PAUL DOOLEY

NORTHERN NIGHTS

FOR SOLO PERCUSSION & ORCHESTRA
(2017)

PAUL DOOLEY MUSIC
Northern Nights was commissioned by the
Lansing Symphony conducted by Timothy Muffitt

and the
Lake George Music Festival Orchestra conducted by Roger Kalia

and premiered by soloist Lisa Pegher

Performance materials available from the composer:
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PERFORMANCE NOTES
The electronic component of the piece is “performed” by the percussion soloist on two Roland SPD-SX Percussion Sampler pads that output stereo audio. The piece requires two main stereo speakers, placed behind the orchestra, and two main speakers placed behind the soloist. Left and right side fill monitors placed near the orchestra will help all hear the electronic sounds and stay synchronized. The electronic component contains no precise tempo information- the soloist can simply follow the conductor and vice-versa. A click track is not needed.

SPEAKER SETUP

4 high-quality “house” speakers
-Speakers need large enough woofers for good bass response

Additional soft amplification through the house P/A

2 side fill monitors for the orchestra

In-house Sound Engineer (not backstage)

FOR THE SOUND ENGINEER

It may be necessary to boost higher frequencies to create enough presence in the house

On stage monitors are needed regardless of speaker placement

Please use direct boxes on the left and right channels coming out of the Roland SPD-SX Percussion Sampler pads.
Northern Nights Percussion Keys

Roland SPD-SX Key

II. Rivers & Rhythms, Drum Key

Timbales  Congas  Bongos  Wood Blocks  Splash

III. All the Lights, Drum Key

Cymbals  Piccolo Snare  Tom Toms

<table>
<thead>
<tr>
<th>Splash</th>
<th>Hi-hat</th>
<th>Ride</th>
<th>head</th>
<th>rim</th>
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</thead>
<tbody>
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<td>x</td>
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<thead>
<tr>
<th>#1</th>
<th>#2</th>
<th>#3</th>
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<tbody>
<tr>
<td>w/ drum trigger</td>
<td>w/ drum trigger</td>
<td>Floor Tom</td>
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</tbody>
</table>

Hi-hat  Kick  Kick  w/ foot  Pedal  Trigger
INSTRUMENTATION

2 Flutes
2 Oboes (TACET in I. Synths & Songbirds)
2 Bb Clarinets (TACET in I. Synths & Songbirds)
2 Bassoons (TACET in I. Synths & Songbirds)
2 F Horns (TACET in I. Synths & Songbirds)
2 C Trumpets (TACET in I. Synths & Songbirds)
Tenor Trombone (TACET in I. Synths & Songbirds)
Bass Trombone (TACET in I. Synths & Songbirds)

Timpani

Solo Percussion

Movement 1
Vibraphone, with motor
Roland-SPD-SX Sampling Pad #1
with Kick Trigger and Bar Trigger

Movement 2
4 Wood Blocks, 2 Bongos, 2 Congas, 2 Timbales, Splash Cymbal
Roland-SPD-SX Sampling Pad #1
with Kick Trigger and Bar Trigger

Movement 3
Drumset:
Piccolo Snare Drum, Kick Drum, 2 Tom Toms, Floor Tom, Hi Hat, Splash Cymbal, Ride Cymbal
Roland-SPD-SX Sampling Pad #2
with Kick Triggers, Bar Trigger, 2 Single Acoustic Drum Triggers

Harp

Strings

Score in C
Octave Transpositions Maintained

Duration: ca. 21:00 minutes

Northern Nights
I. Synths & Songbirds page 1
II. Rivers & Rhythms page 18
III. All the Lights page 50
Rain & Thunder: hold 10"
Fl. 1,2
Td.
SPD-SX
Hp.
S. Vn.
Vn. I
Vn. II
Va.
Vc.
Cb.

Fl. 1,2
Td.
SPD-SX
Hp.
S. Vn.
Vn. I
Vn. II
Va.
Vc.
Cb.

