

**FRANK STEMPER**

**C O N F L U E N C E**

## CONFLUENCE – Notes & Percussion Setup

1. Trills are always performed a whole-step above the given note, unless accompanied by the following symbol: ▲ –which indicates to perform the trill a HALF-STEP above the given note.
2. Long Trills are too long for flute and clarinets and therefore require staggered breathing. Breaths should be short, but not hidden, i.e. exits and re-entrances of the trill should be heard (stop – start). However, try to avoid taking a breath near the end of the trill, especially in the second half of the piece at the overt harmonic changes (indicated by the solid bar lines), always make sure you have enough breath to make a strong, fluid trill change at these harmonic junctions.  
NOTE: This is not a problem for the strings, and the clarinets may be able to circular-breathe, which they should do, if possible.
3. Grace Notes: are always before the beat and always very fast.
4. all drums should be damped and be allowed to resonate; they should create a loud “thump” of a sound. This is especially true of the large drums, which, at strong downbeats are accompanied by the symbol: ■ as a reminder. The exception is the timpani in m. 42 (which should be allowed to resonate naturally without damping).
5. There is NO text for the soprano part – the singer is therefore used as a fourth wind instrument. Ad lib vowel sounds should be chosen artistically, without much contrast and with infrequent use of consonants, i.e. without bringing much attention to the voice in regard to the singers “text” – only the sung pitches.  
NOTE: When singing, the singer is always the principal voice, i.e. the primary melody, in the music’s texture.
6. Use of Key Clicks and Castanets by the winds and singer, respectively, is ad lib, with the written contour and rhythm as a guide.
7. In my music, accidentals always carry through the measure, although do not correspond up or down the octave. However, there is always considerable use of reminder or redundant accidentals for clarification.

The image shows a musical score for Percussion I and Percussion II. Perc I includes Large Gong, Large Cymbal, Medium Cymbal, Resonant Triangle, Glockenspiel, Xylophone, and Vibraphone. Perc II includes Large Bass Drum, Medium Bass Drum, Pedaled Bass Drum, Floor Tom, Medium Tom, Large Octoban, Small Octoban, Snare Drum, and Wood Clusters. The Wood Clusters section lists instruments: ad lib bamboo, woodblocks, temple blocks, castanets, log drums; tambourine and triangles. A note indicates they are played single and in clusters.

Sections of music utilizing “Wood Clusters” (with strange note-head, see above) are partly improvised in regard to choice of instrument(s) at any given time, and to some extent use of rhythm: the lively and somewhat corny rhythm may be enhanced by the performer ad lib, and the choice of instrument(s) at any given time is up to the performer as well. The performer should create a setup that allows for several different combinations to be played simultaneously, played with sticks or hands, with single instruments popping out from time to time, e.g. wood block, single castanet or temple block, etc.

Shimmering ♩ = 60

# CONFLUENCE

frank stemper

The score is for a piece titled "CONFLUENCE" by Frank Stemper. It is in 4/4 time and consists of 12 measures. The tempo is marked "Shimmering" with a quarter note equal to 60 beats per minute. The instrumentation includes Soprano, Flute, Clarinet, Bass Clarinet, Violin I, Violin II, Viola, Cello, Percussion I, and Percussion II. The score is divided into three systems of four measures each. The first system (measures 1-4) is in 4/4 time. The second system (measures 5-8) is in 6/8 time. The third system (measures 9-12) is in 4/4 time. The score features a variety of dynamic markings: *mp* (mezzo-piano), *f* (forte), *p* (piano), *mf* (mezzo-forte), and *sfz* (sforzando). The Flute, Clarinet, and Bass Clarinet parts have trills in measures 2, 4, 6, 8, and 10. The Violin I and II parts have trills in measures 2, 4, 6, 8, and 10. The Viola part has a trill in measure 2. The Cello part has a trill in measure 2. The Percussion I and II parts have *sfz* markings in measures 2, 4, 6, 8, and 10. The score is written for a full orchestra and includes a variety of musical notations such as notes, rests, trills, and dynamic markings.

