

Ned McGowan

Devil's Dust



for string quartet

2006

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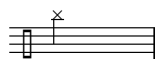
# i Devil's Dust

Devil's Dust was composed for the Zephyr String Quartet and commissioned by the Fonds voor de Scheppende Toonkunst in the Netherlands.

This piece is about the switching between different sections of music. In section I, the transitions should be *attaca* from one to the next, with no gap or as quickly as possible. In section II, the transitions can be breathe with the music.

The notation is expressed both in sections with traditional measures (with a meter and a tempo) and with sections with a duration in seconds.

Included with the score is a DVD with demonstrations by Jacob Plooij of each string technique.



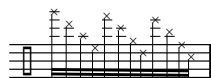
- any pitch of the player's choosing



- any double stop with any interval of the player's choosing



- any triple stop with any intervals of the player's choosing



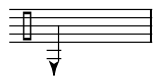
- player chooses the pitches, but should follow the contour



- trills are always a half step (or even less)



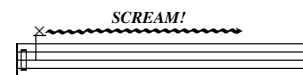
- a very high note of the player's choosing



- a very low note of the player's choosing

## Chaos Boxes

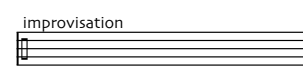
- all four players play constantly, and try to leave no gaps
- each chooses any sequence of cells to play, until one player cues the next section
- any cell may be repeated
- tempos are up to the player
- all cells are arco unless specified pizzicato
- any section may be transposed to any octave



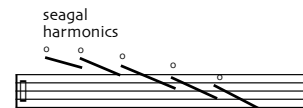
- DVD tr. 1



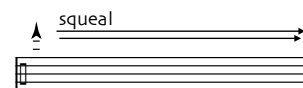
- DVD tr. 2



- player can play whatever he or she fancies



- DVD tr. 3



- DVD tr. 4  
two high notes above fingerboard



- DVD tr. 5  
artificial harmonic glissando



- DVD tr. 6



- DVD tr. 7



- DVD tr. 8

undertones



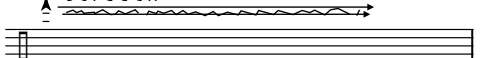
- DVD tr. 9

col legno tratto traverso tremolo



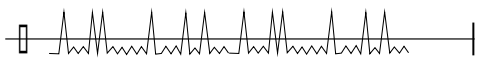
- DVD tr. 10

screech



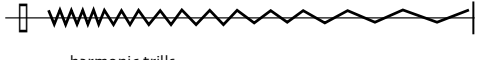
- DVD tr. 11

modern scratch sound



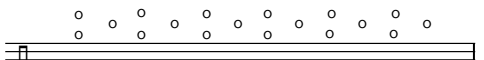
- DVD tr. 12  
combination of undertone and scratch,  
fluctuating with help of bow arm

sawing



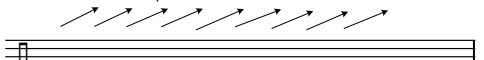
- DVD tr. 13  
sawing movement with metal  
binding of bow  
behind bridge or tail piece

harmonic trills



- DVD tr. 14

whimper



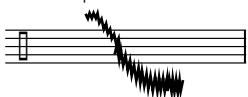
- DVD tr. 15  
short high glissandi

rasp



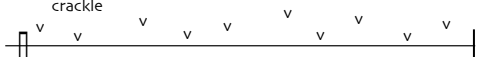
- DVD tr. 16

rip scratch



- DVD tr. 17

nervous crackle



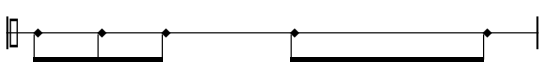
- DVD tr. 18

shrieks!



- DVD tr. 19  
loud high fast glissando

knock on wood



- DVD tr. 20  
knocking on the instrument with the knuckles  
choose the most resonant place

gritty rhythmic patterns



- short scratches at the frog

creaking door with fingerings



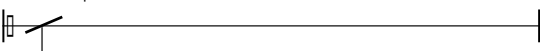
- DVD tr. 21

hit open strings with fingers and let ring



- DVD tr. 22

bow whip



- DVD tr. 23



## A Section I

scream



±3 "

Violin 1

*ff* SCREAM!

Violin 2

*ff* SCREAM!

Viola

*ff* SCREAM!

