21 Ensemble and premiered at the Kalamazoo Institute of Arts on June 25, 2009. The piece was inspired by the Georgia O'Keefe painting *Deer's Skull with Pedernal*, and it is respectfully dedicated to cellist Alexa Muhly and percussionist Judy Moonert.

Regarding the percussion part:

The percussion utilized in the piece includes goat toes, bongos, two woodblocks, and vibraphone.

The chart below indicates how the non-pitched percussion instruments are notated on the staff.



The goat toes should be *hand-held* while shaken by the percussionist. If goat toes are unavailable, an acceptable substitute is a hand rattle fashioned out of *uyot seeds* and *nylon cord*.

The bongos should always be played by the hands.

The woodblocks should be struck with medium hard xylophone mallets to produce a "brittle" sound.

The vibraphone is either played with yarn mallets or bowed. Occasionally, a "dead stroke" is notated, requiring that the mallet remain on the surface of the bar after striking in order to dampen the sustain.

Regarding the cello part:

Cello techniques utilized include *sul ponticello*, *col legno* behind the bridge, *col legno battuto* (which may be executed via a chopstick rather than a bow), plus knocking on two different parts of the body of the cello to produce two distinct sounds, one higher than the other.

Bone and Stone

John Griffin

Misterioso ♩ = 54 *sul pont.*

Violoncello

Percussion

Vc.

Perc.

Goat toes (shaken)

Woodblocks (medium xylophone mallets)

ord.

(Goat toes)

(Woodblocks)

to Bongos

(with hands)

pp *p* *mf* *p*

p *f* *p* *pp* *f*

pp *f* *mf* *p* *f*

ppp *p* *p* *f*

fp *f* *mf* *p*

p *f* *mf* *p*

f *p* *mf* *dim.*

f *p* *mf* *dim.*

pp *cresc.* *p*

pp *p*

21

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

Perc. *f* *accel.* to Vibes (take bow)

24

Vc. *p* *ff* *mp*

Perc. *p* *ff* *p* *f*

Vibes (bowed) l.v. l.v.

♩ = 63

29

Vc. *f* *mf* *mp* *accel.*

Perc. *p* *mf* *pp* *mp* *accel.* (put down bow)

33

Vc. *mf* *p*

Perc. *p* yarn mallets

♩ = 72

36

Vc. *mp* *p* *pp* *mp*

Perc. *mp* *p* *pp* *mp*

l.v.

39

Vc. *p* *mf* *f*

Perc. *p* *mf* *f*

l.v.

42

Vc. *f*

Perc. *pp* *cresc.* *f*

45

Vc. *accel. y molto dim.*

Perc. *6* *6* *6* *6* *non-accented* *6* *6*

ped.

48

♩ = 104

47

Vc. *pp*

Perc. *6* *6* *6* *6* *6* *6* *6*

♩ = 104

pp

49 (put down bow) pizz. (pick up chopstick)

Vc. *ad lib. until cellist is ready*

Perc. *ppp* *pp* *p*

6 *6* *6* *6* l.v. *Ped.*

54 col legno behind the bridge (with chopstick)

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

Perc. (dead stroke) *mp* *f* *p* *f* *mf* *mp*

** Ped.* *** *Ped.* *** *Ped.** *Ped.**

65

60 col legno battuto rit. $\text{♩} = 84$

Vc. *mf* *p* *ppp*

Perc. pedal off pedal on to Bongos *pp* *pp*

66 (put down chopstick)

Vc. *mp* *mf* *p*

Perc. *mp* *pp* *mp* *p* *mf* *mf* *p*

3 *3* *3*

74

knock on wood (low-high)

Vc. *f* *pp* *f sub.*

Perc. *f* *f*

to Woodblocks

78

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

Perc. *p* *mf* *pp* *pp* *cresc.*

86

Vc. (pick up bow) *mf* *pp* arco non-vibrato *p*

Perc. *mf* *p* *mp* *mf* *p* *ppp*

87

Vc. *fp* *pp*

Perc. *f* *mp* *pp* *mf* *pp*

to Goat Toes

92

Vc. *ppp*

Perc. *p* *f* *f* *dim.* *ppp*