ERZ

for accordion

Jukka Tiensuu 2006-2007

Jukka Tiensuu:

Erz

for accordion

Performance note:

General:

Erz can be performed in three different ways:

1) as counterpieces to (and within) J. S. Bach's Goldberg-Variations ("GV" below)
2) the complete set as an independent work (see below for the recommended order)
3) a free selection of pieces in any order

When played within the GV, all Erz pieces are played *attacca*, i.e. without any other pauses before or after than those indicated in the score between GV and Erz.

For seamless transitions between Erz and GV, the dynamics, registration and tempi of both should be adapted to "match". (Note, that this may require re-considering your interpretation of the Goldberg-Variations, too.)

The end of the preceding and the beginning of the succeeding GV (numbers given in brackets) are written in the score in miniature notation. When Erz is played without GV, these bars are simply ignored.

Notation:

(𝄐) Fermatas in brackets are optional.

(𝄽) Rests in brackets are optional, but if held, they must be of the written length.

\- Play the note to its full written length (no accent involved)

o < dal niente (from nothing). A slur before the actual note (see *Swell*) indicates that the sound may begin earlier than written.

Notes on individual pieces.

Titles (with the preceding GV number indicated):

3. *Trick,* 5. *Heat,* 8. *Desire,* 10. *Breeze*, 12. *Whim,* 13. *Debate,* 14. *Swell,*
17. *Zeal,* 19. *Longing,* 20. *Twister,* 22. *Effort,* 24. *Shadow,* 26. *Sway,* 28. *Forwards!*

Trick when played within GV, start with the registration you use at the end of GV 3. Otherwise use the register indicated.

In ***Heat*** and ***Zeal***, when played on a button accordion, some notes may be moved from the left hand to the right (or vice versa) to facilitate fast successive skips.

Whim Small noteheads indicate "written-out" ornamentation. They should be played accordingly lightly, yet clearly.

Twister The trills continue always till the end of the note (including tied over notes).
Some notes have small heads to emphasize their "whirling" character (more continuity than clarity).
In held broken chords (left hand, bars 21-41) the top note is always released first, the bottom note last (the notation of this gesture is somewhat approximate).
The dynamics should be exaggerated (extreme ***ff*** vs. extreme ***pp***). The fingerings given are suggestions for piano accordion.

Effort is played with a continuous slow wow with the speed rate of 3-4 Hz for half-notes, 4-5 Hz for quarter-notes, and 5-6 Hz for shorter durations. Each chord has a "logarithmic" *crescendo*: start ***pp*** (or nothing), make a slow *cresc*. with a quick swell (no accent) to ***f(f)*** (no *dim.*) at the end. Then immediately start the next note (i.e. no gaps between the chords).

Shadow The ***pp*** notes should be hardly audible, like "shadows" of the main notes.

Sway Bend (slowly) the pitches of the indicated notes ca. a quarter-tone downward to produce a clearly audible beat.

Forwards! *Molto staccato* should be maintained everywhere unless otherwise indicated with a dash (-) or a slur.
A *staccatissimo* sign (') functions mainly as a reminder in places where the shortness of the note is particularly important.
Start the *accelerando* immediately with the first note, continue until the steady tempo of 50 is established at bar 4. All other tempo changes are sudden.

Recommended order, when playing the complete Erz without GV is: 5 - 3 - 10 - 13 - 8 - 19 - 17 - 12 - 14 - 20 - 26 - 24 - 22 - 28.
Other orders and any selections are possible.

Erz was commissioned by Denis Patkovic.

