Howard Hersh

R U N!

marimba solo

Run!

Program Note

Run! for solo marimba was composed in 2003 for Daniel Kennedy and made possible by a commissioning grant from the Bay Area Chapter of the American Composers Forum.

Daniel suggested keeping the piece short to make it more accessible to future performers. Duration became a focal aspect of the conceptual process, and translated into a sense of compression, in which a lot of material could be fit into a handful of minutes.

The piece has no story, but it is possible to think of the soloist as someone moving through a rush of experiences. – running through an entire day, while the world blurs past in fast motion. Everything - beauty, romance, frustration, anger - is fleeting and reduced to glances. In a sense, the soloist is modern everyman, not only running, but running on a moving sidewalk in an accelerated film.

Run! was premiered by Daniel Kennedy on February 9, 2003. The revised score is the result of generous suggestions from Daniel Kennedy and Matthew Darling, who gave *Run!* its second wave of performances.

Performance Note

Speed is critical to this piece.

Some alternate options are provided, notated through *ossias* or parentheses (notes in parentheses may be omitted). Always choose a version that will allow the driving tempo to be maintained, or possibly increased.

There may be passages where it will not be possible to sustain the notated tempo. Use the tempi as a guide and adapt them as necessary, returning to them as soon as possible – flexible, in other words. It works best to return to the tempo through a small accelerando, rather than all at once.

Alternate Versions

Run! has two versions; the extended one continues on to some new and some recalled material. Either can be performed.

To facilitate playing from all the pages, a larger format (11x17) performance score is available.

for Daniel Kennedy

Run!

for marimba

[Short version]

Howard Hersh

Driven (♩ = ca. 220)

f / ***mp***, *poco a poco crescendo*

5

(poco a poco crescendo)

9

Più mosso (5 ♪ = ♪)

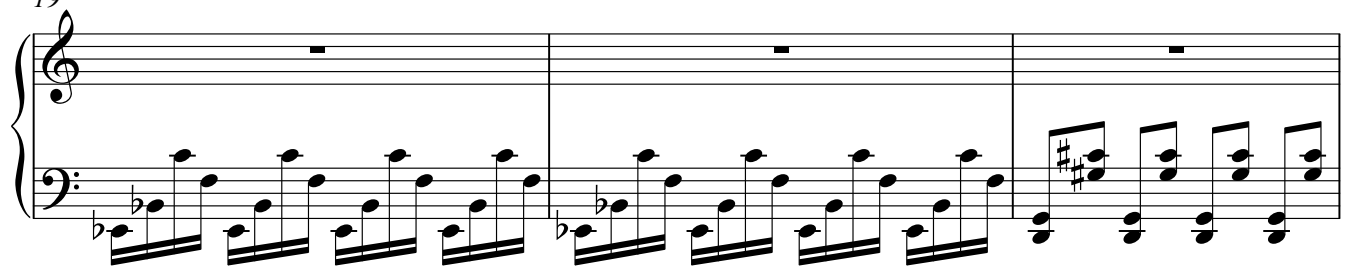
(poco a poco crescendo)

13

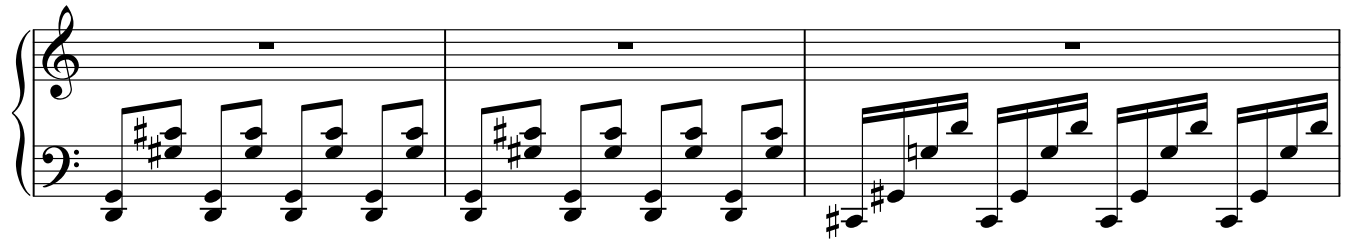
(poco a poco crescendo to measure 28)

