

ELAINE FINE



SKIN IN THE GAME

for ten instruments
or chamber orchestra

inspired by Honoré de Balzac's *La Peau de chagrin*

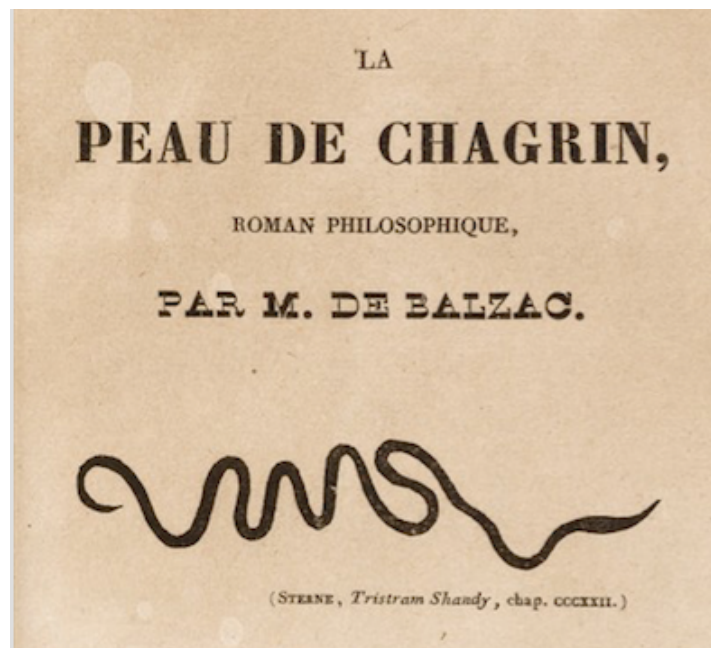
BASSOON

PERFORMING NOTES:

In the final movement each of the woodwind players and the horn also play percussion instruments. Any instruments, even those made from found objects, that correspond to the general sounds of high and low drums, the metallic shake of a tambourine, the dull and grainy sound of a shaker or a sand block, and the crisp and dry sound of a slapstick or hand clap, can be used. The drums can be hit with sticks or with the hands.

The piece can be performed with a narrator (even someone from within the ensemble), or the narration can be printed in a program.

I would like to dedicate this piece to my dear friend and life-long teacher Daniel Morganstern, who encouraged me to turn the abandoned sketches that I had made for an opera into an instrumental piece.



Bassoon

Skin in the Game

Overture

Allegro ♩ = 112

Elaine Fine

mf

5

10

mf *mp*

15

21

mf

27

f *mp* *cresc.* *f*

33

mp *f*

39

Detailed description of the musical score: The score is written for a single bassoon part. It begins with a mezzo-forte (mf) dynamic and a tempo marking of Allegro at 112 beats per minute. The key signature has two flats (B-flat major). The time signature is 4/4. The first line (measures 1-4) features a rhythmic pattern of eighth and sixteenth notes. Measure 5 starts a new line. Measures 6-9 continue the rhythmic pattern. Measure 10 introduces a mezzo-piano (mp) dynamic. Measures 11-14 show a crescendo leading to a mezzo-forte (mf) dynamic. Measure 15 begins a new line with a half note. Measures 16-20 show a melodic line with slurs. Measure 21 starts a new line with a mezzo-forte (mf) dynamic. Measures 22-26 show a melodic line with slurs. Measure 27 begins a new line with a fortissimo (f) dynamic. Measures 28-32 show a crescendo leading to a fortissimo (f) dynamic. Measure 33 starts a new line with a mezzo-piano (mp) dynamic. Measures 34-38 show a melodic line with slurs. Measure 39 ends the piece with a fortissimo (f) dynamic.

44

mp

p

Staff 44-49: Bassoon part. Measures 44-49. Key signature: one flat. Dynamics: *mp* (measures 44-45), crescendo (measures 46-47), *p* (measures 48-49).

50

cresc.

f

Staff 50-57: Bassoon part. Measures 50-57. Key signature: one flat. Dynamics: *cresc.* (measures 50-51), *f* (measures 52-57). Measure 52 has a '2' above it.

58

mp dolce

Staff 58-63: Bassoon part. Measures 58-63. Key signature: one flat. Dynamics: *mp dolce* (measures 58-63). Measure 60 has an accent (>) above it.

64

mf

Staff 64-68: Bassoon part. Measures 64-68. Key signature: one flat. Dynamics: *mf* (measures 64-68). Measure 67 has a '6' above it.

69

Staff 69-74: Bassoon part. Measures 69-74. Key signature: one flat. Time signature: 4/4. Dynamics: *f* (measures 69-70), *mp* (measures 71-72), *dim.* (measures 73-74).

75

mp

dim.

p

Staff 75-80: Bassoon part. Measures 75-80. Key signature: one flat. Dynamics: *mp* (measures 75-76), *dim.* (measures 77-78), *p* (measures 79-80).

