

BEN ARAUJO

Crying Tears of Blood
for large ensemble of 22 players
(2023)

Instrumentation:

2 flutes (2nd doubled with alto flute)
Oboe (doubled with cor anglais)
2 clarinets in Bb (2nd doubled with bass clarinet)
Bassoon (doubled with contrabassoon)

Alto saxophone in Eb
Tenor saxophone in Bb
Baritone saxophone in Eb

Horn in F
2 trumpets in Bb
2 trombones
Tuba

Percussion:
I: Suspended cymbals (3), tam-tam
II: Snare drum, bass drum
III: Bongos (5), tom-toms (5)

Violin I
Violin II
Viola
Violoncello

Transposing score

Duration: ca. 9:00

PERFORMANCE NOTES

General notes

Baton sweeps: symbolized by left- or right-facing arrows above each rehearsal mark. These indicate a sweeping motion made by the conductor across the ensemble to cue individual instruments into each bar one by one, whereby the players start playing once the baton points at them. Each baton sweep should last approximately 10 seconds, after which the conductor should place their hand to their side. When everyone has been cued in, depending on how long each bar lasts (indicated in seconds), the resulting sound should last for the remaining amount of time (for clarification, the indicated timings minus 10 seconds). Any changes in dynamics that take place over the length of a single bar should only happen after the baton sweeps have finished. (Exception: whenever a rehearsal mark has an upward- and downward-facing arrow above it, this indicates that all of the instruments who play in that bar should be cued in all at once).

Bar W: Individually cue Flute 1 through Percussion 2 to stop playing

Bar Z: Individually cue strings to stop playing

Figures enclosed by repeat signs should repeat in the order shown throughout the measure (varying the lengths of each figure is desirable).

Dynamics in quotation marks (e.g., "ff") refer to the intensity with which to perform a certain action, and not the resulting volume.



short pause



placed after a notehead: sustain with no vibrato



placed after a notehead: an exaggerated, wide vibrato (ca. 1 / 4 tone wide)



as fast as possible



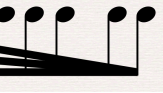
indefinite high note / highest note possible



indefinite low note / lowest note possible



notes in parentheses: do not reattack the note



freely ritardando



freely accelerando

Woodwinds and brass



tongue slap (tongue ram for flutes)



1 / 2 wind noise 1 / 2 pitch

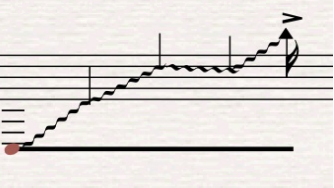


wind noise only (no pitch)

Woodwinds



random multiphonic
(fingering left to the performers' discretion)



for clarinets and saxes: spectral multiphonic (achieved through changes in embouchure, etc.)

Brass



play and sing simultaneously
(crossed notehead indicates the note to be sung)

Strings



dampen the strings with the left hand



Percussion clef: spaces correspond to the strings on which to perform a certain action, from highest to lowest
(topmost space corresponds to string I, bottommost space corresponds to string IV)

Program note

The idea for this piece came about after I randomly stumbled upon the story of Hisashi Ouchi, a Japanese nuclear worker who, in September 1999, suffered the highest amounts of nuclear radiation out of any person in history, yet, unbelievably, survived for 83 days afterwards. However, during that period of time, his body began to slowly deteriorate from the radiation poisoning; for instance, his immune system had been completely erased, his skin began to peel off of his body en masse, and blood began seeping out of his eyes (hence my title). All of this happened to him while he was still alive to experience it, meaning that he suffered an excruciating amount of pain over these 83 days, after which he eventually died of multiple organ failure. Ultimately, after coming to terms with what happened to Hisashi, I felt so shocked and horrified that something like this could happen to another human being, especially the intense agony he felt every single day; so much so that I felt that I had to respond to this by writing a piece that perfectly captured this suffering, with the title "Crying Tears of Blood" serving as a metaphor for the visceral nature of the deterioration of Hisashi's body.

In the piece, I treat the ensemble as a single entity which slowly starts to grotesquely break down and disintegrate (through the use of various noise techniques), eventually giving out and breathing its last breath. However, a texture of string harmonic glissandi appears at the end, symbolizing the release that death gives from suffering.

for the RCM New Perspectives Ensemble, and in memory of Hisashi Ouchi (1964-1999)

Crying Tears of Blood

for large ensemble of 22 players

BEN ARAUJO (2023)

Senza misura

ca. 20" ca. 20" ca. 20" ca. 25" ca. 25" ca. 30" ca. 30"