17 **Tempo I**

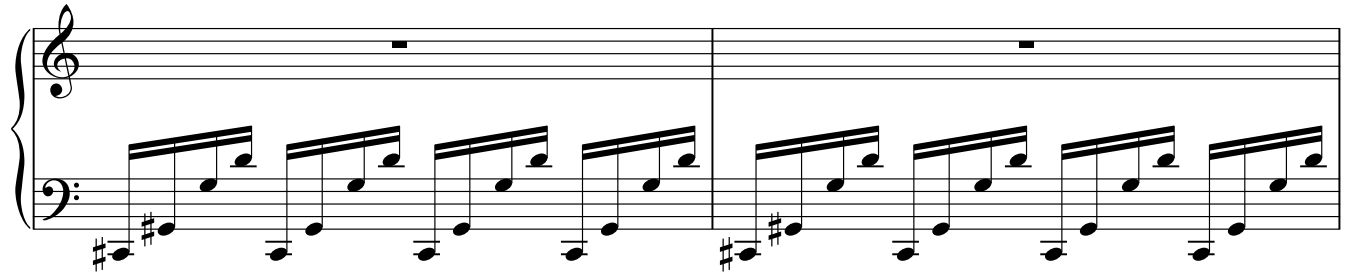
19



22

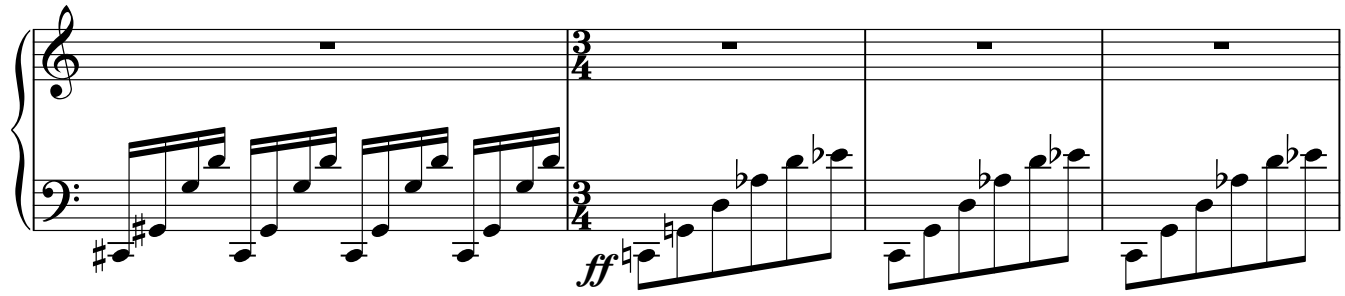


25



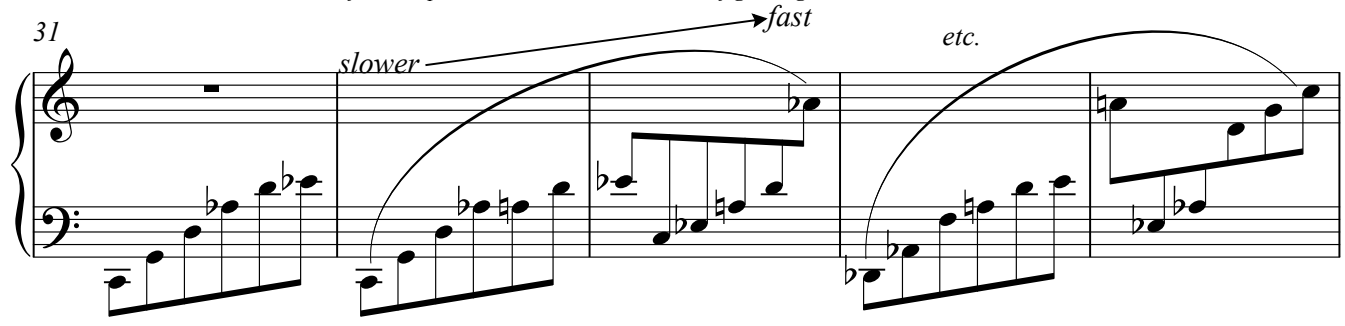
27

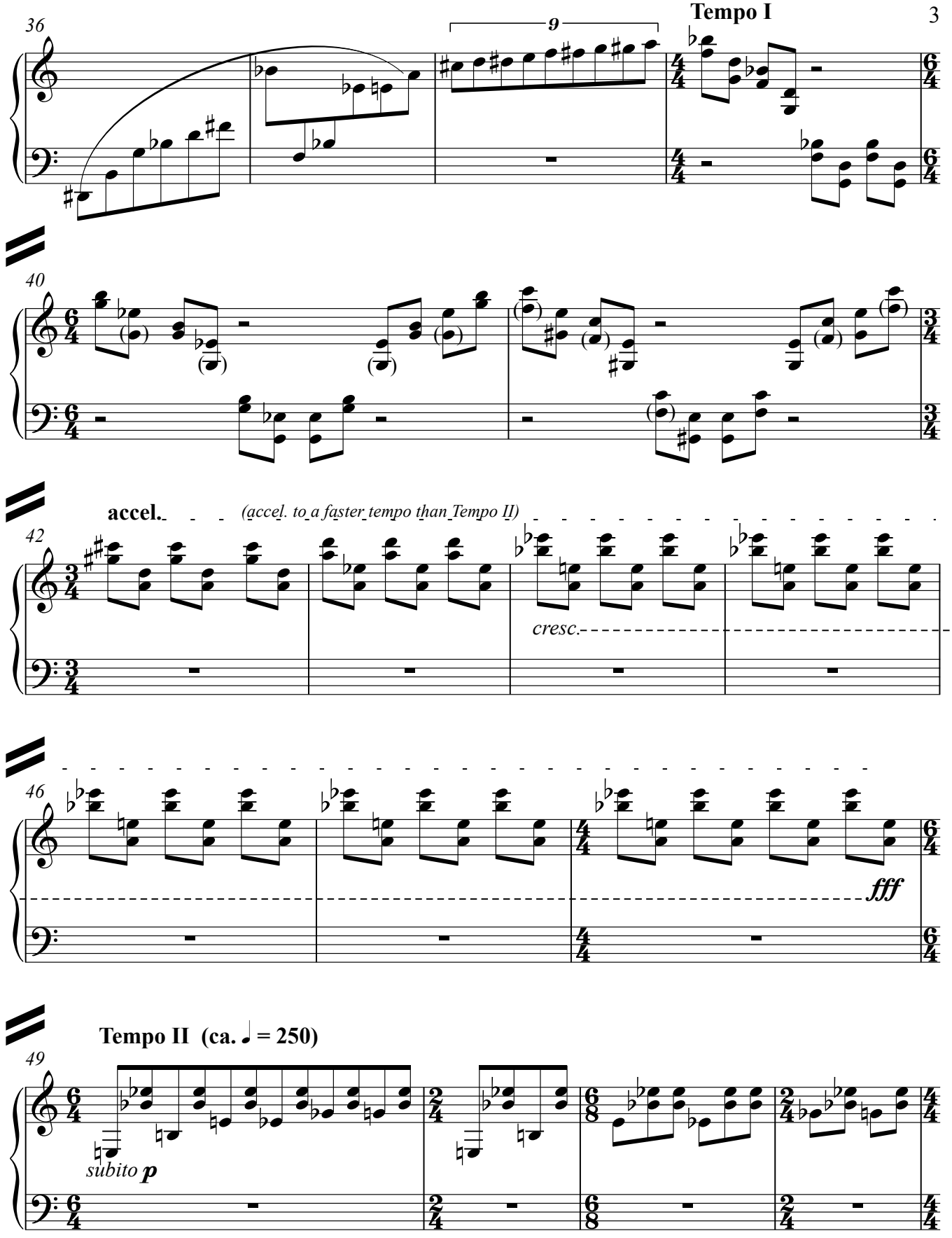
Più mosso (♩ = ca. 280)