81

mf

Staff 81-87: Bassoon part. Measures 81-87. Key signature: one flat. Time signature: 4/4. Dynamics: *mf* (measures 81-87). Measure 81 has a '2' above it.

88

f

Staff 88-92: Bassoon part. Measures 88-92. Key signature: one flat. Dynamics: *f* (measures 88-92).

93

ff

Staff 93-98: Bassoon part. Measures 93-98. Key signature: one flat. Dynamics: *ff* (measures 93-98).

II. Pauline

Simply and Straightforwardly ♩ = 80-88

4

mp

5

10 *mp*

15 *cresc.* *mf*

20 *mp* *mf*

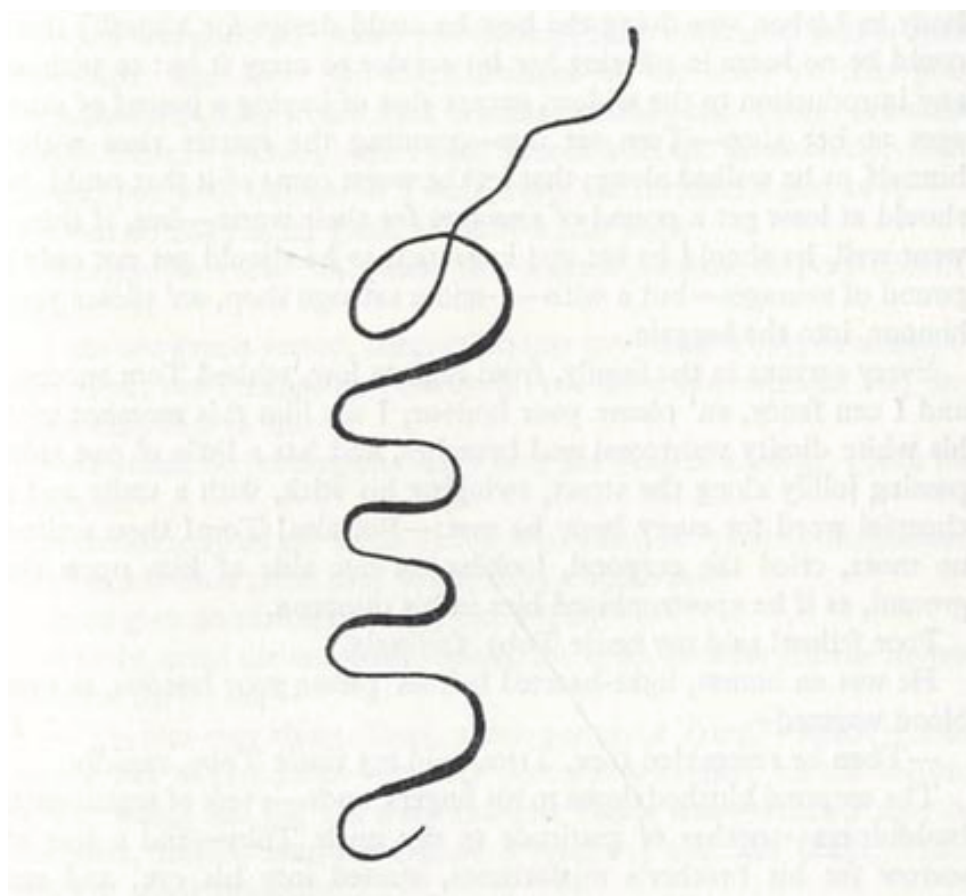
29 *p* *mp* *cresc.*

38 *f* *3*

45 *mf*

52 *mp*

58



III. Foedora

Intense, yet moderate ♩ = 100

6

f *mf*

7 *p* *mf*

13 *cresc.* *ff* *mf*

18

25 *f*

31 *cresc.* *ff*

37 *mf* *f*

43 *mp* *mf*

49

Detailed description: This is a musical score for the Bassoon part of a piece titled 'III. Foedora'. The tempo is 'Intense, yet moderate' at 100 beats per minute. The key signature has two flats (B-flat and E-flat), and the time signature is 4/4. The score consists of nine staves of music. The first staff begins with a forte (*f*) dynamic and a crescendo leading to a mezzo-forte (*mf*) dynamic. The second staff starts with a piano (*p*) dynamic and a crescendo leading to a mezzo-forte (*mf*) dynamic. The third staff begins with a crescendo and a fortissimo (*ff*) dynamic, followed by a crescendo leading to a mezzo-forte (*mf*) dynamic. The fourth staff is marked with a fortissimo (*ff*) dynamic. The fifth staff starts with a forte (*f*) dynamic. The sixth staff begins with a crescendo and a fortissimo (*ff*) dynamic. The seventh staff starts with a mezzo-forte (*mf*) dynamic and a forte (*f*) dynamic. The eighth staff begins with a mezzo-piano (*mp*) dynamic and a mezzo-forte (*mf*) dynamic. The ninth staff starts with a mezzo-forte (*mf*) dynamic and a forte (*f*) dynamic.

