

**JORGE SÁNCHEZ-CHIONG**

**TE-R**

**SALT WATER**

**FOR ORCHESTRA, TURNTABLES & VIDEO**

*to the Matthynssens Family  
& the Orchestra of the  
Music Academy of Sint-Niklaas*

# Salt Water

for Orchestra, Turntables & Video

Music: Jorge Sánchez-Chiong


Video: TE-R

[→0'02"]

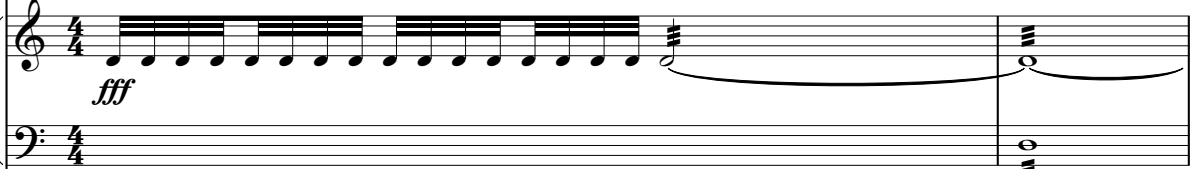
## PART 1 — VOICES [3'12"]

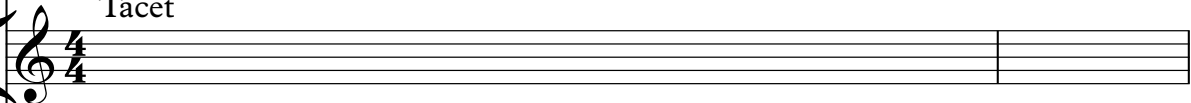
### 1.1 — Click 1 [57"] ♩ = 50

**VOICES (A-B) [duration: 3'12"]** 2


**Turntables**  $\frac{4}{4}$  


**A- Hip Hop Voices** – *energy* –: single words, shouts & screams > scratch, cuts  
**B- Soft Voices** – *mystery* –: unintelligible conversations > pitch down, filtered, background (with the Trip-Hop)

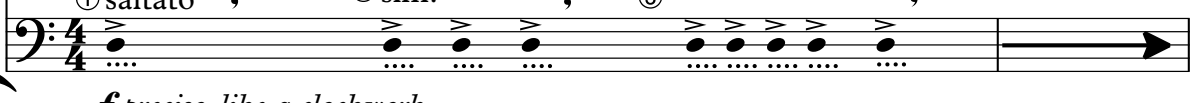
**Tape**  $\frac{4}{4}$  *fff* 

**Winds**  $\frac{4}{4}$  Tacet 

**4 Drumsets**  
**Snare** very slow synchronized morphing in 57"

**Percussion**  $\frac{4}{4}$  *mp*  
 click low *gliss.* click gliss. click high 

**VI.1→VI.2→Va.** {Pass the sound: left→right→back→etc} repeat 3, till the next cue  
 ① saltato , ② sim. , ③ 

**Vc. & Cb.** {Pass the sound: left→right→back→etc} repeat 3, till the next cue  
 ① saltato , ② sim. , ③ 

*f preciso, like a clockwork*

3 4 5

Tt.

T.

Perc.

Str.



6 7 8

Tt.

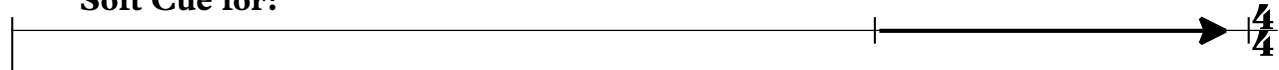
T.

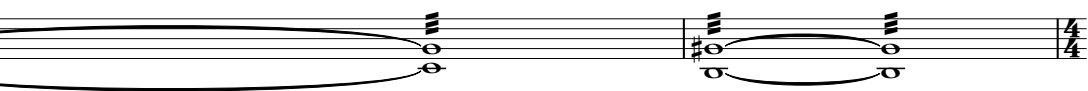
Perc.

Str.

### 1.2 — from Pulse to Noise [1']


9 **Soft Cue for:** 10

Tt. 


T. 