This musical score is for a multi-instrument ensemble, likely a chamber orchestra or a large string quartet with woodwinds. It consists of nine staves, each with a system of two staves (treble and bass clef) and a 6-measure bar line. The score is divided into three measures, each with a different time signature: 12/8, 3/4, and 4/4.

- Staff 1 (Violin I):** Features a rhythmic pattern of eighth notes with accents. Dynamics range from *f* to *p* and back to *f*. In the 4/4 section, it plays triplets of eighth notes with *fp* dynamics.
- Staff 2 (Violin II):** Similar to Violin I, with accents and dynamic markings. In the 4/4 section, it plays triplets with *fp* dynamics.
- Staff 3 (Violin III):** Similar to Violin I, with accents and dynamic markings. In the 4/4 section, it plays triplets with *fp* dynamics.
- Staff 4 (Violin IV):** Similar to Violin I, with accents and dynamic markings. In the 4/4 section, it plays triplets with *fp* dynamics.
- Staff 5 (Viola):** Similar to Violin I, with accents and dynamic markings. In the 4/4 section, it plays triplets with *fp* dynamics.
- Staff 6 (Cello):** Similar to Violin I, with accents and dynamic markings. In the 4/4 section, it plays triplets with *fp* dynamics.
- Staff 7 (Double Bass):** Similar to Violin I, with accents and dynamic markings. In the 4/4 section, it plays triplets with *fp* dynamics.
- Staff 8 (Woodwinds):** Features a melodic line with accents. Dynamics include *f* and *fp*. In the 4/4 section, it plays triplets with *fp* dynamics. The instruction "Pizz" (Pizzicato) is present above the staff.
- Staff 9 (Piano):** Features a melodic line with accents. Dynamics include *f* and *fp*. In the 4/4 section, it plays triplets with *fp* dynamics. The instruction "Glock." (Glockenspiel) is present above the staff.

The score includes various musical notations such as accents, dynamic markings (*f*, *p*, *fp*, *ffz*), and articulation marks like *Pizz* and *Glock.* The overall texture is dense and rhythmic, with a focus on eighth-note patterns and triplet figures.



Musical score for measures 14-17. The score is written for a piano and includes staves for the right hand, left hand, and grand piano. The key signature is one sharp (F#) and the time signature is 2/4. The score includes various dynamics and performance instructions.

**Right Hand:** Measures 14-17. Dynamics: *p*, *mf*, *f*. Includes triplets and slurs.

**Left Hand:** Measures 14-17. Dynamics: *mf*, *p*, *f*. Includes triplets and slurs.

**Grand Piano:** Measures 14-17. Dynamics: *f*, *mp*, *sfz*. Includes triplets and slurs. Performance instructions: *PIZZ* (Pizzicato) and *rim clicks*.



22 *mp* *f* **castanets**

22 *fp* *fp* *f* **key clicks**

22 *fp* *fp* *f* **key clicks**

22 *fp* *fp* *f* **random key clicks**

22 **ARCO** *p* *f*

22 **ARCO** *p* *f*

22 **ARCO** *p* *f*

22 **ARCO** *p* *f*

22 *f* *(f)* *ff* **wood clusters** *ad lib* *rhythm*



referee's whistle

25

*sfz* *back to singer*

*mp poco cresc.* *f* *fp* *fp < fp* *fp*

*mp poco cresc.* *f* *fp* *fp < fp* *f fp* *f*

*mp poco cresc.* *f* *fp* *fp < fp* *f fp* *f*

*mp poco cresc.* *f* *fp* *fp < fp* *f fp* *f*

*mp poco cresc.* *f* *fp* *fp < fp* *f fp* *f*

*mf* *f* *ff* *fp* *fp < fp* *f fp* *f*

Xylo. *f* *f* *f* *f*

PERC I *f* *f* *f*

*sfz* *ff* *sfz* *f* *f*



This musical score is for a string quartet and piano/vibraphone. It consists of seven staves. The first six staves are for the string quartet (Violin I, Violin II, Viola, and Cello/Double Bass), and the seventh is for Piano and Vibraphone. The score is in 4/4 time and begins at measure 36. The string parts feature complex rhythmic patterns, including triplets and sixteenth-note runs. Dynamics range from *mf* to *ffz*. The piano part includes a section marked *ARCO* and *Vibes.* with a *damp* instruction. The vibraphone part has a *mf* dynamic. The score includes various musical notations such as slurs, accents, and dynamic markings.