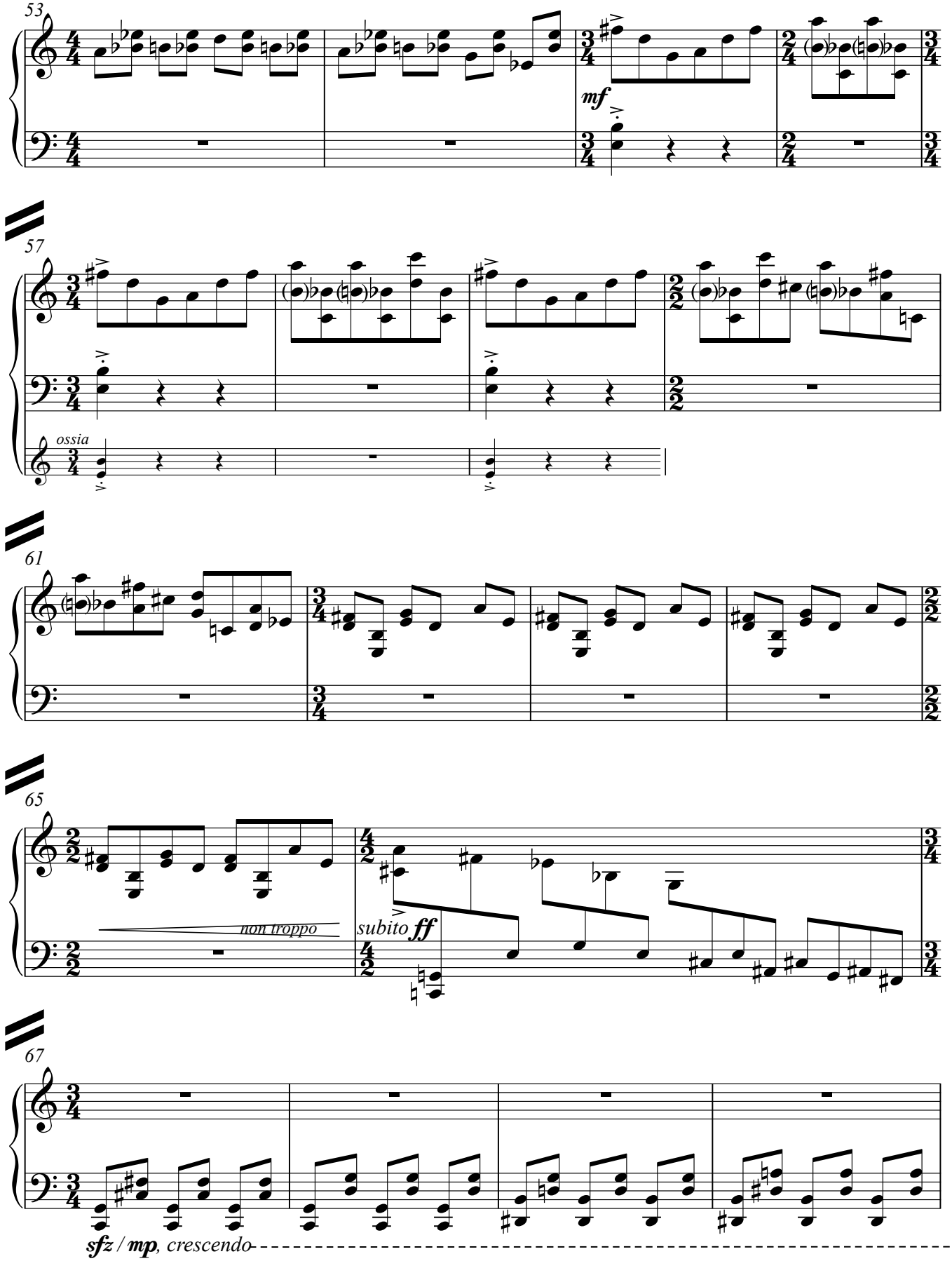


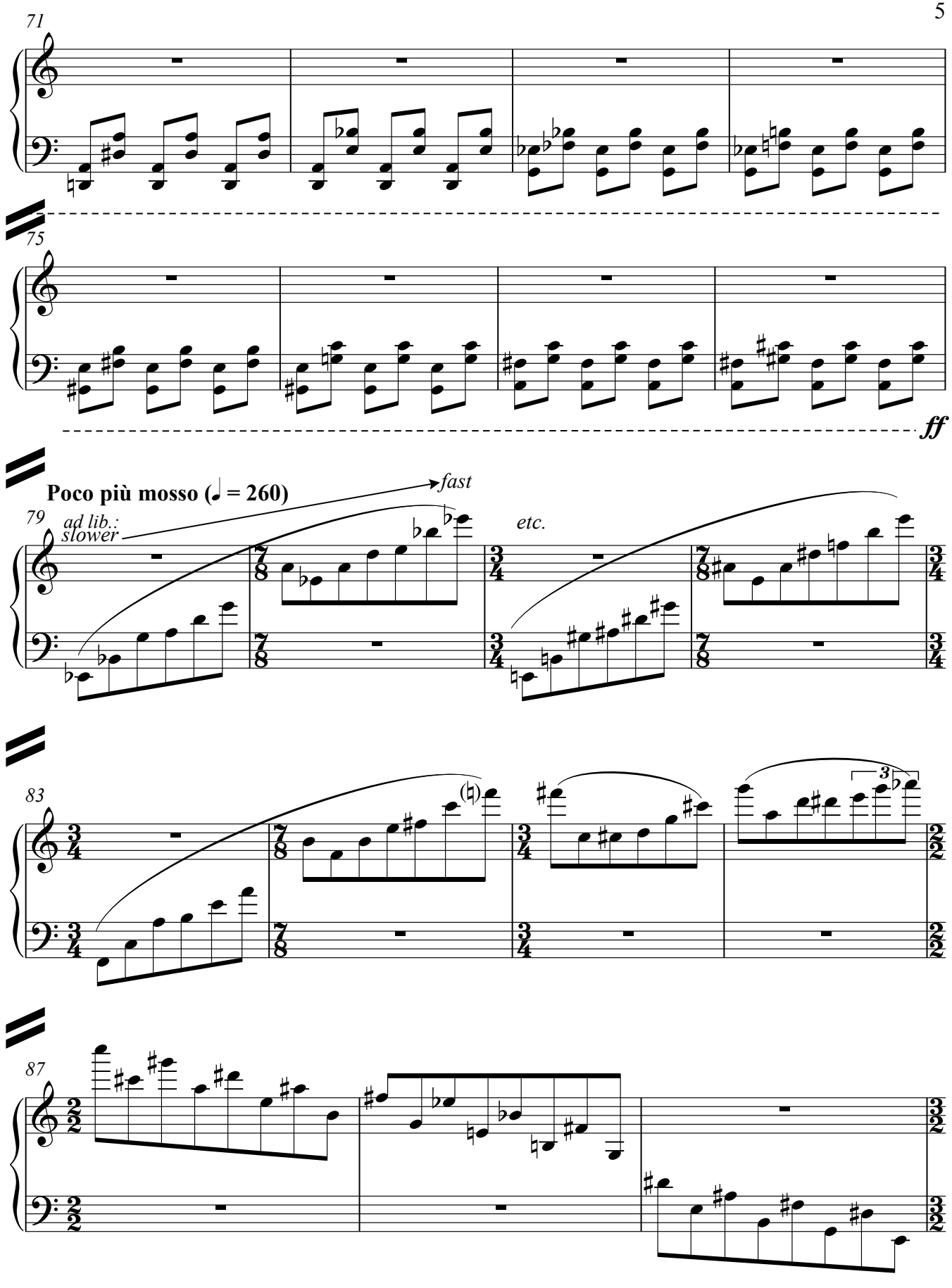
If the tempo slows to accommodate these figures, go:

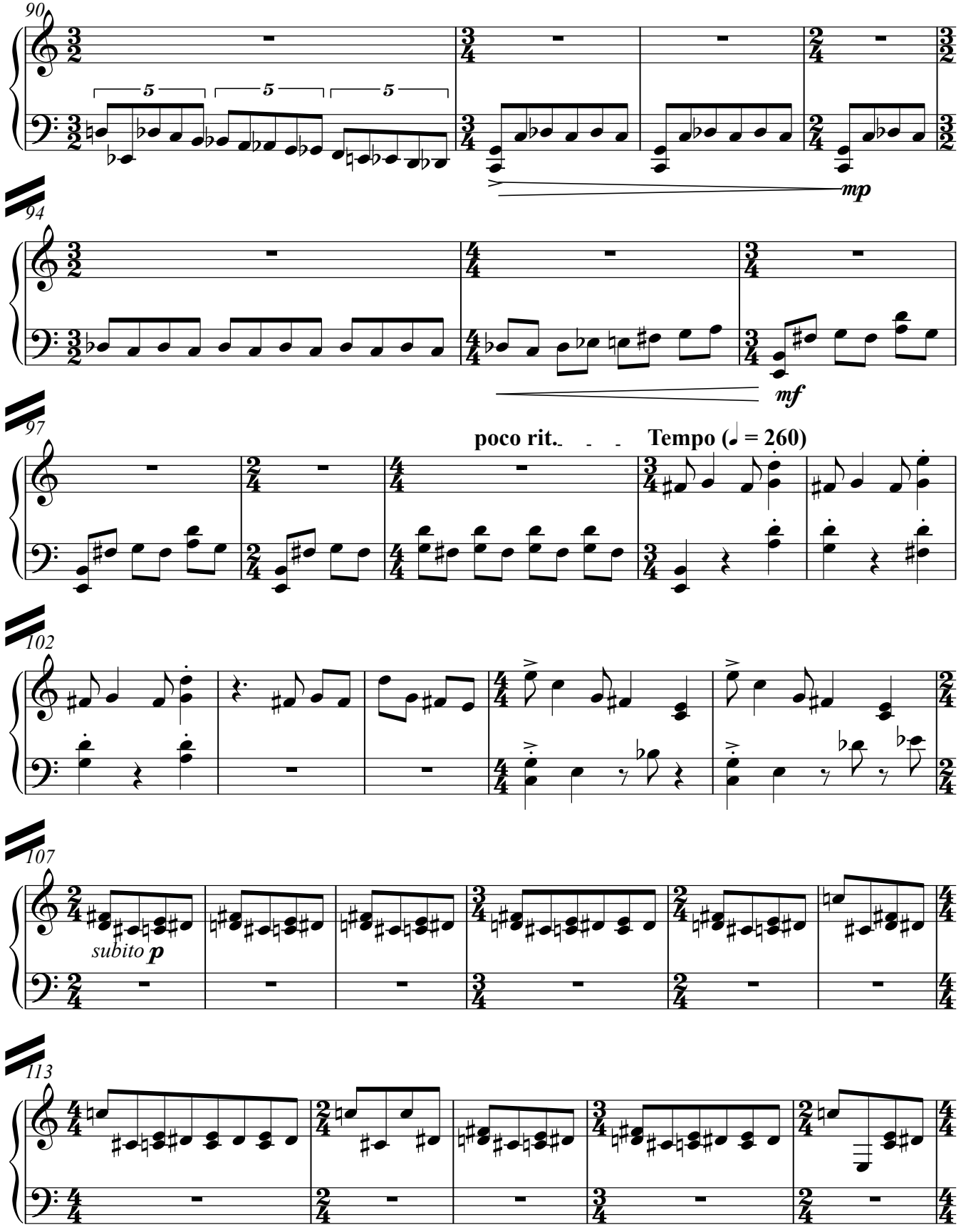
31

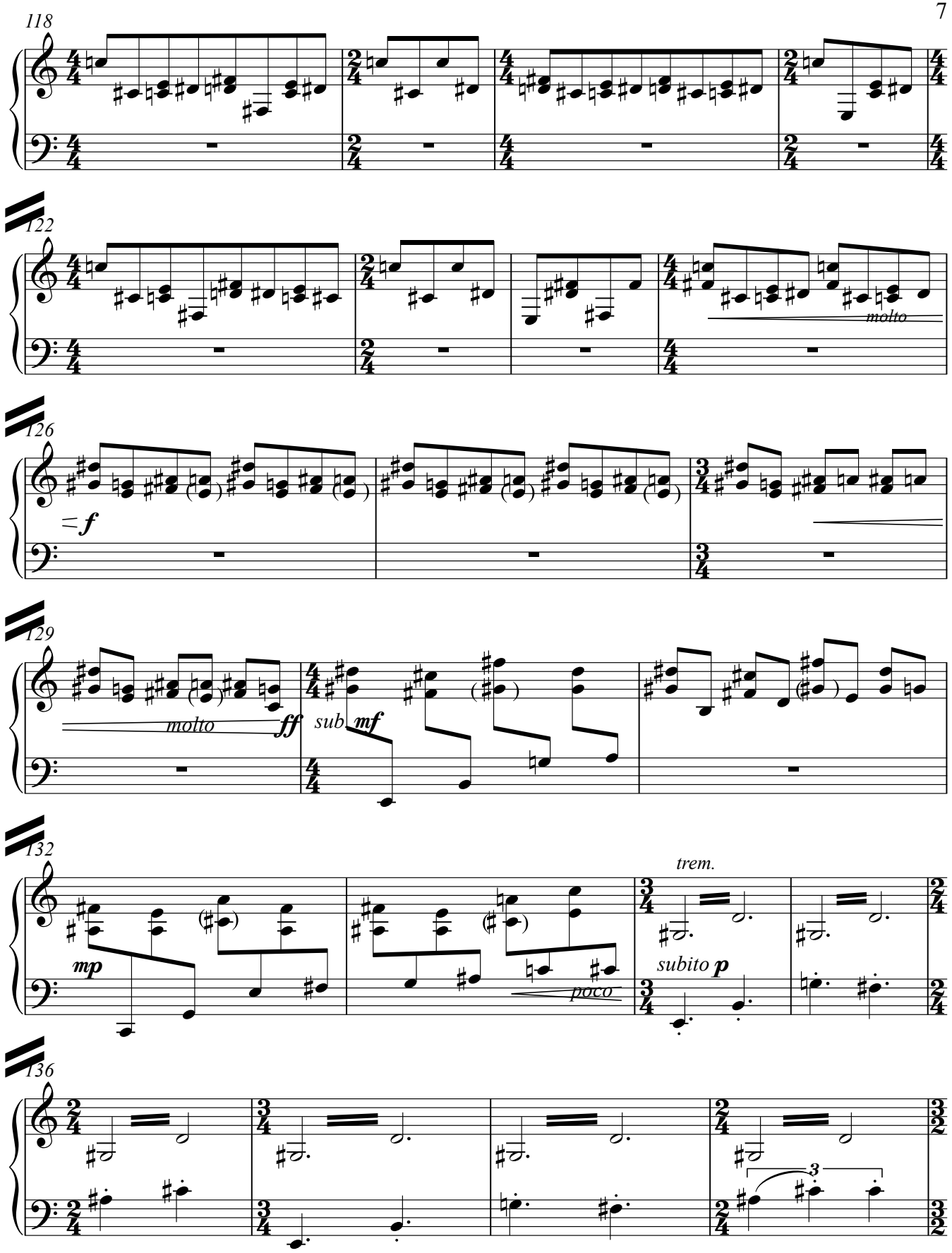


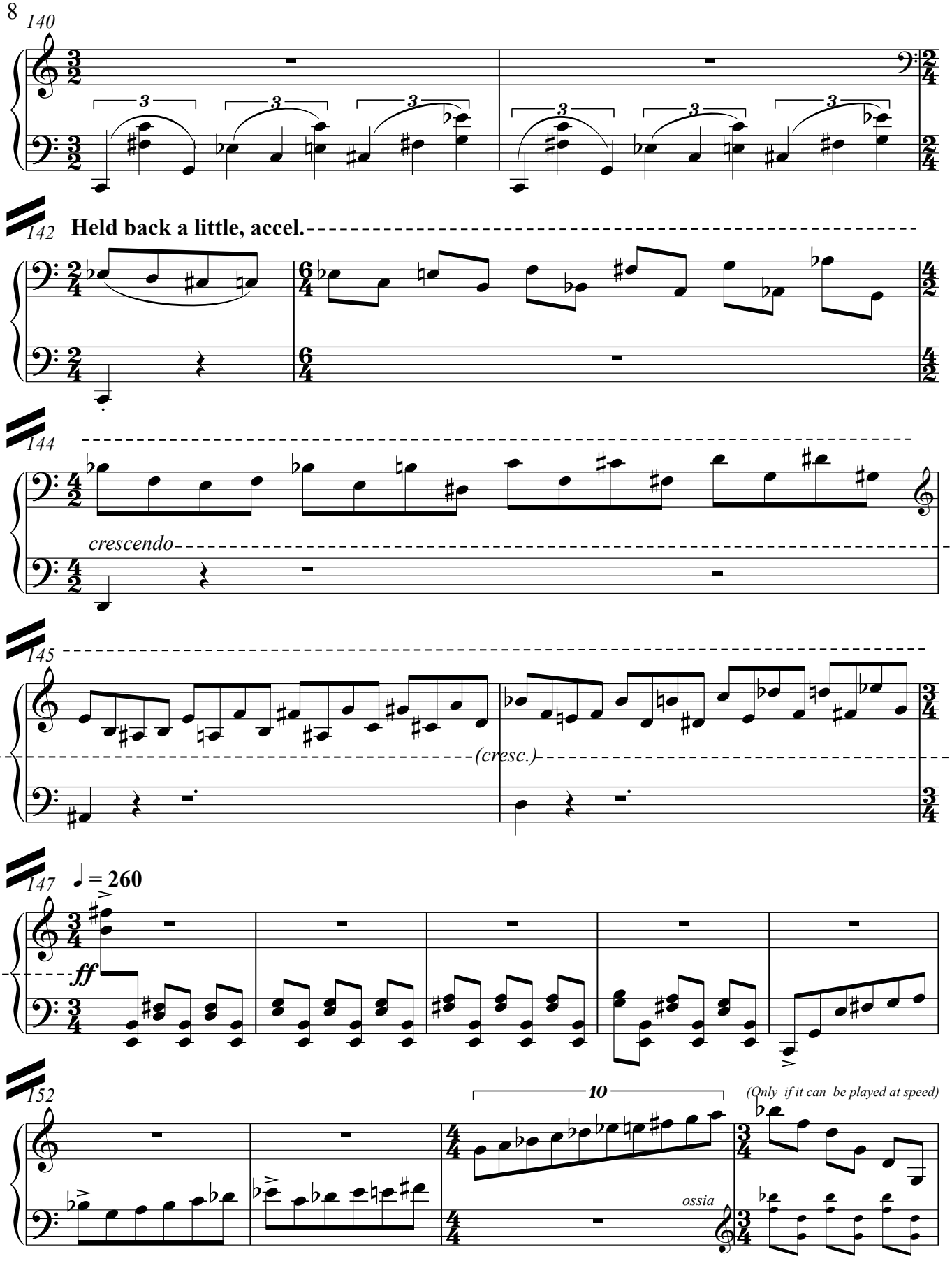

36
9
Tempo I
40
accel.
(accel. to a faster tempo than Tempo II)
42
cresc.
46
fff
Tempo II (ca. ♩ = 250)
49
subito p