{Pass the sound: left→right→back→etc}  
change very slowly & gradually from low to high air sounds in 1'

each instrument changes independently,  
so long as a breath (take time to breath in)



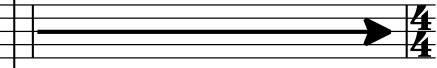
*sfz* *sfz*

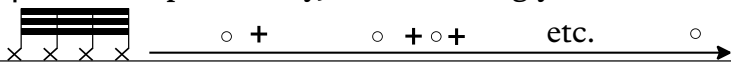
Wi. 

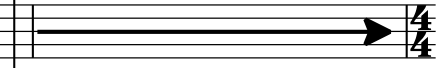
{Pass open sound: right→left→back→free/chaos}  
extremely slow gradual change from closed to open in 1'

Hi-hat

go slowly to noise opening  
sporadically, but increasingly







*+*  *o*

Perc. 

VI.1→VI.2→Va.→Vc.→Cb. {Pass the sound: like before}

Overpressed Bow\*)

①  , ②  sim. , ③  sim. , repeat 3 till the next cue

Str. 

*sfz* \*) low scratch sound, but without pitch!

11 12 13 14 15

Tt.  $\frac{4}{4}$

T.  $\frac{4}{4}$

Wi.  $\frac{4}{4}$

Perc.  $\frac{4}{4}$

Str.  $\frac{4}{4}$



16 17 18

Tt.  $\frac{4}{4}$

T.  $\frac{4}{4}$

Wi.  $\frac{4}{4}$

Perc.  $\frac{4}{4}$

Str.  $\frac{4}{4}$

1st Trombone

only 1st Trombone

*mf*

### 1.3 — Air Action [36"]

19

20

21

**Soft Cue for:**

Tt.

**B- Soft Voices** – *mystery* –: unintelligible conversations  
> pitch down, filtered, background

play this air sounds in random order,  
allways with energy, fast, & aggresive for 36"

high >	, low	flutter , tongue	, repetitions
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*ff* *espressivo*  
*e marcato*

Clarinet

Oboes

1st Trombone

*pp* *poco cresc.*

*pp* *poco cresc.*

1st Trombone joins the others (air).

Perc.

H-h	Sn {Pass the rim shot: left→right}
-----	------------------------------------

*ff* noise

*mp* play free, unequal

Cb→Vc→Va→Vl.2→Vl.1 & back ...  
{Pass the sound: right→left→back→etc}  
col legno battuto

① , ② , ③ repeat 3

Str.

*f* *possibile*  
*preciso, like a clockwork*

22 23 24 25

Tt.

T.

Wi.

(Clarinets)

Clarinetts join the others (air).

(Oboes)

Oboes join the others (air).

Perc.

Str.

V1 / V2/ Vla  
Vc / Cb

# 1.4 — Trip Hop [43"]

26 **Soft Cue for:** 27 **16** **4** **4**

**A- Hip Hop Voices: like before**

Tt.

T.