Bassoon

7

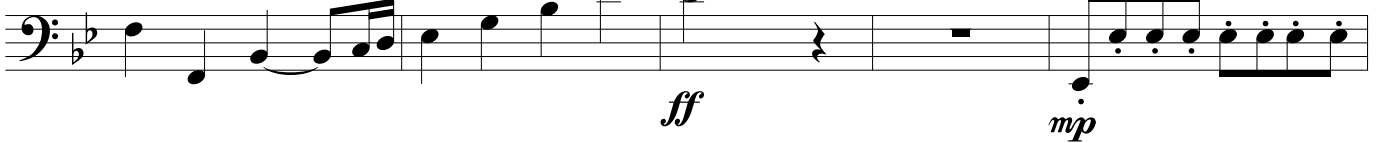
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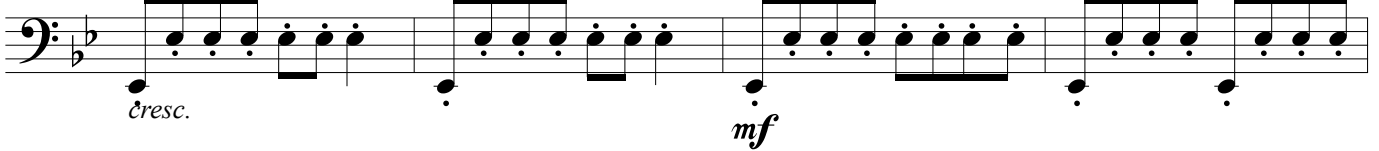
60



65



70



74



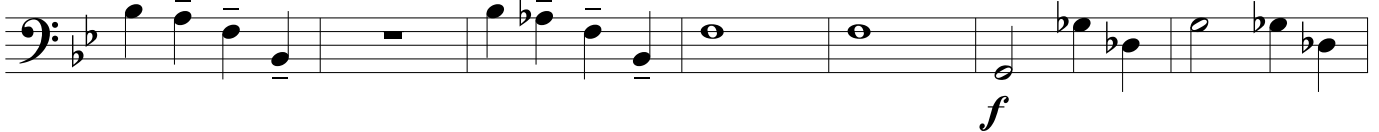
80



86



92



99



105



IV. The Bridge

Dusky ♩ = 72

p

6

11

17

mp

22

27

33

cresc. *f* *p*

40

cresc. *cresc.* *mf*

46

f

52

attacca

2 4

VI. The Wild Ass's Skin

$\text{♩} = 92$
Clap or Slap

p

8 Bassoon *mp*

14

20

26

31 Clap or Slap *mf*

38



47

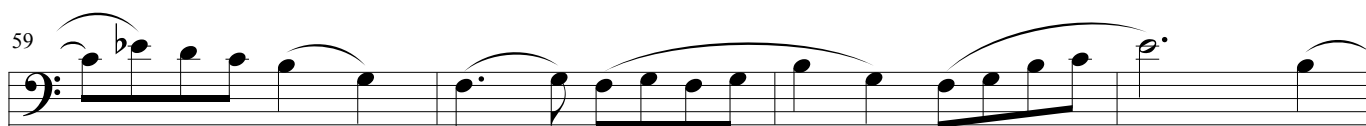
Bassoon



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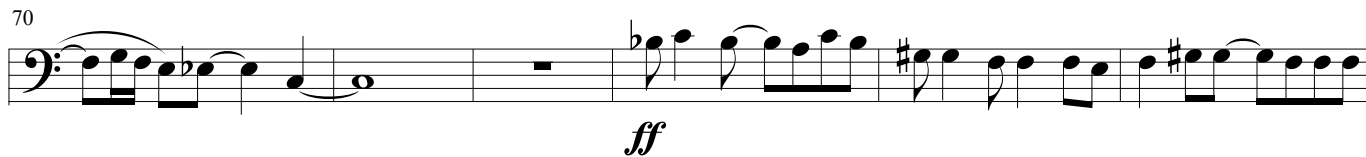
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63

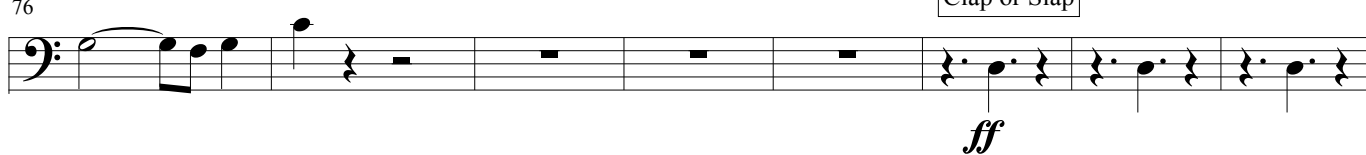


70



76

Clap or Slap



84



93