Trick

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(3.) *rallentando ad libitum... al...* ♩. = ♩ = 56-72

0 *attacca* 1 **Con astuzia**

p

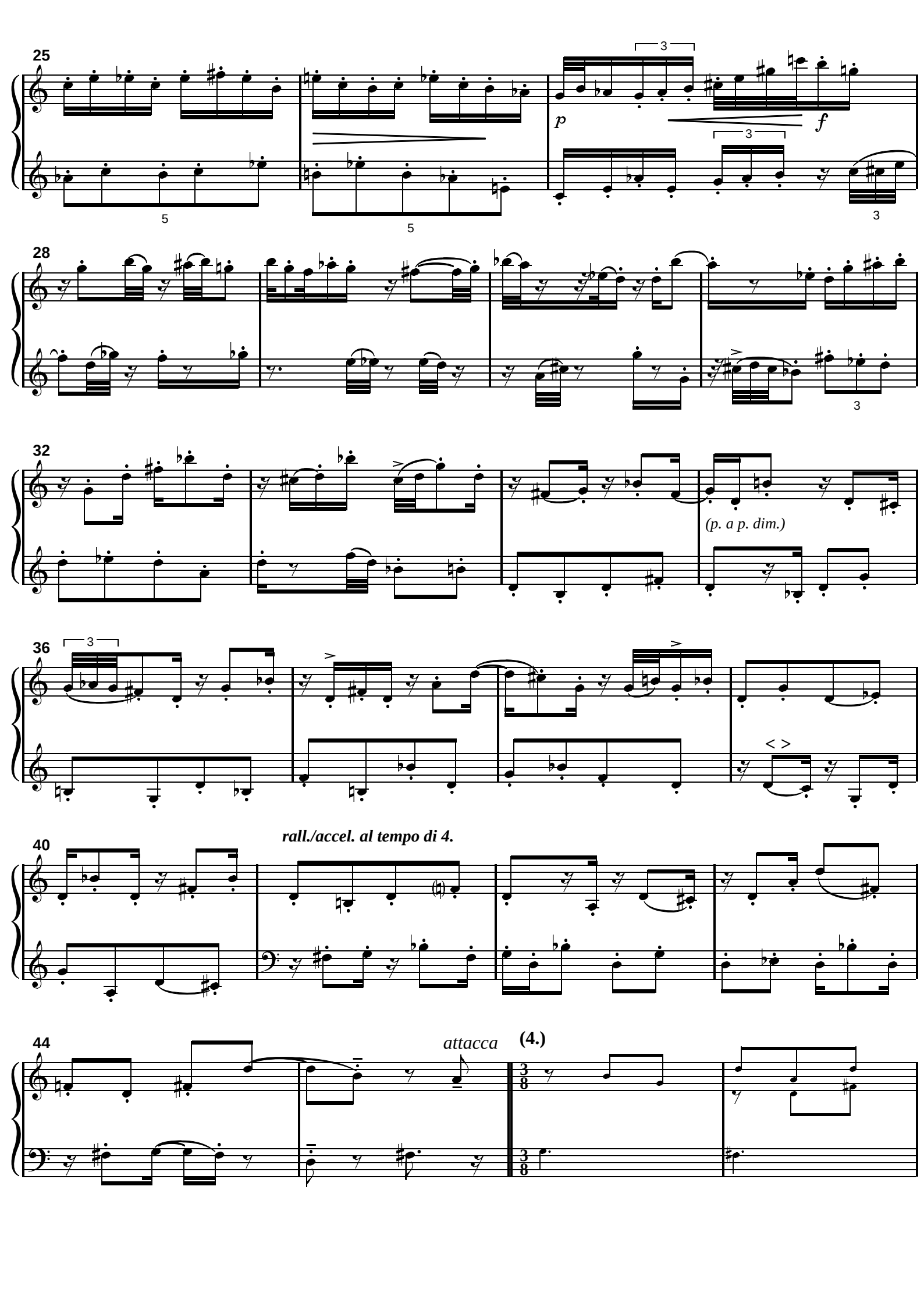
4 *sempre molto stacc.* *sempre p* *p. a p. cresc.*

9

13

17 *poco f* *sempre molto uguale*

21


25
p
f
28
32
(p. a p. dim.)
36
rall./accel. al tempo di 4.
40
44
attacca
(4.)