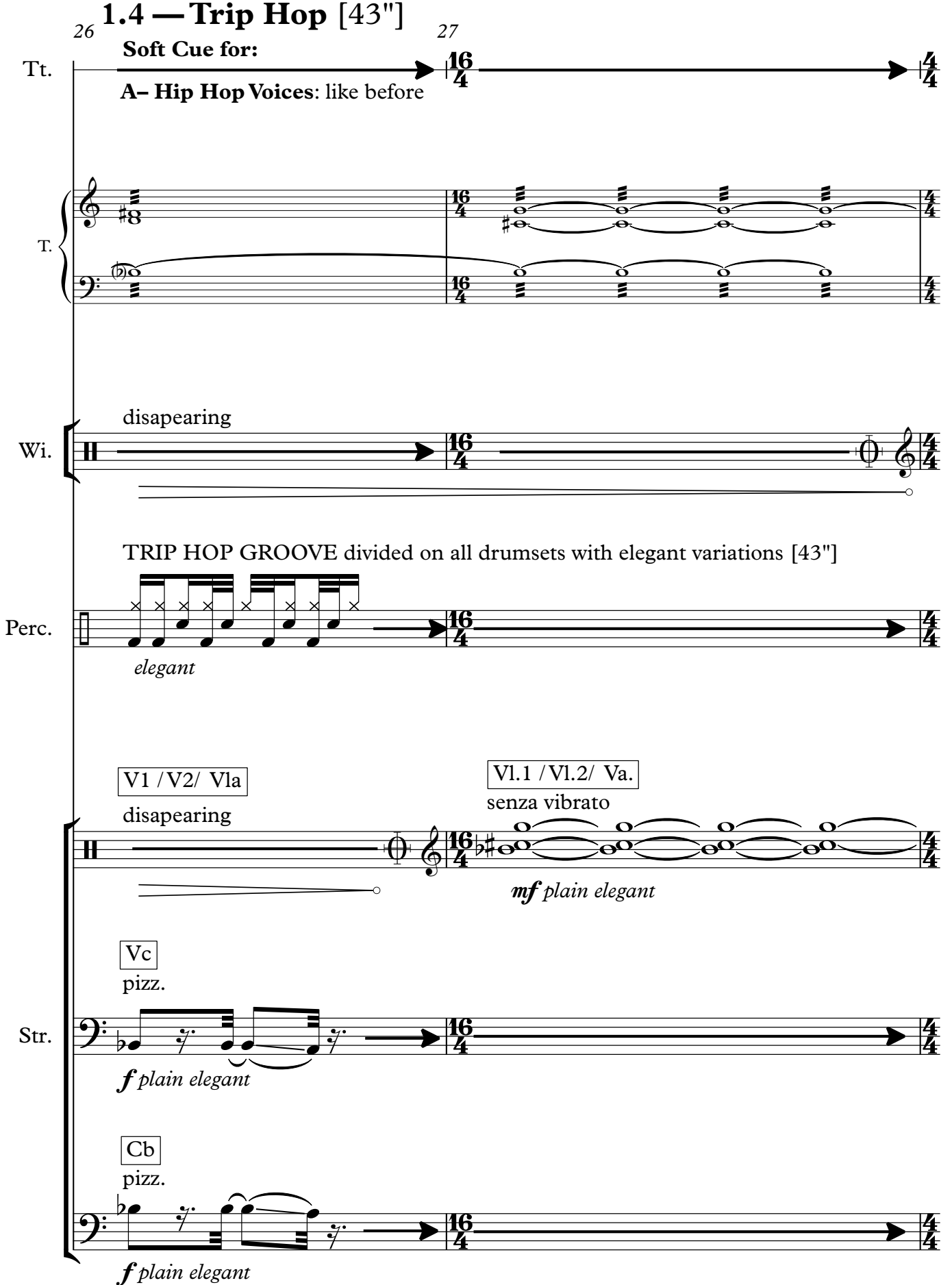
Wi. disappearing **16** **4** **4**

Perc. TRIP HOP GROOVE divided on all drumsets with elegant variations [43"] **16** **4** **4**  
*elegant*

V1 / V2/ Vla disappearing **16** **4** **4**  
VI.1 / VI.2/ Va. senza vibrato *mf plain elegant*

Str. Vc pizz. **16** **4** **4**  
*f plain elegant*

Cb pizz. **16** **4** **4**  
*f plain elegant*





28 29 30

Tt.  $\frac{4}{4}$   $\frac{8}{4}$   $\frac{4}{4}$

T.

4 Horns  
*mp*

Perc.  $\frac{4}{4}$   $\frac{8}{4}$   $\frac{4}{4}$

Str. VI.1 / VI.2 / Va.  $\frac{4}{4}$   $\frac{8}{4}$   $\frac{4}{4}$

Vc. / Cb.  $\frac{4}{4}$   $\frac{8}{4}$   $\frac{4}{4}$

[→ 3'14"]

**PART 2 — BENDINGS [3'31"]**

**2.1 — Drone 1 [1'07"]**

31 **BENDINGS (A-B-A) [duration: 3'31]** 32 33

Tt.  $\frac{4}{4}$

**A- Electronic Bendings** – *atmospheric*–: soft synthesizer sounds, single pitches & simple chords > always in very slow bendings & slides  
**B- Soft Bendings** – *empty* –: extremely soft tone-holding sounds > very slow bendings & slides, with a lot of rests & silence  
**A- Electronic Bendings**: like before

T.  $\frac{4}{4}$

Wi.  $\frac{4}{4}$  4 Horns 8 *tacet*

Perc.  $\frac{4}{4}$  **Kick** slow gradual change from tremolo to Morse-rhythm in 1'07"  
 trem. Morse etc.  
*p possible*

Str.  $\frac{4}{4}$  **V1 / V2 / Va / Cb** in 1'07"  
 sul sol, sul tasto  
 Δ *gliss.*  
*ppp*

**Vc**  
 Multiphonic (fa) [1'07"]  
*f possible*

34 35 36 37

Tt.

T.

Clarinet & Oboes

Wi.