1. SYNTHS & SONGBIRDS

---

PERUSAL SCORE - NOT FOR PERFORMANCE
I. SYNTHS & SONGBIRDS

Fl. 1, 2
Timp.
SPD-SX
Hp.
S. Vn.
Vn. I
Vn. II
Va.
Vc.
Cb.

pp

(improvisation continued, with solo violin)

G

65

66

67

68

69

PERUSAL SCORE - NOT FOR PERFORMANCE
I. SYNTHS & SONGBIRDS

Electronics Cadenza

Fl. 1,2
Timp.

Solo Perc.

SPD-SX

Hp.

Electronics Cadenza
div., free bowing, senza vibrato

Vn. I

Vn. II

Va.

Vc.

Cb.

Vibraphone Cadenza

Fl. 1,2
Timp.

Solo Perc.

SPD-SX

Hp.

Vibraphone Cadenza

Vn. I

Vn. II

Va.

Vc.

Cb.

115

116
II. RIVERS & RHYTHMS

Ob. 1,2
Cl. 1,2
Bn. 1,2
Solo Perc.
SPD-SX
Hp.
Vn. I
Vn. II
Va.
Vc.
Cb.

32 33 34 35 36

37 38 39 40 41 42 43

PC 2-2 (NOISE RAILS)

(kick trigger)
Let sound play and move to Drum Set!

[BIG SWELL]
Hold until end of electronic swell  attacca

III. ALL THE LIGHTS

$J = 96$

(Drum Set)

Enter immediately following end of electronic swell

suave
III. ALL THE LIGHTS

Fl. 1,2

Ob. 1,2

Cl. 1,2

Bn. 1,2

Hn. 1,2

Tpt. 1,2

Tbn. 1,2

Timp.

Solo Perc.

Hp.

Vn. I

Vn. II

Va.

Vc.

Cb.

lunga \( \cdot = 96 \)

lunga \( \cdot = 96 \)

lunga \( \cdot = 96 \)

lunga \( \cdot = 96 \)

lunga \( \cdot = 96 \)

lunga \( \cdot = 96 \)

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lunga \( \cdot = 96 \)

lunga \( \cdot = 96 \)

lunga \( \cdot = 96 \)

lunga \( \cdot = 96 \)

lunga \( \cdot = 96 \)
III. ALL THE LIGHTS

Fl. 1,2

Ob. 1,2

Cl. 1,2

Bn. 1,2

Hn. 1,2

Tpt. 1,2

Tbn. 1,2

Timp.

Solo Perc.

Hp.

Vn. I

Vn. II

Va.

Ve.

Cb.
III. ALL THE LIGHTS

Fl. 1,2

Ob. 1,2

Cl. 1,2

Bn. 1,2

Hn. 1,2

Tpt. 1,2

Tbn. 1,2

Timp.

Solo Perc.

Hp.

Vn. 1

Vn. II

Va.

Vc.

Cb.

---

hard mallets, very articulate

Solo

--

PERUSAL SCORE - NOT FOR PERFORMANCE
III. ALL THE LIGHTS

Fl. 1,2

Ob. 1,2

Cl. 1,2

Bn. 1,2

Hn. 1,2

Tpt. 1,2

Tbn. 1,2

Timp.

Solo Perc.

Hp.

Vn. I

Vn. II

Va.

Vc.

Cb.

Soli, very articulate

PERUSAL SCORE - NOT FOR PERFORMANCE
III. ALL THE LIGHTS

Fl. 1,2
Ob. 1,2
Cl. 1,2
Bn. 1,2
Hn. 1,2
Tpt. 1,2
Tbn. 1,2
Timp.
Solo Perc.
Hp.
Vn. I
Vn. II
Va.
Vc.
Cb.

Improvise
(at $\varpi = 96$), Full Drum set, except ride cymbal
III. ALL THE LIGHTS

Fl. 1,2
Ob. 1,2
Cl. 1,2
Bn. 1,2
Hn. 1,2
Tpt. 1,2
Tbn. 1,2
Timp.
Solo Perc.
Hp.
Vn. I
Vn. II
Va.
Vc.
Cb.

play out
play out

light and articulate, let ring
III. ALL THE LIGHTS

(\textit{a} = 96), Full Drum set, except ride cymbal

Solo Perc.