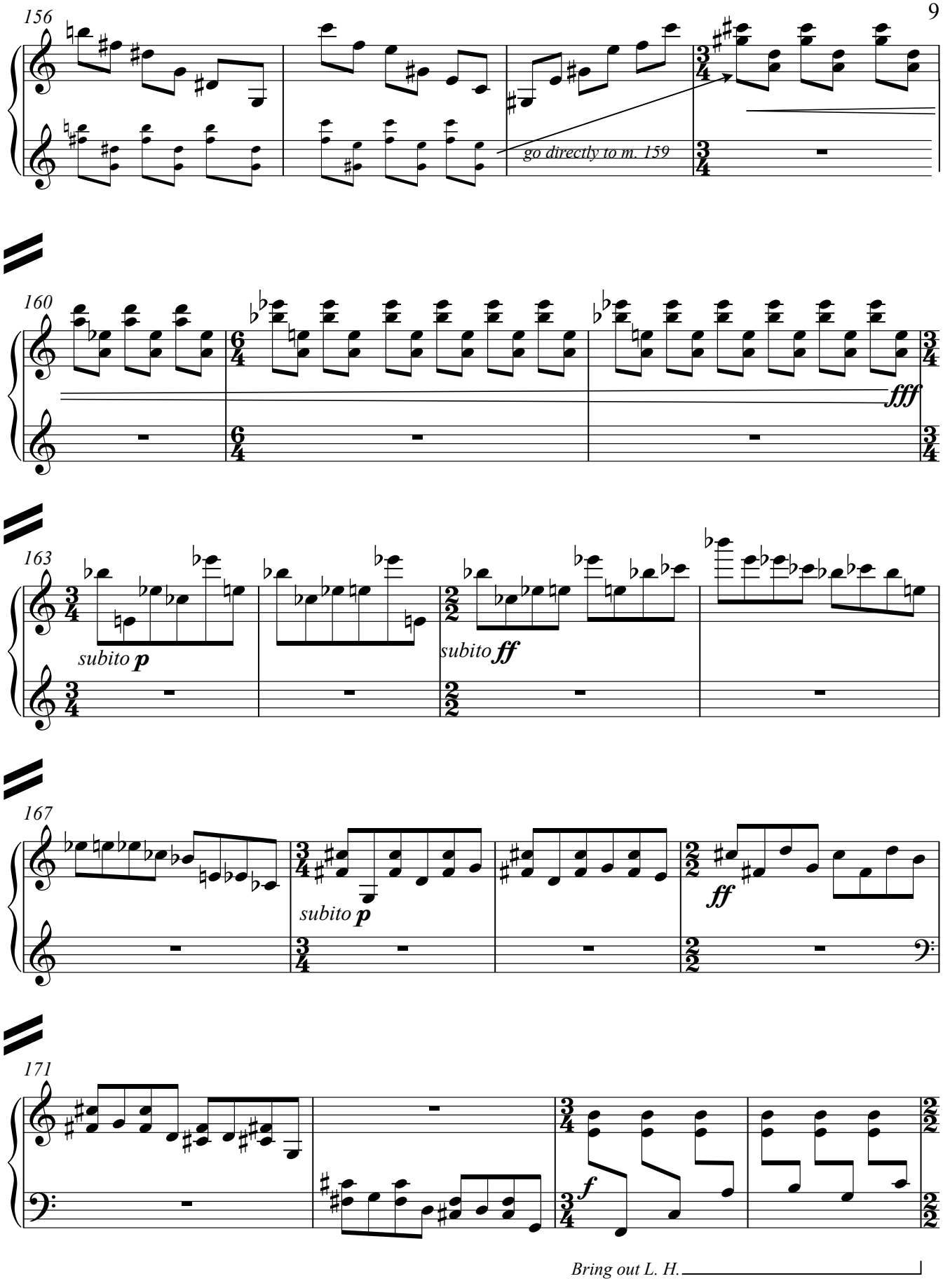

53
mf
57
ossia
61
65
non troppo
subito ff
67
sfz / mp, crescendo

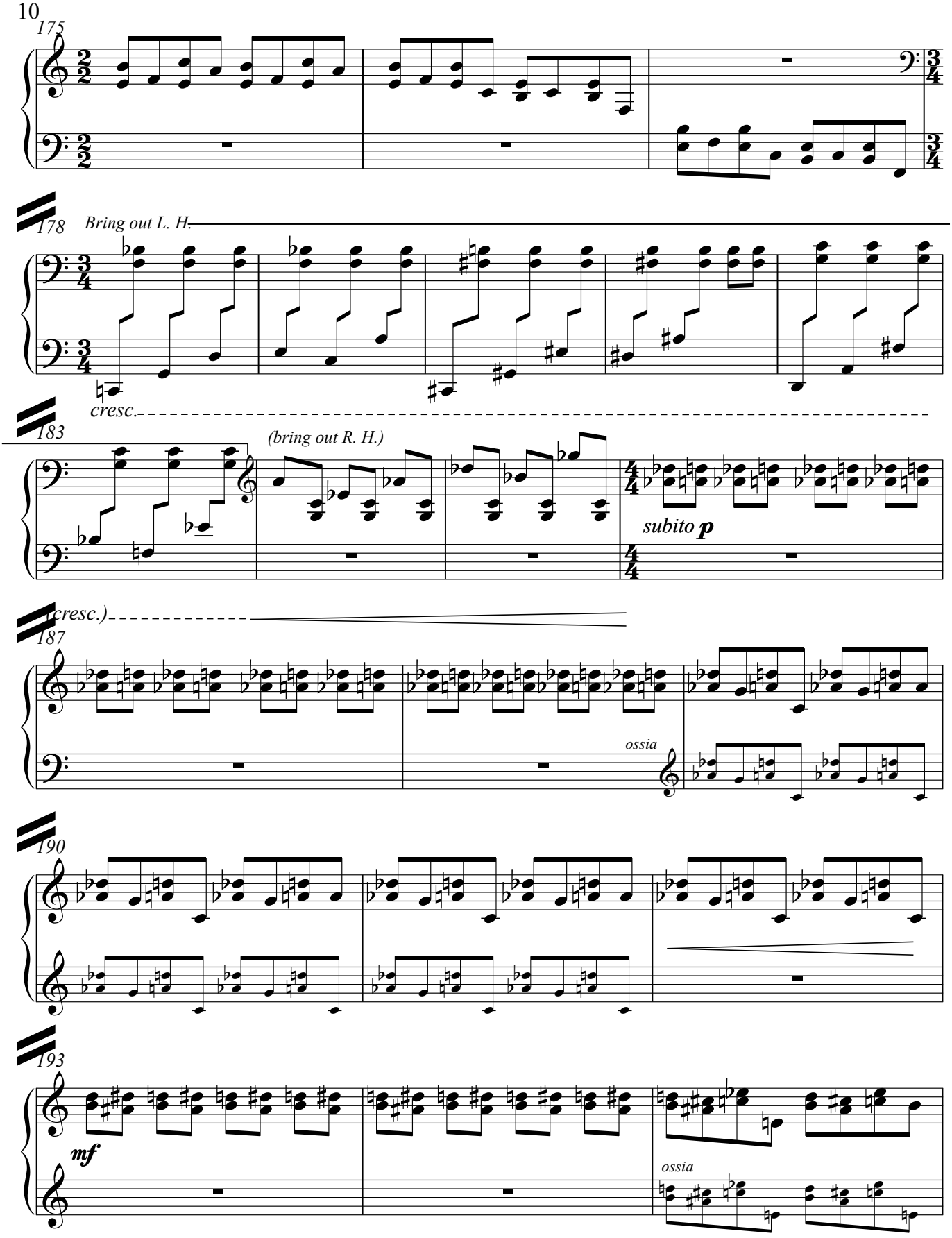

71
75
ff
Poco più mosso (♩ = 260)
79
ad lib.:
slower
fast