*mp cresc. e dim.*

tacet

Perc.

Str.

38 39 40 41

Tt.

T.

1st & 2nd Trumpets

Wi.

*mp poco cresc. e molto dim.*

tacet

Perc.

Str.

### 2.2 — Emptiness 1 [29"]

42 **Soft Cue for:** 43 44

**Tt.** **B- Soft Bendings** – *empty* –: extremely soft tone-holding sounds  
> very slow bendings & slides, with a lot of rests & silence

**T.**

**Piccolo 1** Morse (staccato) *mf* simile (free)

**Wi.** **Piccolo 2** Morse (staccato) *mf* simile (free)

**Perc.** **Hi-hat** Morse (staccato) simile (free)

**VI.1 / VI.2** in 29"  
sul mi flageolet gliss. lentissimo *ppp*

**Va.** in 29"  
sul la flageolet gliss. lentissimo *ppp*

**Str.** **Vc / Cb**  
Tailpiece (with the bow) [29"]

45 **2.3 — Soft Distortion** [38"] 46 47

Tt.  $\frac{4}{4}$

T.  $\frac{4}{4}$

Perc.  $\frac{4}{4}$

Str.  $\frac{4}{4}$

Hi-hat and Ride

VI.1 / VI.2 / Va. / Cb. in 38"  
sul SOL flag. gliss. lentissimo  
*ppp*

Vc. Multiphonic (sol) [38"]  
*f possibile*

48 49 50 51

Tt.  $\frac{8}{4}$   $\frac{4}{4}$

T.  $\frac{8}{4}$   $\frac{4}{4}$

Perc.  $\frac{8}{4}$   $\frac{4}{4}$

Str.  $\frac{8}{4}$   $\frac{4}{4}$



56 57 58 59

Tt.

T.

Piccolo 1 & 2

Clarinet

Clarinet

mp cresc. e dim.

2 Horns / 2 Bassoons

Tuba

Perc.

Str.

### 2.5 — Drone 2 [38"]

60 61 62 63 8/4

Tt.

T.

2 Horns / 2 Bassoons

Wi.

Tuba

*poco espressivo*

Perc.

Kick slow gradual change from tremolo to Morse-rhythm in 38"

trem. Morse

*p possible* etc.

Str.

Vi.1 / Vi.2 / Va. / Cb. in 38"

sul sol, sul tasto

△ gliss.

*ppp*

Vc Multiphonic (fa) [38"]

*f possible*

Detailed description of the musical score: The score is for a 38-second drone section in 8/4 time. It features several staves: Tuba (Tt.), Horns/Bassoons (T.), Woodwinds (Wi.), Percussion (Perc.), and Strings (Str.). The Tuba part has a melodic line with a crescendo. The Horns/Bassoons play a sustained drone. The Percussion part starts with a tremolo and transitions to a Morse rhythm. The Violins/Violas/Contra Basses play a sustained drone with a glissando effect. The Violoncello plays a multiphonic 'fa' sound. Performance instructions include 'poco espressivo', 'p possible', 'ppp', and 'f possible'.



64 65 66

Tt.

T.

Clarinet

Clarinet

Trumpets

Wi.

Bassoons a 2 (re) / Oboes

2 Trombones  
Tuba

Perc.

Str.

[→6'45"]

### PART 3 — GLITCHES [2'37"]

#### 3.1 — Click 2 [32"]

67

**GLITCHES** (A-B-A) [duration: 2'34]

Tt.

**A- Short Glitches** – *spastic* –: extremely short drums or percussive electronic sounds > scratch, repeat, break, noisy jump with the needle, long rests in between  
**B- Noise Glitches** – *noisy*–: soft noise (vinyl or needle on the label) > soft in & out, play with the EQ, slide  
**A- Short Glitches:** like before (with the Drum'n'Bass)

T.