Hn.

Vn. I

Vn. II

Va.

Vc.

Cb.
III. ALL THE LIGHTS

Fl. 1,2
Ob. 1,2
Cl. 1,2
Bn. 1,2
Hn. 1,2
Tpt. 1,2
Tbn. 1,2
Timp.
Solo Perc.
Hp.
Vn. I
Vn. II
Va.
Vc.
Cb.

fp ——— f
fp ——— f
fp ——— f
fp ——— f
fp ——— f
fp ——— f
fp ——— f
fp ——— f
fp ——— f
fp ——— f
fp ——— f
fp ——— f
fp ——— f
fp ——— f
fp ——— f

Gliss.

(at \( \text{q} = 96 \)), Full Drum set, except ride cymbal
III. ALL THE LIGHTS

Fl. 1,2

Ob. 1,2

Cl. 1,2

Bn. 1,2

Hn. 1,2

Tpt. 1,2

Tbn. 1,2

Timp.

Solo Perc.

Hp.

Vn. I

Vn. II

Va.

Vc.

Cb.

fp

f

fp

fp

fp

fp

fp

fp

fp

fp

fp

fp

fp

fp

fp

fp

fp

fp

fp

fp

fp

fp

fp

fp

fp

fp

fp

fp

fp

fp

fp

fp

fp

fp

fp

fp

fp

fp

fp

fp

fp

fp
III. ALL THE LIGHTS

Fl. 1,2
Ob. 1,2
Cl. 1,2
Bn. 1,2
Hn. 1,2
Tpt. 1,2
Tbn. 1,2
Timp.
Solo Perc.
Hp.

Percussion Cadenza 30" (q = 132)

ff
f ff
ff
ff
ff
ff
fp f

Percussion Cadenza 30" (q = 132)

K

Fl. 1,2
Ob. 1,2
Cl. 1,2
Bn. 1,2
Hn. 1,2
Tpt. 1,2
Tbn. 1,2
Timp.
Solo Perc.
Hp.

Percussion Cadenza 30"

ff
f ff
ff
ff
ff
ff
fp f

Percussion Cadenza 30"
III. ALL THE LIGHTS

Fl. 1,2

Ob. 1,2

Cl. 1,2

Bn. 1,2

Hn. 1,2

Tpt. 1,2

Tbn. 1,2

Timp.

Solo Perc.

Hn.

Vn. I

Vn. II

Va.

Vc.

Cb.

Improvise:
(at \( \dot{q} = 132 \)) Full drum set

Improvise:
(at \( \dot{q} = 132 \)), sim.

\( \text{FP} \)
III. ALL THE LIGHTS

Fl. 1,2

Ob. 1,2

Cl. 1,2

Bn. 1,2

Hn. 1,2

Tpt. 1,2

Tbn. 1,2

Timp.

Solo Perc.

Hp.

Vn. I

Vn. II

Va.

Vc.

Cb.
III. ALL THE LIGHTS

Fl. 1,2
Ob. 1,2
Cl. 1,2
Bn. 1,2
Hn. 1,2
Tpt. 1,2
Tbn. 1,2
Timp.
Solo Perc.
Hp.
Vn. I
Vn. II
Va.
Vc.
Cb.

Hi hat only, (at \( \text{q} = 132 \)) (Hi hat only)

Improvise

PERUSAL SCORE - NOT FOR PERFORMANCE
Improvise
Hi hat only, (at \( \in = 132 \))

Improvise/Groove 30 seconds, full Drum set (Bar Trigger) end of solo cue

PC 3-7

III. ALL THE LIGHTS

Fl. I, 2
Ob. I, 2
Cl. I, 2
Bn. I, 2
Hn. I, 2
Tpt. I, 2
Tbn. I, 2
Timp.
Solo Perc.
Hp.
Vn. I
Vn. II
Va.
Vc.
Cb.

 ff
(\text{q} = 132)

1/2 valve gliss.
1/2 valve gliss.
1/2 valve gliss.

Improvis. (at \text{q} = 132), full Drum set, intensifying, al fine

189 190 191 192 193 194 195 196 197