Flute 1 *pp* *p* *mp* *pp* *mf*

Flute 2 *pp* *p* *mp* *pp* *mf*

Oboe *pp* *p* *mp* *pp* *mf*

Clarinet in B $\flat$ 1 *pp* *p* *mp* *pp* *mf*

Clarinet in B $\flat$ 2 *pp* *p* *mp* *pp* *mf*

Alto Saxophone *pp* *p* *mp* *pp* *mf*

Tenor Saxophone *pp* *p* *mp* *pp* *pp*

Baritone Saxophone

Bassoon *pp* *p* *mp* *pp* *pp*

Horn in F *pp* *p* *mp* *pp* *mf*

Trumpet in B $\flat$ 1 *pp* *p* *mp* *pp* *mf*

Trumpet in B $\flat$ 2 *pp* *p* *mp* *pp* *mf*

Trombone 1

Trombone 2

Tuba

Percussion 1 Suspended cymbals with hard mallets *pp* *p* *mp* *pp* *mf*

Percussion 2 Snare drum with brushes (rub slowly on surface in a circular motion) *pp* *p* *p* *pp* *p* *pp* *mp* *pp*

Percussion 3 Bongos with soft mallets *p* *mp* *pp* *mf*

Violin I *pp* sul IV *p* *mp* *pp* *mf*

Violin II *pp* sul IV *p* *mp* *pp* *mf*

Viola *pp* sul III *p* *mp* *pp* *mf*

Violoncello *pp* sul III *p* *mp* *pp* *mf*

This page of the musical score is divided into two systems. The first system includes staves for Flute 1 and 2, Oboe, Clarinet 1 and 2, Alto Saxophone, Tenor Saxophone, Baritone Saxophone, Bassoon, Horn, Trumpet 1 and 2, Trombone 1 and 2, Tuba, Percussion 1, 2, and 3, Violin I and II, Viola, and Vocal Soloist. The second system includes staves for Flute 1 and 2, Oboe, Clarinet 1 and 2, Alto Saxophone, Tenor Saxophone, Baritone Saxophone, Bassoon, Horn, Trumpet 1 and 2, Trombone 1 and 2, Tuba, Percussion 1, 2, and 3, Violin I and II, Viola, and Vocal Soloist. The score includes dynamic markings such as *f*, *p*, *ff*, *ffp*, *mf*, and *pp*. It also features articulation marks like accents (^) and slurs, as well as performance instructions like "To Alto. Fl.", "To Cor Anglais", "To Bass Cl.", "To Cbsn.", "Contrabassoon", "flz.", "To T-tam", "Tam-tam arco (with double bass bow)", "Bass Drum with soft mallets", "To B. D.", "To T-toms", "Tom-toms", "molto sul pont.", and "V". The score is written in 2/4 time and includes a key signature of one sharp (F#).

3

20

Fl. 1

tongue ram

1/2 wind 1/2 pitch

wind noise only

A. Fl.

tongue ram

1/2 wind 1/2 pitch

wind noise only

C. A.

tongue slap

wind noise only

Cl. 1

tongue slap

1/2 wind 1/2 pitch

wind noise only

B. Cl.

tongue slap

1/2 wind 1/2 pitch

wind noise only

Alto Sax.

tongue slap

1/2 wind 1/2 pitch

wind noise only

Ten. Sax.

tongue slap

1/2 wind 1/2 pitch

wind noise only

Bari. Sax.

tongue slap

1/2 wind 1/2 pitch

wind noise only

Cbsn.

tongue slap

1/2 wind 1/2 pitch

wind noise only

Hn.

tongue slap

1/2 wind 1/2 pitch

wind noise only

Tpt. 1

tongue slap

1/2 wind 1/2 pitch

wind noise only

Tpt. 2

tongue slap

1/2 wind 1/2 pitch

wind noise only

Tbn. 1

tongue slap

1/2 wind 1/2 pitch

wind noise only

Tbn. 2

tongue slap

1/2 wind 1/2 pitch

wind noise only

Tba.

tongue slap

1/2 wind 1/2 pitch

wind noise only

Perc. 1

take brushes

with brushes (rub on surface with a circular motion)

Perc. 2

take brushes

with brushes (rub on surface with a circular motion)

Perc. 3

take brushes

with brushes (rub on surface)

Vln. I

ricochet (legno batt.)

col legno tratto (1/2 wood)

norm. extreme pressure (scratchy)

decrease bow speed

Vln. II

ricochet (legno batt.)

col legno tratto (1/2 wood)

norm. extreme pressure (scratchy)

decrease bow speed

Vla.

ricochet (legno batt.)

col legno tratto (1/2 wood)

norm. extreme pressure (scratchy)

decrease bow speed

Vc.

ricochet (legno batt.)

col legno tratto (1/2 wood)

norm. extreme pressure (scratchy)

decrease bow speed