Oboes (a2) 3.  
 Clarinets 1.2  
 Trumpets 1.2.3

double trill



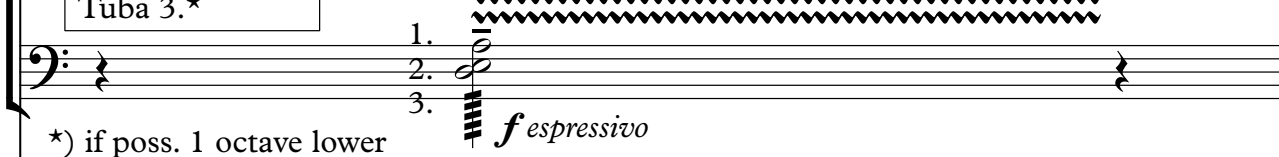
Bassoons 1.2  
 Horns (a2) 1.2

double trill



Trombones 1.2.3  
 Tuba 3.\*

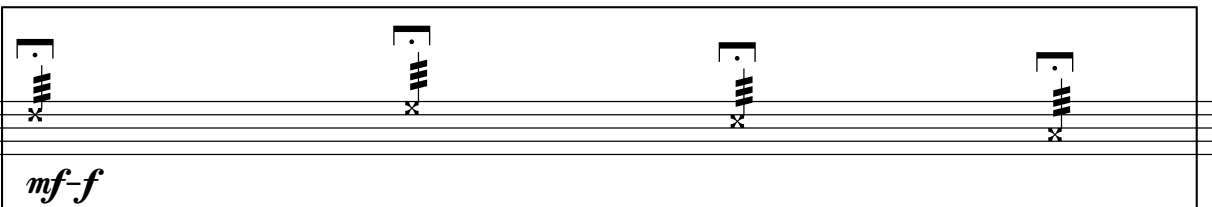
double trill



\*) if poss. 1 octave lower

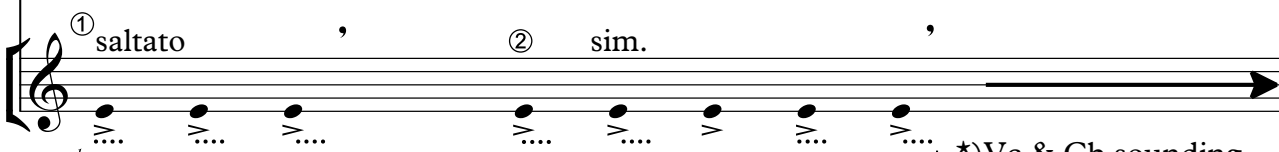
click-gliss-scann on al rims in time, non tremolo,  
 choice one rim, play the bendings & change slowly to a next one [32"]

Perc.



VI.1→VI.2→Va.→Vc.→Cb. & back ... {Pass the sound: left→right→back→etc} [32"]

Str.



\*) <sup>8vb</sup> <sub>15mb</sub> *f* preciso, like a clockwork \*)Vc & Cb sounding one & two octaves lower

68 69 70 71 72

Tt.

T.

Oboes (a2) 3.  
Clarinets 1.2  
Trumpets 1.2.3

Wi.

Bassoons 1.2  
Horns (a2) 1.2

Trombones 1.2.3  
Tuba 3.\*

Perc.

Str.

The score is divided into five measures, numbered 68 to 72. The top staff, labeled 'Tt.', shows a series of five right-pointing arrows, indicating a sustained or moving line. Below it, the 'T.' (Timpani) part consists of two staves (treble and bass clef) with notes and rests. The 'Wi.' (Woodwinds) section includes three staves: the top staff for Oboes (a2) 3, Clarinets 1.2, and Trumpets 1.2.3; the middle staff for Bassoons 1.2 and Horns (a2) 1.2; and the bottom staff for Trombones 1.2.3 and Tuba 3.\*. These woodwind parts feature rhythmic patterns with wavy lines above the notes. The 'Perc.' (Percussion) part is a single staff with five right-pointing arrows. The 'Str.' (Strings) part is a single staff with five right-pointing arrows, ending with a double bar line and a fermata.

### 3.2 — Noise [39"]

73 74 75 76

Tt.

Soft Cue for:

**B- Noise Glitches** – *noisy*–: soft noise (vinyl or needle on the label) > soft in & out, play with the EQ, slide

T.

Musical notation for Trombones (T.) showing a melodic line with a sustained note and a wavy line indicating noise.

Oboes (a2) 3.  
 Clarinets 1.2  
 Trumpets 1.2.3

go more and more to air noise

Musical notation for Oboes (a2) 3., Clarinets 1.2, and Trumpets 1.2.3, showing a melodic line with a sustained note and a wavy line indicating noise.

Bassoons 1.2  
 Horns (a2) 1.2

go more and more to air noise

Wi.

Musical notation for Bassoons 1.2 and Horns (a2) 1.2, showing a melodic line with a sustained note and a wavy line indicating noise.