Heat

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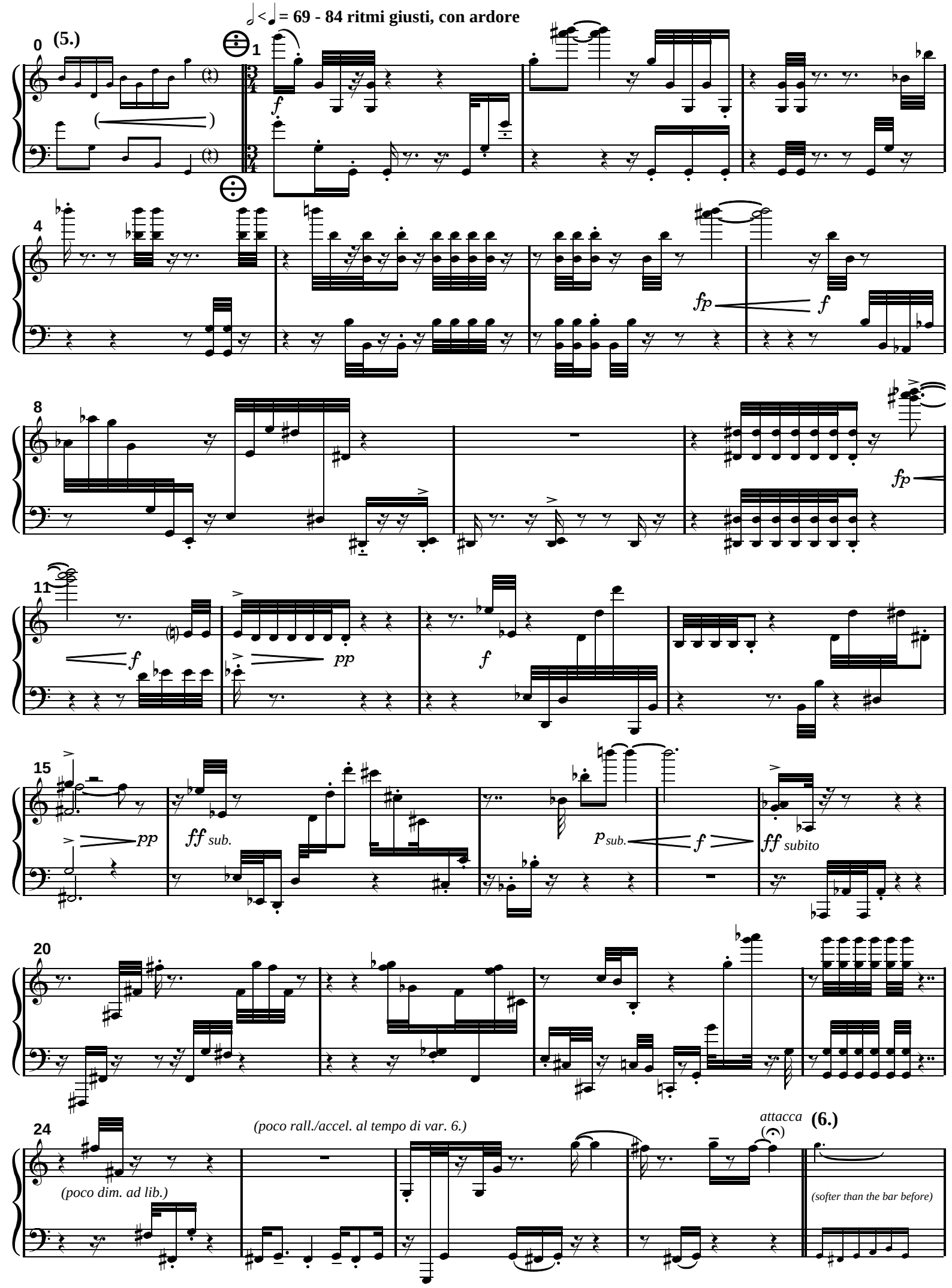

Desire

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♩= ♪.=112-128 Ballando

0 (8.) *attacca* 1

(not louder than the bar before)

(non legato sempre)