etc.
83
87

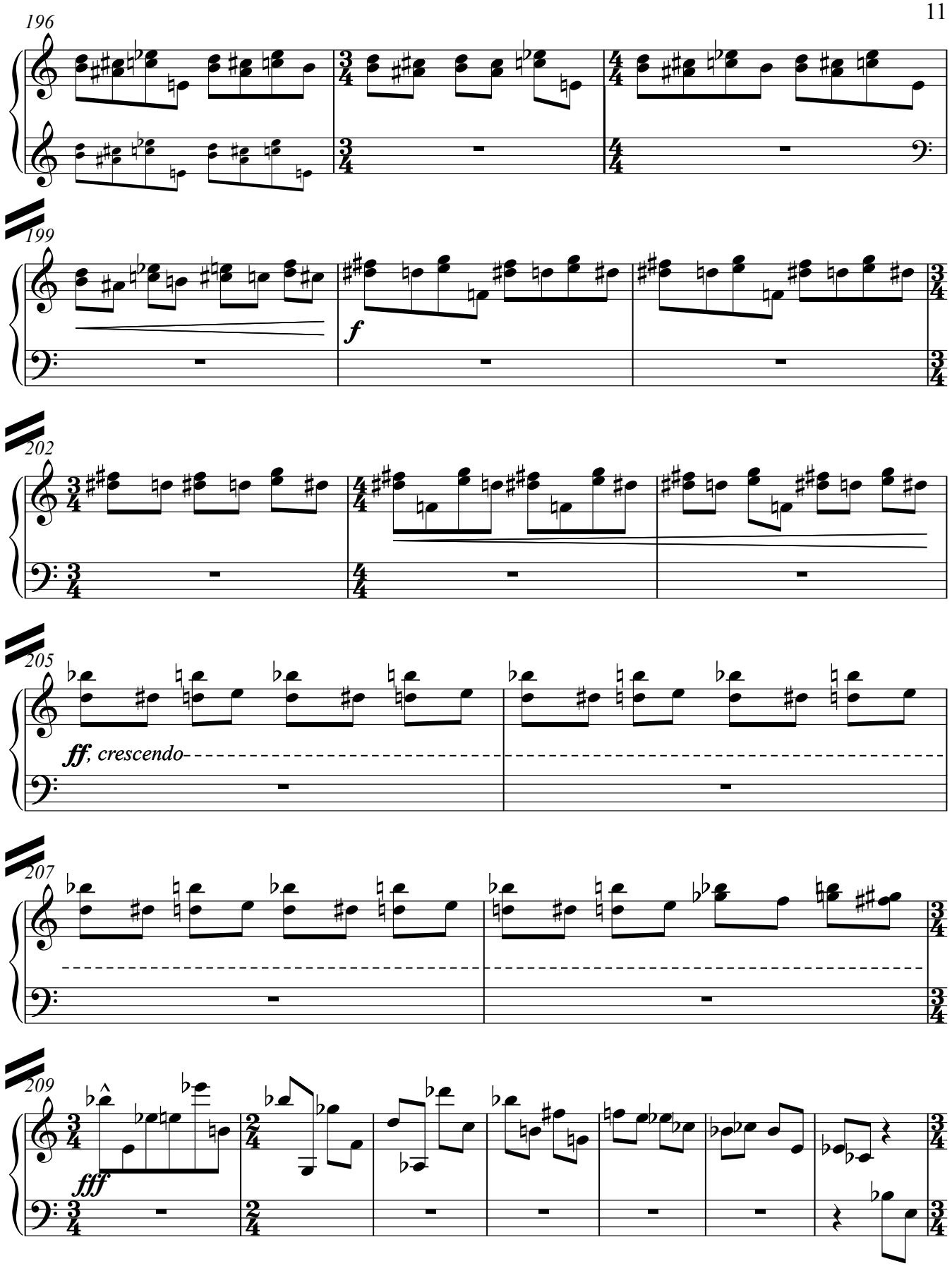

90
5
5
5
mp
94
mf
97
poco rit.
Tempo (♩ = 260)
102
107
subito p
113

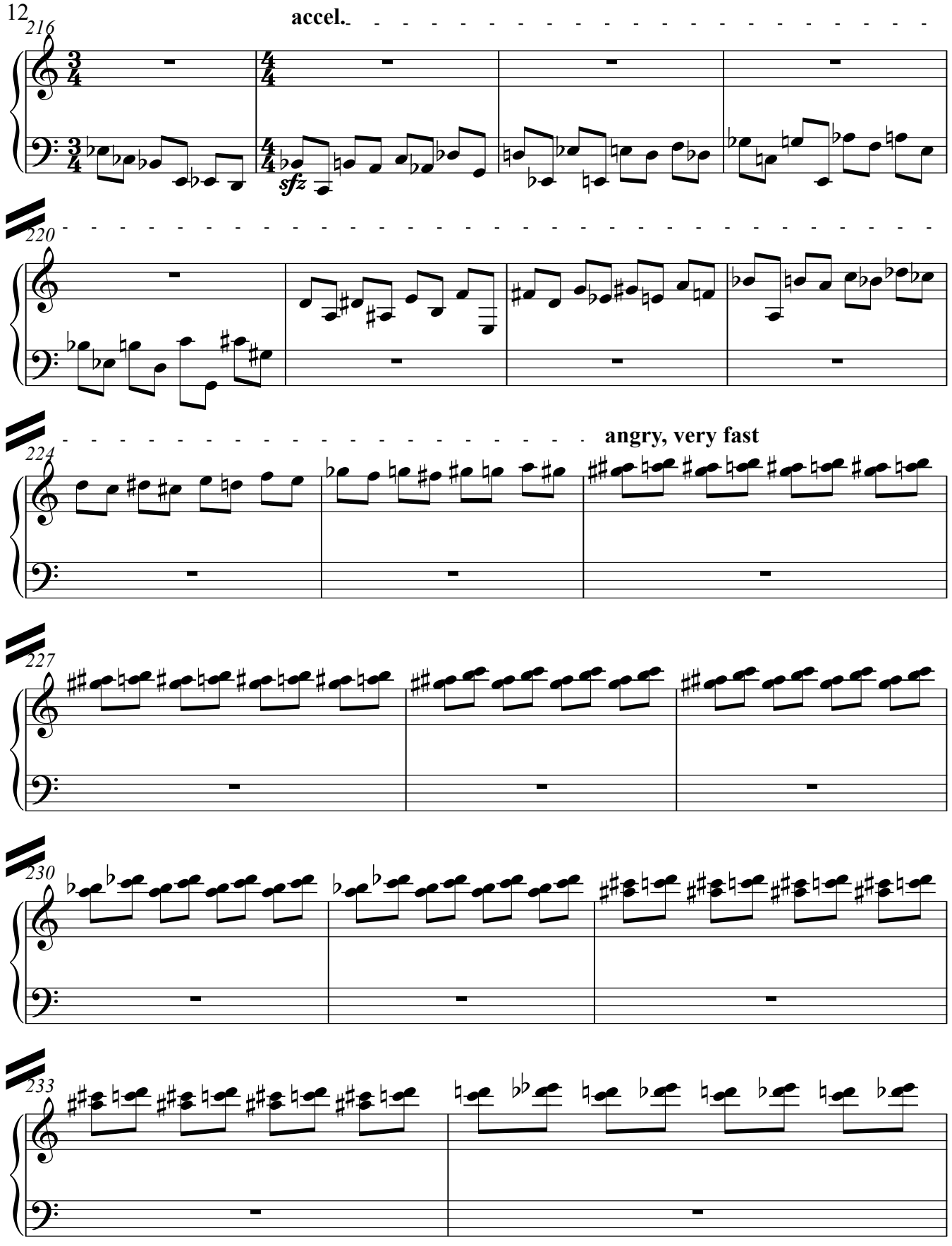

118
122
molto
126
=f
129
molto
ff
sub.