Trombones 1.2.3  
 Tuba 3.\*

go more and more to air noise

Musical notation for Trombones 1.2.3 and Tuba 3.\*, showing a melodic line with a sustained note and a wavy line indicating noise.

Perc. 1.& 4. also with Cymbals [39"]  
 Perc. 2. & 3. stay with Rim-Clicks [39"]

Perc.

Musical notation for Percussion, showing rhythmic patterns with arrows indicating the direction of the sound.

Str.

tacet

Musical notation for Strings, showing a single line with the instruction 'tacet'.

77 78 79

Tt.  $\frac{8}{4}$   $\frac{4}{4}$

T.  $\frac{8}{4}$   $\frac{4}{4}$

Wi.  $\frac{8}{4}$   $\frac{4}{4}$

Perc.  $\frac{8}{4}$   $\frac{4}{4}$

VI.1 / VI.2 *ff* sul mi

Str. Va.  $\frac{8}{4}$   $\frac{4}{4}$  *ff*

Vc. / Cb.  $\frac{8}{4}$   $\frac{4}{4}$  *ff*

All Winds independently  
air noise low and very soft

*morendo*

disapearing , l.v.

### 3.3 — D'n'B [1'26"]

80 **Soft Cue for:** 81 82

**A- Short Glitches** – *spastic* –: extremely short drums or percussive electronic sounds > scratch, repeat, break, noisy jump with the needle, long rests in between

T.

All Winds independently

{Pass the sound in one quarter pulse: left→right→back→etc}  
each player plays "a" in the most cofortable octave for his instrument.

players:  
1.→ 2.→ 3.→ 4.→

*poco sfz*

Drum & Bass  
divided in all Drums

Perc.

Vl.1 / Vl.2 / Va. in 1'26"

sul la flag. gliss.  
lentissimo

*pp*

Vc. / Cb. in 1'26"

sul la flag. gliss.  
lentissimo

*mp-mf*

83 84 85

Tt.  $\frac{4}{4}$   $\frac{8}{4}$

T.

Wi.

Perc.

Str.

86 87

Tt.  $\frac{4}{4}$

T.

Wi.

Perc.

Str.

① saltato ② sim.

*f* preciso, like a clockwork

Vc. / Cb.

88 89 90 91 92

Tt.

T.

Wi.

Perc.

Str.

The score consists of five staves. The top staff, labeled 'Tt.', shows a sequence of time signatures: 4/4, 4/4, 8/4, 4/4, and 4/4. The second staff, labeled 'T.', is a grand staff with treble and bass clefs, containing musical notation with accidentals and slurs. The third staff, labeled 'Wi.', contains two staves for 'Tuba', with a box labeled 'Tuba' in the first measure and a circled '8vb' with a slur in the fifth measure. The fourth staff, labeled 'Perc.', shows a sequence of time signatures: 4/4, 4/4, 8/4, 4/4, and 4/4. The fifth staff, labeled 'Str.', also shows a sequence of time signatures: 4/4, 4/4, 8/4, 4/4, and 4/4. Arrows above the time signature changes indicate the transition between measures.



[→9'19"]

**PART 4 — END [1'07"]**

93

94

**END (1-2-3) [duration: 1'07]**

Tt.

**1- VOICES / 2- BENDINGS / 3- GLITCHES**

T.

Woodwinds & Tuba

play this air sounds in random order, allways with energy, fast, & aggresive for 1'07"

high

, low

flutter

, tongue

, repetitions,

*ff* *espressivo*  
*e marcato*

Wi.

Horns, Trumpets & Trombones

{Pass the sound in one quarter pulse: left→right→back→etc} don't change the octave! All with sharp mutes & changing colours. 1'07

players:

1.→

2.→

3.→

4.→

*f sfz*

Players 1.4: Cymbals // Player 2.3: Standtom  
trem. soft [1'07]

Perc.

*play with the dynamics*

Vls /Vla

{Pass the sound: left→right→back→etc} [1'07]

①

l.h. salt. batt.

②

l.h. salt. batt batt. salt.

③

Str.

Vlc/ Cb

{Pass the sound: left→right→back→etc}

①

l.h. salt.

②

l.h. salt. slap pizz.,

③

*fff*

Salt Water - Full Score

95 96 97 98 99 100

Tt.

T.

Wi.

Perc.

Str.



101 102 103 104 105 106

Tt.

T.

Wi.

Perc.

Str.

*poco a poco cresc.*

*cresc. molto*