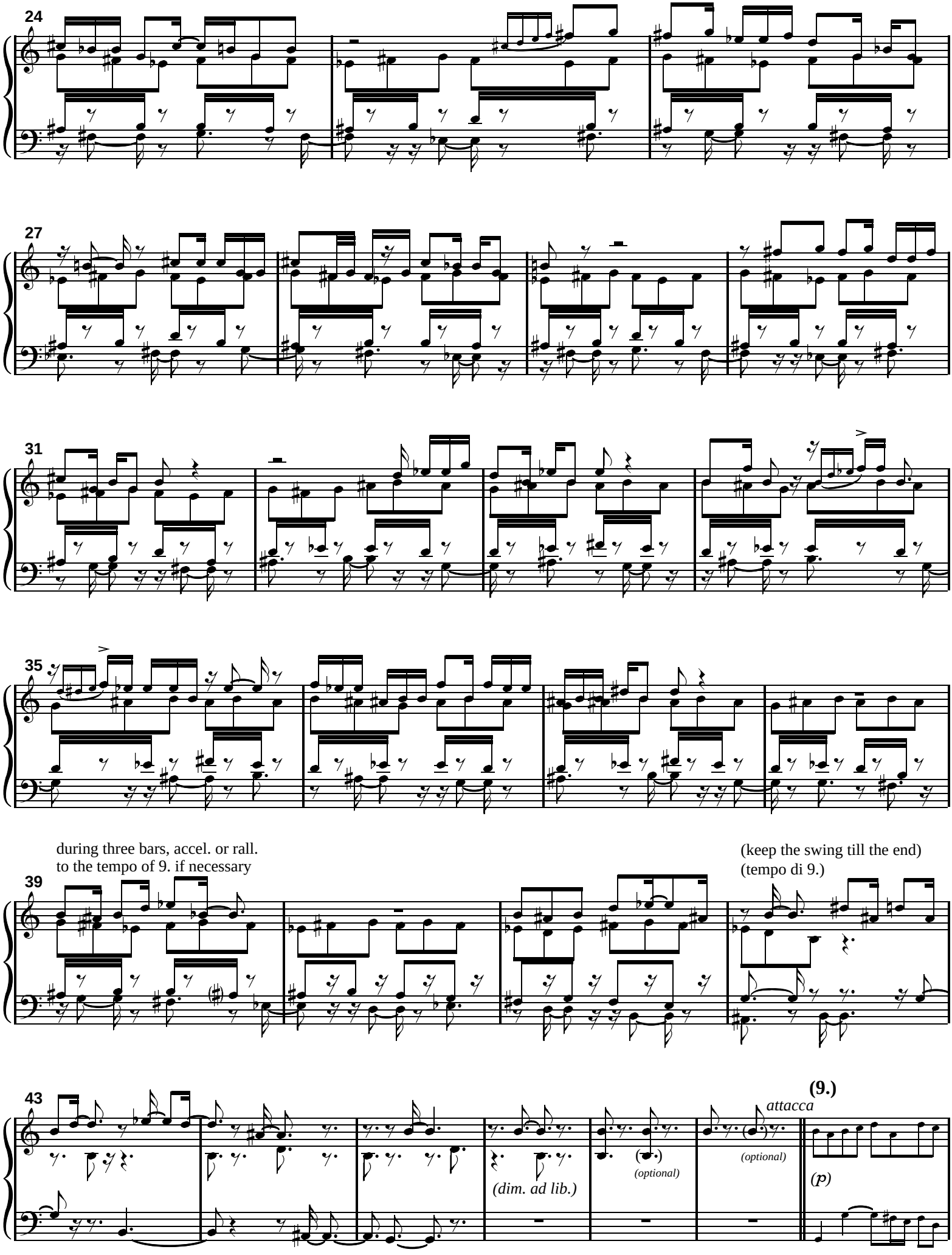
5 *(top voice legato)*

9

13

17

21


24
27
31
35
during three bars, accel. or rall.
to the tempo of 9. if necessary
39
(keep the swing till the end)
(tempo di 9.)
43
(dim. ad lib.)
(optional)
(optional)
(9.)
attacca
(p)