mf
132
mp
trem.
subito p
poco
136
3

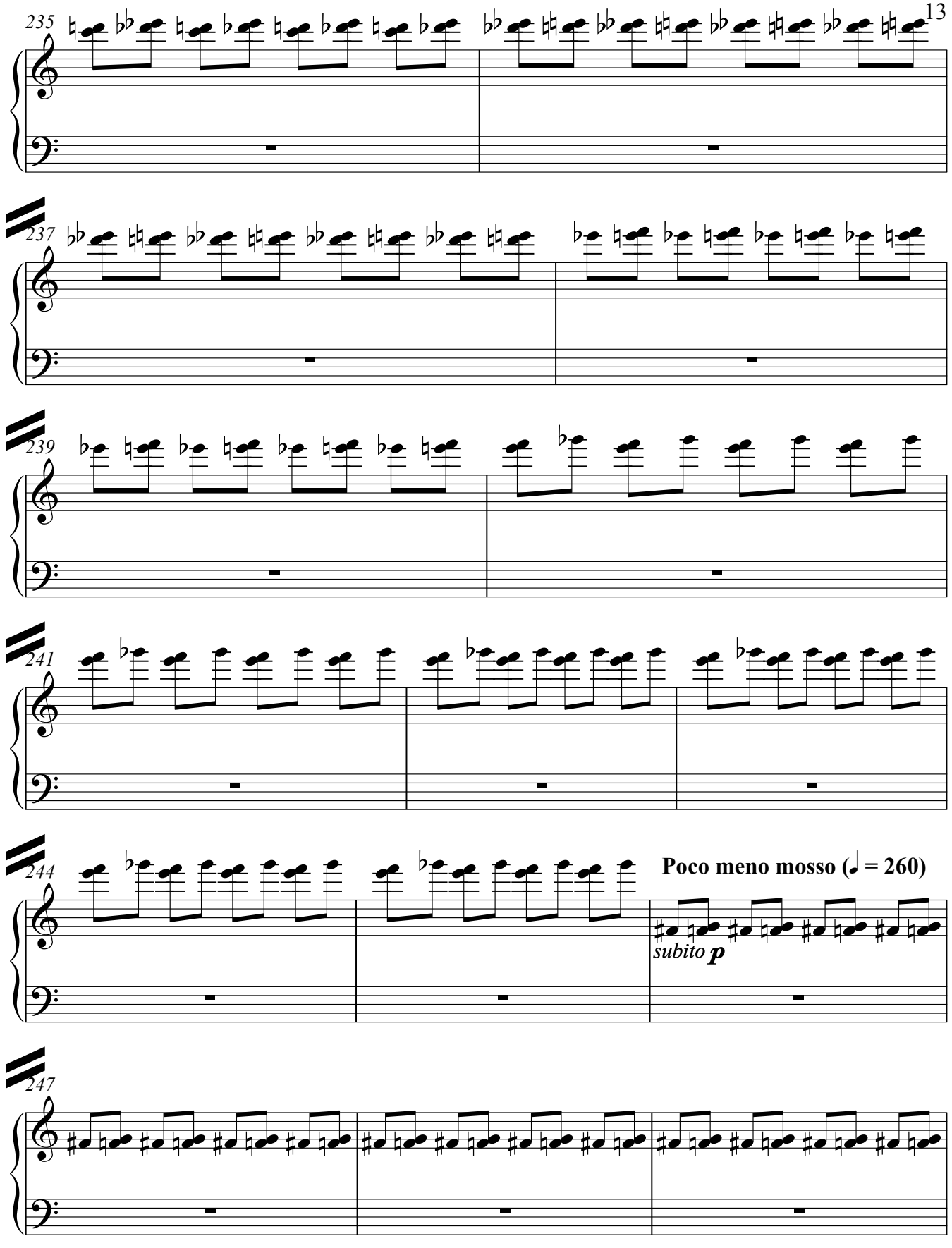

140
142
Held back a little, accel.
144
crescendo
145
(cresc.)
147
♩ = 260
ff
152
10
(Only if it can be played at speed)
ossia