This musical score page contains measures 48 through 60. It features a grand staff with five systems of staves. The first system includes a treble clef staff with a whole rest, and a grand staff (treble and bass clefs) with complex rhythmic patterns. The second system continues the grand staff with various notes and rests. The third system includes dynamic markings *f* and *mf* in the first staff, and *mf* in the second staff. The fourth system shows a grand staff with intricate rhythmic figures. The fifth system features a grand staff with a piano accompaniment consisting of chords and arpeggios. The sixth system concludes with a grand staff featuring a triplet of eighth notes in the right hand and a corresponding bass line.

This musical score is for a multi-instrument ensemble, likely a symphony or concert band. It consists of 11 staves, each representing a different instrument or section. The score is divided into three systems, each containing four staves. The first system includes a vocal line (top staff) and four instrumental staves. The second system includes four instrumental staves. The third system includes a percussion staff (top) and a piano staff (bottom). The score is marked with various dynamics such as *mp*, *mf p*, *f*, and *p*, and includes performance instructions like *legato* and *damp*. The tempo is marked *Allegretto* in the first system. The score features complex rhythmic patterns, including triplets and sixteenth-note runs. The key signature is one flat (B-flat major or D minor), and the time signature is 4/4. The score is numbered 51 at the beginning of each system.

51 *mp*

51 *mf p* *f* *mp*

51 *mf p* *f* *mp*

51 *mf p* *f* *mp*

51 *mf p* *f* *mp*

51 *mf p* *f* *mp*

51 *mf p* *f* *mp*

51 *legato* *mp*

51 *More Chinese cymbals* *f* *damp*

51 *p* *f*





64 *mf*

64 *mf*

64 *mp*

64 *mf*

64 *mf*

64 *legato espress.* *mf*

64 *CYMBAL SWELL/SWISH*

64 *mf*

Detailed description of the musical score: The page contains six systems of musical notation, each starting at measure 64. The first system shows a string staff with a melodic line in 2/4 time, marked *mf*. The second system features a woodwind staff with a melodic line and a piano staff with a complex rhythmic pattern of sixteenth notes, marked *mp*. The third system includes a woodwind staff with a melodic line, a piano staff with a melodic line featuring triplets, and a percussion staff with a cymbal swell. The fourth system shows a piano staff with a melodic line marked *legato espress.* and *mf*. The fifth system is a percussion staff with the instruction *CYMBAL SWELL/SWISH*. The sixth system shows a string staff with a melodic line marked *mf*. The score is written in 2/4 time and includes various musical notations such as slurs, triplets, and dynamic markings.

