

DAWN CLEMENT

COUNTING

FOR STRING QUARTET AND VOICE:

ALTO

VIOLIN I

VIOLIN II

VIOLA

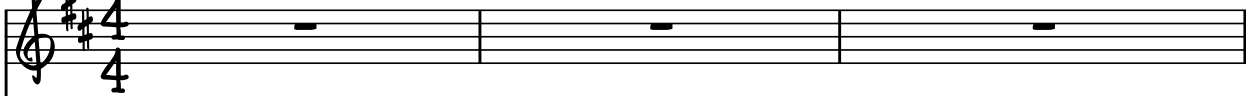
VIOLINCELLO

COUNTING

DAWN CLEMENT

FUNKY AND RELAXED
(WITH A HINT OF A BACK BEAT) ♩ = CA 77

ALTO



FUNKY AND RELAXED
(WITH A HINT OF A BACK BEAT) ♩ = CA 77

VIOLIN I



FUNKY AND RELAXED
(WITH A HINT OF A BACK BEAT) ♩ = CA 77

VIOLIN II



FUNKY AND RELAXED
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VIOLA



FUNKY AND RELAXED
(WITH A HINT OF A BACK BEAT) ♩ = CA 77

VIOLONCELLO



4

A.

VLN. I

VLN. II

VLA.

VC.

mf

mf

mf

mf

7

A.

VLN. I

VLN. II

VLA.

VC.

mp

He's LOST THE SUN AND NOW HE'S RUNN'

p

p

p

p

10

A. *- IN_ BACK AFT - ER_ IT'S_ OV - ER. RAC ING_ THE_ DARK NESS THAT KEEPS CREE*

VLN. I

VLN. II

VLA.

VC.

12

A. *- PIN'_ IN_ HE'S LOOK ING_ FOR_ ES - CAPE FROM DE*

mf

VLN. I *mp*

VLN. II *mp*

VLA. *mp*

VC. *mp*

14

A. MONS THAT LIE_ DEEP WITH IN_ . FOR-GETS THE FIRE_ THAT KEEPS HIM ON_

VLN. I

VLN. II

VLA.

VC.

16

A. A - GAIN_ YOU'LL NE - VER_ BE A - LONE_

STEADY

f

VLN. I

VLN. II

VLA.

VC.

mf STEADY

mf STEADY

mf STEADY

mf STEADY

mf

18

A. THIS MAY NOT BE WHAT YOU CALL HOME. BUT CAN'T YOU

VLN. I

VLN. II

VLA.

VC.

20

A. REST FOR A MOMENT? GONE A SHOOTING STAR IN THE NIGHT

VLN. I

VLN. II

VLA.

VC.

mf

mp

mp

mf

sim

sim

22

A. *A NO-THER PLACE A-NO-THER DAY.*

VLN. I

VLN. II

VLA.

VC.

24

A. SIMULATED IMPROVISATION

VLN. I SIMULATED IMPROVISATION *f*

VLN. II SIMULATED IMPROVISATION *mp*

VLA. SIMULATED IMPROVISATION *mp*

VC. SIMULATED IMPROVISATION *mf*

26

A.

VLN. I

VLN. II

VLA.

VC.

28

A.

VLN. I

VLN. II

VLA.

VC.

30

A. VLN. I VLN. II VLA. VC.

f

f

Detailed description: This page of a musical score contains five staves. The top staff is for a woodwind instrument (A.), and the bottom four are for strings (VLN. I, VLN. II, VLA., and VC.). The key signature is two sharps (F# and C#), and the time signature is 4/4. Measure 30 shows the woodwind playing quarter notes, while the strings play a rhythmic pattern of eighth notes with slurs. Measure 31 features a melodic line for the woodwinds and a more complex, arpeggiated texture for the strings. Dynamics include a forte (*f*) marking for the strings in measure 30.

32 A LITTLE DRAMATIC

A.

35

A.

38

PASSIONATELY DRAMATIC

A.

YOU'LL NE VER_ BE A - LONE

ff

PASSIONATELY DRAMATIC

f

PASSIONATELY DRAMATIC

f

PASSIONATELY DRAMATIC

f

PASSIONATELY DRAMATIC

f

PASSIONATELY DRAMATIC

41

A. *THIS MAY NOT BE WHAT YOU CALL HOME. BUT CAN'T YOU REST FOR A MO-MENT?*

VLN. I *mf*

VLN. II *mf*

VLA. *mf*

VC. *mf*

44

A. *GONE A SHOOT-ING STAR. IN THE NIGHT. A NO-THER PLACE A-NO-THER DAY.*

VLN. I *f*

VLN. II *f*

VLA. *f*

VC. *f*

46

CHILL AND PENSIVE

A. *mf* COUNT ING THE TIMES THAT I HAVE COUNT

VLN. I *mp* CHILL AND PENSIVE

VLN. II *mp* CHILL AND PENSIVE

VLA. *mp* CHILL AND PENSIVE

VC. *mp* CHILL AND PENSIVE
PIZZ ARCO

48

A. ED ON YOUR PROM I - SES MY LOVE IS STRONG MY HOPE IS WEAR

VLN. I

VLN. II

VLA.

VC. PIZZ ARCO

50

A. *- ING_ THIN_* *CAN'T FIGHT_ THE_ CURR - ENT_ OF_ LOVE'S FEAR*

VLN. I

VLN. II

VLA.

VC. *PIZZ* *ARCO* *PIZZ* *ARCO*

52

A. *_ A - GAIN_ I_ FEEL_ IT_ PULL - ING* *THREAT NING_ TO_ RUSH. A - WAY_ WHAT MIGHT*

VLN. I

VLN. II

VLA.

VC. *PIZZ*

54

A. BE - GIN LA *mp*

VLN. I SIMULATED IMPROV. *p*

VLN. II FUNKY, LIKE THE BEGINNING *p*

VLA. FUNKY, LIKE THE BEGINNING *p*

VC. ARCO FUNKY, LIKE THE BEGINNING *p*

56

A.

VLN. I

VLN. II

VLA.

VC.

59

A.

VLN. I

VLN. II

VLA.

VC.

61

A.

VLN. I

VLN. II

VLA.

VC.

63

A.
VLN. I
VLN. II
VLA.
VC.

sfz
sfz
sfz
sfz

The musical score consists of five staves. The first staff (A.) contains a melodic line with a half note, a quarter note, and a quarter note. The second staff (VLN. I) has a melodic line with a half note, a quarter note, and a quarter note. The third staff (VLN. II) has a melodic line with a half note, a quarter note, and a quarter note. The fourth staff (VLA.) has a melodic line with a half note, a quarter note, and a quarter note. The fifth staff (VC.) has a melodic line with a half note, a quarter note, and a quarter note. The score includes dynamic markings such as *sfz* and accents. The key signature is two sharps (F# and C#) and the time signature is 4/4.