Cello

*ff* SCREAM!

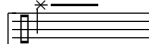
# Devil's Dust

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10 - 15 "

chaos box I tempos ad lib. *f sempre*

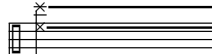
single note



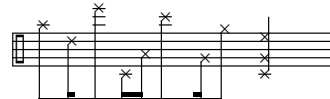
scratch



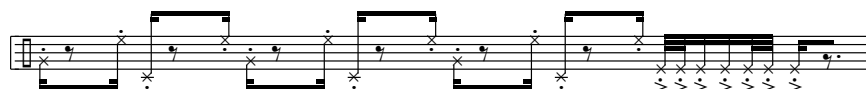
double stop



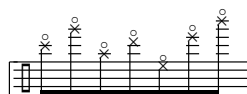
pizzicato



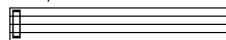
glissandi



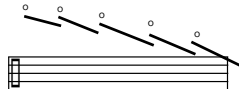
choose any octave and any transposition



improvisation



seagal harmonics



col legno battuto



# B

±3 "

dust devil I

Devil's Dust

squeal

ff

♩ = 160

f

Vln. 1

Vln. 2

Vla.

Vlc.

ff

f

10 - 15 "

chaos box II *f sempre*

scratch

pizzicato

glissandi

choose any octave and any transposition

improvise the end of the phrase

harmonic glissandos

improvisation

col legno battuto

C

## Devil's Dust

wire mesh



same tempo

 $\pm 5''$ 

Vln. 1  $\text{♩} = 88$  long scrape *ff*  
 Vln. 2 long scrape *ff*  
 Vla. long scrape *ff*  
 Vlc. long scrape *ff*

Vln. 1 *ff*  
 Vln. 2 *ff*  
 Vla. *ff*  
 Vlc. *ff*

high harmonic glisses  
 high harmonic glisses  
 wild cadenza, arco behind bridge  
 wild cadenza, arco behind bridge

*f*

dust devil II



Vln. 1  $\text{♩} = 160$  *f*  
 Vln. 2 *f*  
 Vla. *f*  
 Vlc. *f*

Vln. 1 *mf*  
 Vln. 2 *mf*  
 Vla. *mf*  
 Vlc. *mf*

col legno batt.  $\text{♩} = 80$   
 glissando

D

zorn



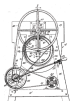
## Devil's Dust

± 8 "

Vln. 1 *f* *sempre* pizz arco pizz arco pizz arco  
 Vln. 2 *f* *sempre*  
 Vla. long scratch *ff* *undertones* crunches  
 Vlc. *ff* gliss pizzicato

① Parts shouldn't be lined up, but each part should take more or less the same amount of time

squeaky machine I

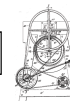


♩ = 120

Vln. 1 *f* squeaky improv. *f*  
 Vln. 2 *f* squeaky improv. *f*  
 Vla. *f* improv. *f*  
 Vlc. *f* improv. *f*

solos same tempo

squeaky machine II same tempo



# E

## Devil's Dust

5 - 8 "

pneumatic screed

$\text{♩} = 120$

glissandi

IV III II I

Vln. 1 *ff*

Vln. 2

Vla.

Vcl. *ff*

crunches like barking

scrapes, trills and rhythm

$\text{♩} = 108$

scrapes

*f*

*mf*

*ff*

mad waltz II

$\text{♩} = 80$

*f*

*f*

*f*

*f*

$\pm 5 "$

col legno tratto traverso tremolo

*mf*

col legno tratto traverso tremolo

*mf*

col legno tratto traverso tremolo

*mf*

col legno tratto traverso tremolo

*mf*

# F

## Devil's Dust

I dream of jeanie  dust devil III 

$\text{♩} = 120$   $\text{♩} = 160$

Vln. 1 *f*

Vln. 2 *f*

Vla. *f*

Vlc. *f*

*ff* screech

*ff* screech

*ff* screech

*ff* screech

2" ±10"

modem scratch sound

sawing

sawing

sawing

sawing



## Section II

mysterious

$\text{♩} = 50$   $\text{♩} = 60$

Vln. 1 *p*

Vln. 2 *p*

Vla. *p*

Vlc. *p*

*mp* glissandi

*mp* glissandi

*mp* glissandi

*mp* glissandi