68 *f* *mf* *mp*

68 *f* *mf* *mp*

68 *f* *mf* *mp*

68 *f* *mf* *mp*

68 *f* *mf* *mp* *PIZZ*

68 *f* *mf* *mp*

68 *f* *mf* *mp*

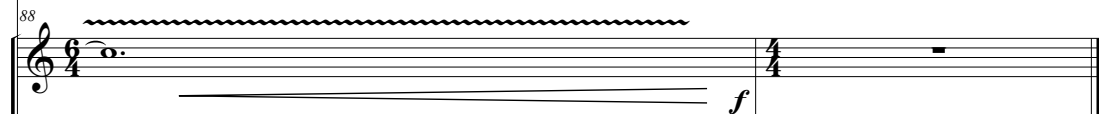
68 *f* *mf* *mp*

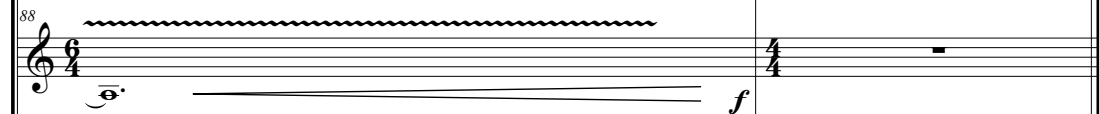
68 *f* *mf* *mp*

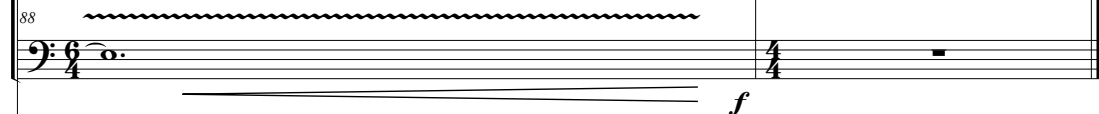
This musical score page, numbered 17, contains measures 73 through 78. It is arranged in five systems, each with two staves. The first system consists of two treble clef staves. The second system consists of two staves, one treble and one bass clef. The third system consists of two staves, one treble and one bass clef. The fourth system consists of two staves, one treble and one bass clef. The fifth system consists of two staves, one treble and one bass clef. The music features various dynamics including *ff* (fortissimo) and articulation marks such as *PIZZ* (pizzicato) and *ARCO* (arco). There are also slurs, accents, and triplet markings (indicated by the number 3) throughout the piece.

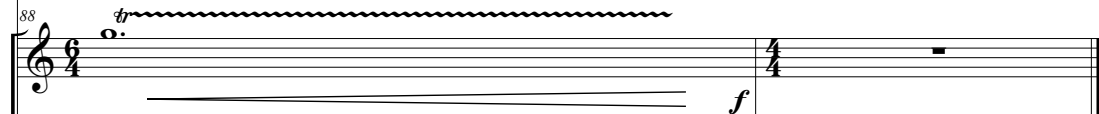


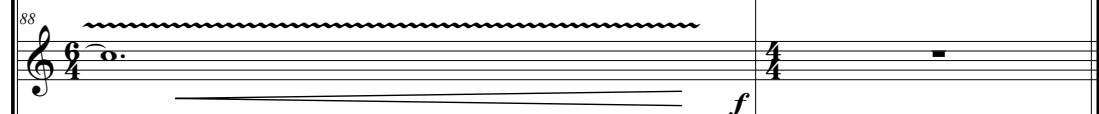
88  *nienté*

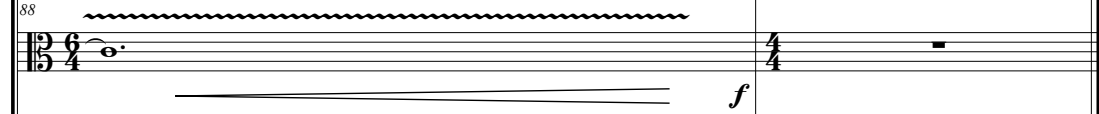
88  *f*

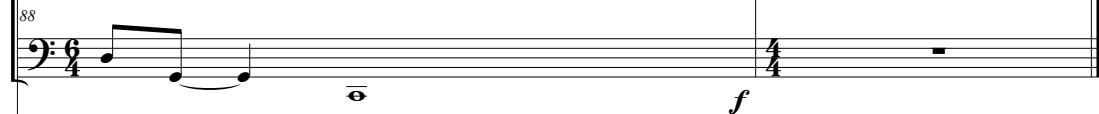
88  *f*

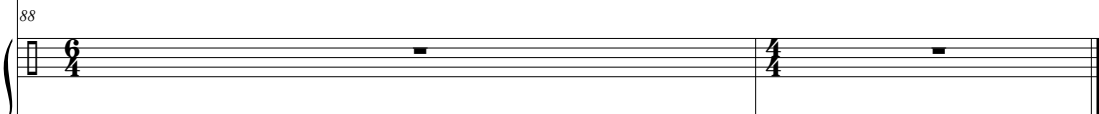
88  *f*

88  *f*

88  *f*

88  *f*

88  *f*

88 

88 PERC II  *ff* *ffz*