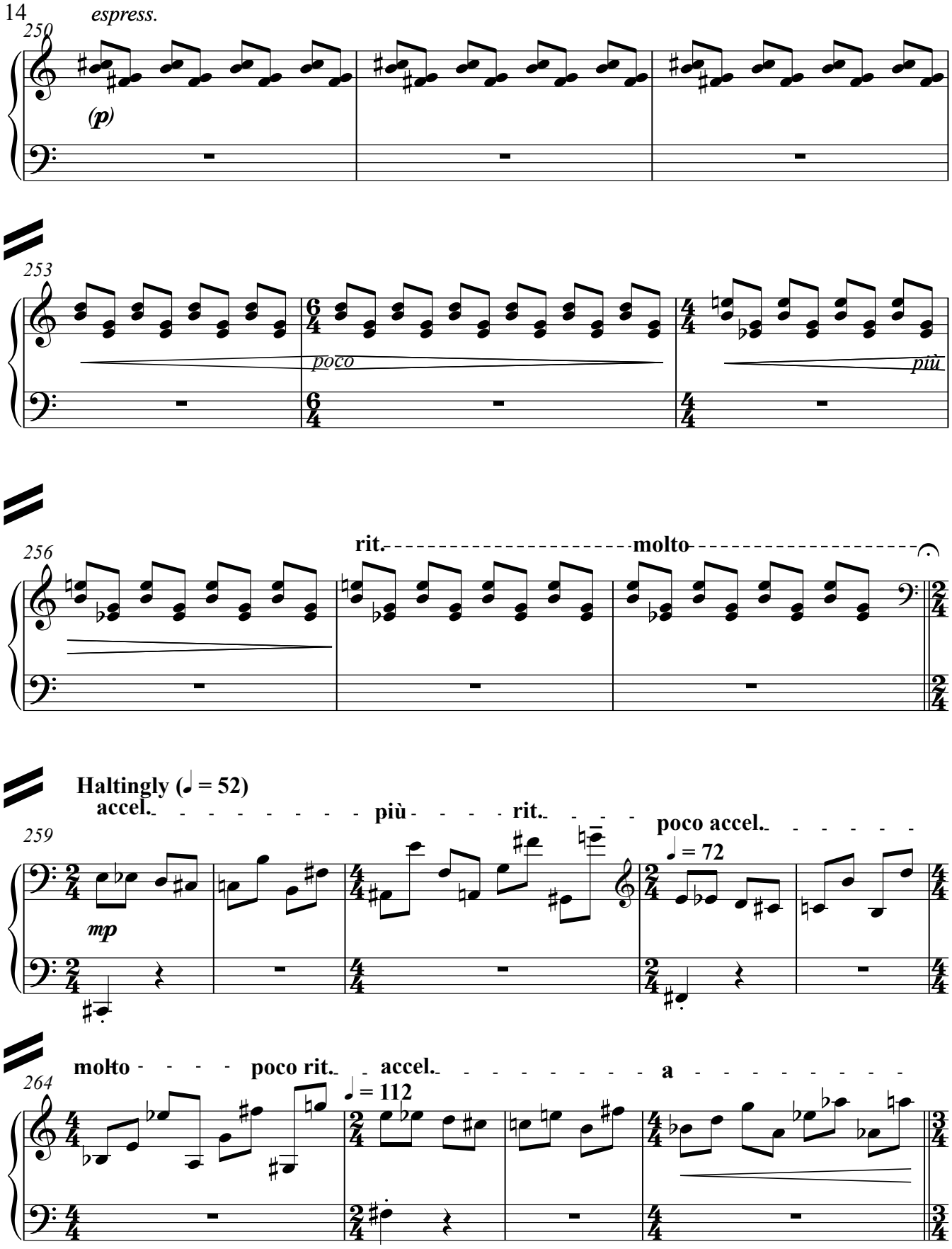

156
go directly to m. 159
160
fff
163
subito p
subito ff
167
subito p
ff
171
f
Bring out L. H.

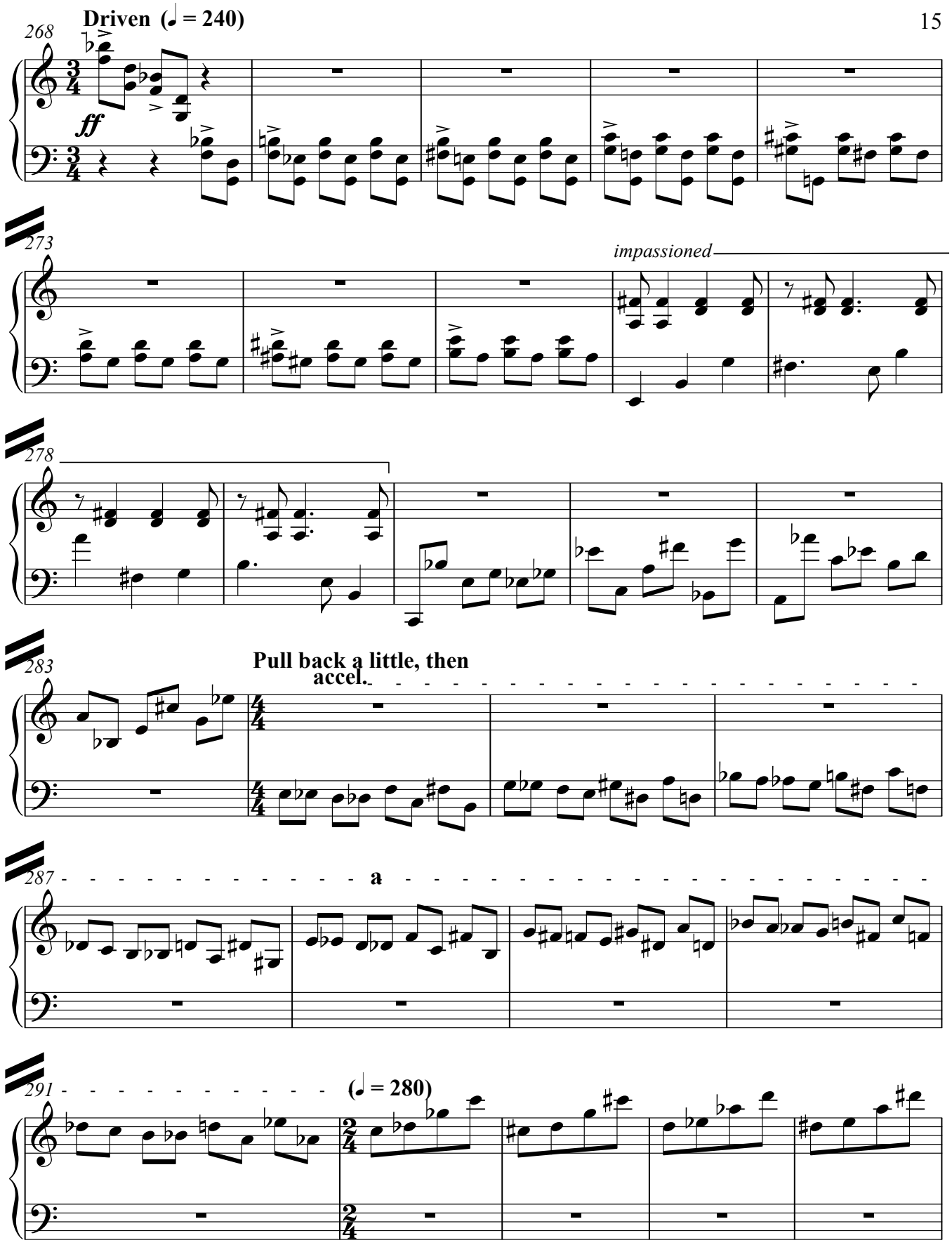

175
178
Bring out L. H.
cresc.
183
(bring out R. H.)
subito p
cresc.)
187
ossia
190
193
mf
ossia


196
199
f
202
205
ff, crescendo
207
209
fff


accel.
216
sfz
220
angry, very fast
224
227
230
233


235
237
239
241
244
Poco meno mosso (♩ = 260)
subito p
247


espress.
250
(p)
253
poco
più
256
rit.
molto
Haltingly (♩ = 52)
accel.
più
rit.
poco accel.
259
mp
♩ = 72
molto
poco rit.
accel.
a
264
♩ = 112


Driven (♩ = 240)
268
ff
273
impassioned
278
283
Pull back a little, then accel.
287
a
291
(♩ = 280)

296

302

sfz

307

p

312

317

Senza rit.

pp

November 22, 2002 (5/09)
Nevada City, California