

# Roil in Stillness

*Ripples and Waves*

for orchestra  
(2015)

Full Score

Angela Elizabeth Slater

PERUSAL SCORE

***Roil in stillness (Ripples and Waves) for orchestra (2015)***

*Roil in Stillness* is from a series of works that are inspired by the natural world. The music is influenced by imagery linked to roiled, turbulent waters, especially the representation of ripples and waves through different compositional means. The climax of the piece creates an aural representation of ripples reaching a central point, highlighted by a dramatic dissonant chord, before descending away again.

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Scoring:

3 Flutes (2nd and 3rd doubling Piccolo)  
3 Oboes (3rd doubling Cor anglais)  
3 Clarinets in B $\flat$  (3rd doubling Bass clarinet)  
3 Bassoons (3rd doubling Contrabassoon)

4 Horns in F  
3 Trumpets in B $\flat$   
2 Trombones  
Bass Trombone  
Tuba

Timpani:

4 drums including pitch:



Percussion (2 players):

Player 1: crotales (2 octaves required, written: C4 - C6),  
whip, 5 woodblocks, bell tree, glockenspiel,  
ratchet, guiro, tam-tam, bass drum.  
Player 2: 5 woodblocks, glockenspiel, crotales (bow required),  
whip, bell tree, tam-tam, guiro.

Harp  
Celesta  
Strings

The score is notated in C

Note: Throughout the score, piccolo and celesta sound an octave higher than written, glockenspiel and crotales sound two octaves higher than written and contrabassoon and double bass sound an octave lower than written.

Performance notes:

- 1) Sul ponticello and sul tasto are abbreviated in most cases to s.p. and s.t. respectively.
- 2) Nat → Sul pont.: gradually move from normal position to bowing near the bridge (and vice versa)
- 3) Nat → Trem.: gradually introduce tremolo (or vice versa)
- 4) Nat → Trill: gradually introduce trill (or vice versa)
- 5) Note in brackets a (♭) is the note to trill to.
- 6) Dynamic markings are in the Celesta part to indicate character and shaping.
- 7) When 'unmeasured' - - → appears above demisemiquavers the player should represent the rhythm in a free manner.
- 8) Repeated notes with slur above are to be given a pulsation quality.

# Roil in Stillness

Ripples and Waves

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**Con brio** ♩ = c. 112

**A**

Flute 1

Flute 2 (dbl. picc.)

Piccobolo

Oboe 1

Oboe 2

Oboe 3

Clarinet in B♭ 1

Clarinet in B♭ 2

Clarinet in B♭ 3 (dbl. bass cl.)

Bassoon 1

Bassoon 2

Bassoon 3 (dbl. contra.)

Percussion I  
Crotales

Percussion II  
Wood Blocks

Harp  
D: C# B: E: F G A

Celesta

**Con brio** ♩ = c. 112

**A**

Violin solo

Violin I  
gli altri: divisi a 2

Violin II  
divisi a 2

Viola

Violoncello

Contrabasso

3 9

Fl. 1

Fl. 2

Picc.

Ob. 1

Ob. 2

Ob. 3

Cl. 1

Cl. 2

Bsn. 1

Timp.

Perc. I

Perc. II

Hp.

Cel.

Vln. I

Vln. II

Vla.

Vc.

Cb.

(unmeasured)

*mp* *f* *mp*

(unmeasured)

*mp* *f* *mp*

*f* *mp* *f* *mp*

*mp*

*mf* *p*

*f*

*f*

*f* *p* *mf*

*f*

*p* *pp*

*p* *mp* *mf* *f*

Crotales To Whip

*f*

Whip

*f*

Glockenspiel To Wood Blocks

*mp < f*

Wood Blocks To Glock.

*f*

*f*

*mp < f*

*f* *mf* *mf*

tutti div. a 2

*f* *f* *mf* *mf*

*mp* *f* *fpp* *f*

*p* *f* *fpp* *f*

*p* *f* *fpp* *f*

*p* *nat.* *f* *f* *mf*

*p* *nat.* *f* *f* *mf*

arco

*f*

PERUSAL SCORE



5

22

C

Fl. 1

Fl. 2

Picc.

Ob. 1

Ob. 2

Ob. 3

Cl. 1

Cl. 2

Cl. 3

Bsn. 1

Bsn. 2

Bsn. 3

Hn. 1

Hn. 2

Tpt. 1

Tpt. 2

Tpt. 3

Tbn. 1

Tbn. 2

B. Tbn.

Tba.

Timp.

Perc. I

Perc. II

Hp.

Cel.

To Whip

To Crot.

C

Vln. S

Vln. I

Vln. II

Vla.

Vc.

Cb.

(outside players)

div. a 2

arco

unis.

s.p.

tr.

(unmeasured)

div. a 2

pizz.









46

Fl. 1  
Fl. 2  
Picc.  
Ob. 1  
Ob. 2  
Cl. 1  
Cl. 2  
Cl. 3  
Bsn. 3  
Hn. 1  
Hn. 2  
Hn. 3  
Tpt. 1  
Tpt. 2  
Tpt. 3  
B. Tbn.  
Timp.  
Perc. I  
Perc. II  
Hp.  
Cel.  
Vln. I  
Vln. II  
Vla.  
Vc.  
Cb.

To Cbsn. Contrabassoon

Woodblocks  
Whip  
Glockenspiel  
Crotales

D $\sharp$  C $\sharp$  F $\sharp$  A $\sharp$

*mf* *ff* *fpp* *mp* *f* *pp* *pizz.* *arco* *div. a 2* *unis.*

**F** Growing turbulence and intensity

Fl. 1 *mp* *f* *mp* *mp* *mp*

Fl. 2 *mp* *sub.p* *p*

Picc. *p* *p* *p* *mp* *mp*

Ob. 1 *mp* *mp* *mp*

Ob. 2 *mp*

Ob. 3 *p* *f*

Cl. 1 *p* *fp*

Cl. 2 *p* *mf* *p* *mp* *mp*

Cl. 3 *mp* *p* *mp* *mp* *mp*

Bsn. 1

Bsn. 2

Cbsn.

Timp.

Perc. I Bell Tree *mp*

Perc. II *mp*

Hp. *mf* *p* *Ab*

Cel. *mf*

**F** solo Growing turbulence and intensity

Vln. S *p* *pp* *mp*

Vln. I *p* *mf* *pp* *mp* *mp* (outside players) *mp*

Vln. II *p* *mp* *pp* *mp* *mp* (outside players) *mp*

Vla. *p* *pp* *pp* *mp* *pp*

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

Cb.

11

Fl. 1  
Fl. 2  
Picc.  
Ob. 1  
Ob. 2  
Cl. 1  
Cl. 2  
Cl. 3  
Hn. 1  
Hn. 2  
Hn. 3  
Hn. 4  
Tpt. 1  
Tpt. 2  
Tpt. 3  
Tbn. 1  
Timp.  
Perc. I. (Wood Blocks)  
Perc. II. (Crotales)  
Hp. (D<sup>+</sup> C<sup>+</sup> B<sup>+</sup>: E<sup>+</sup> F<sup>+</sup> G<sup>+</sup> A<sup>b</sup>)  
Cel.  
Vln. S. (solo)  
Vln. I. tutti div. a 2  
Vln. II. div. a 2  
Vla.  
Vc.  
Cb. pizz.

**G**

**G** (solo)

mf

ff

f

mp

pp

fp

pp

nat.

3

5

s.p.

f