Breeze

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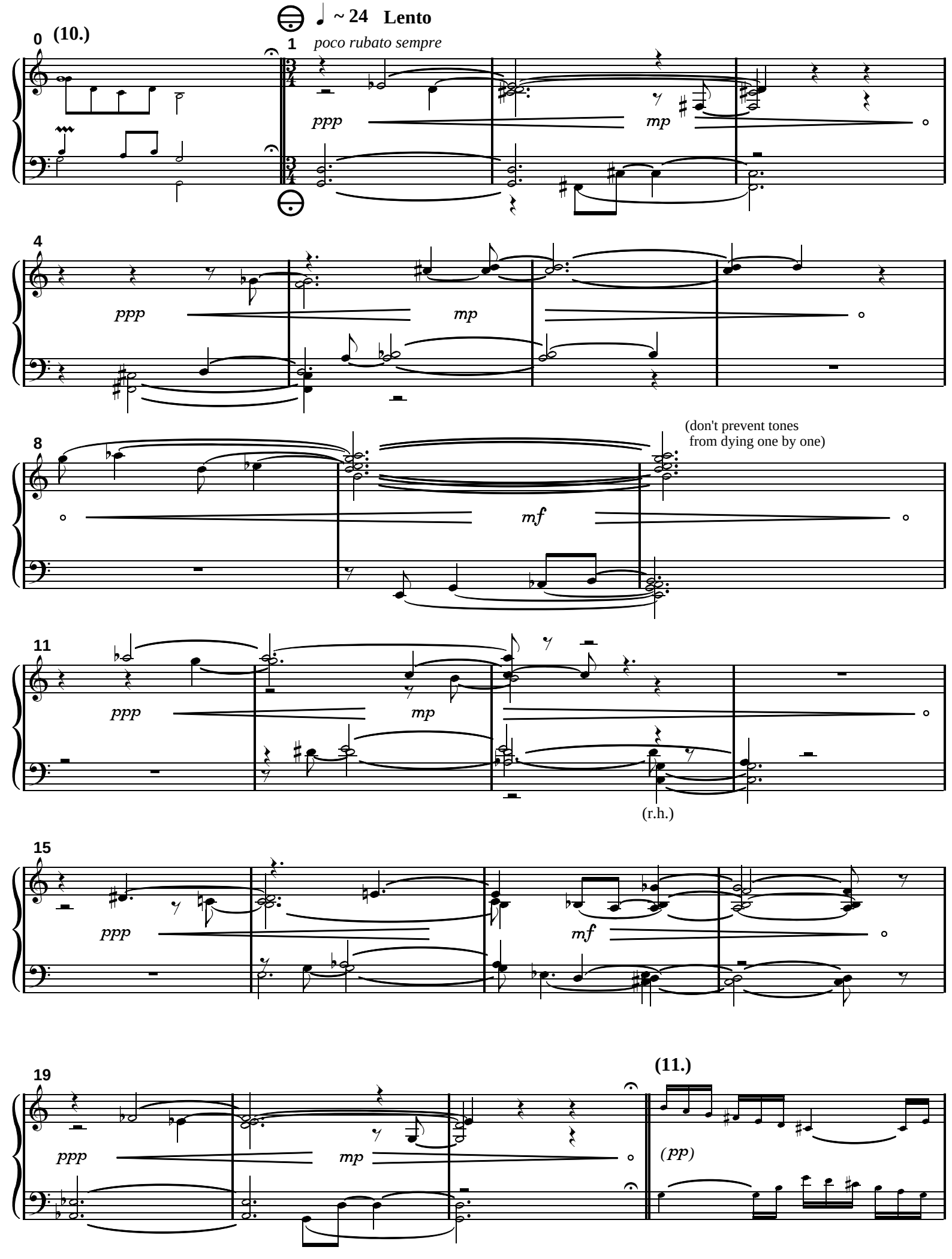

Whim

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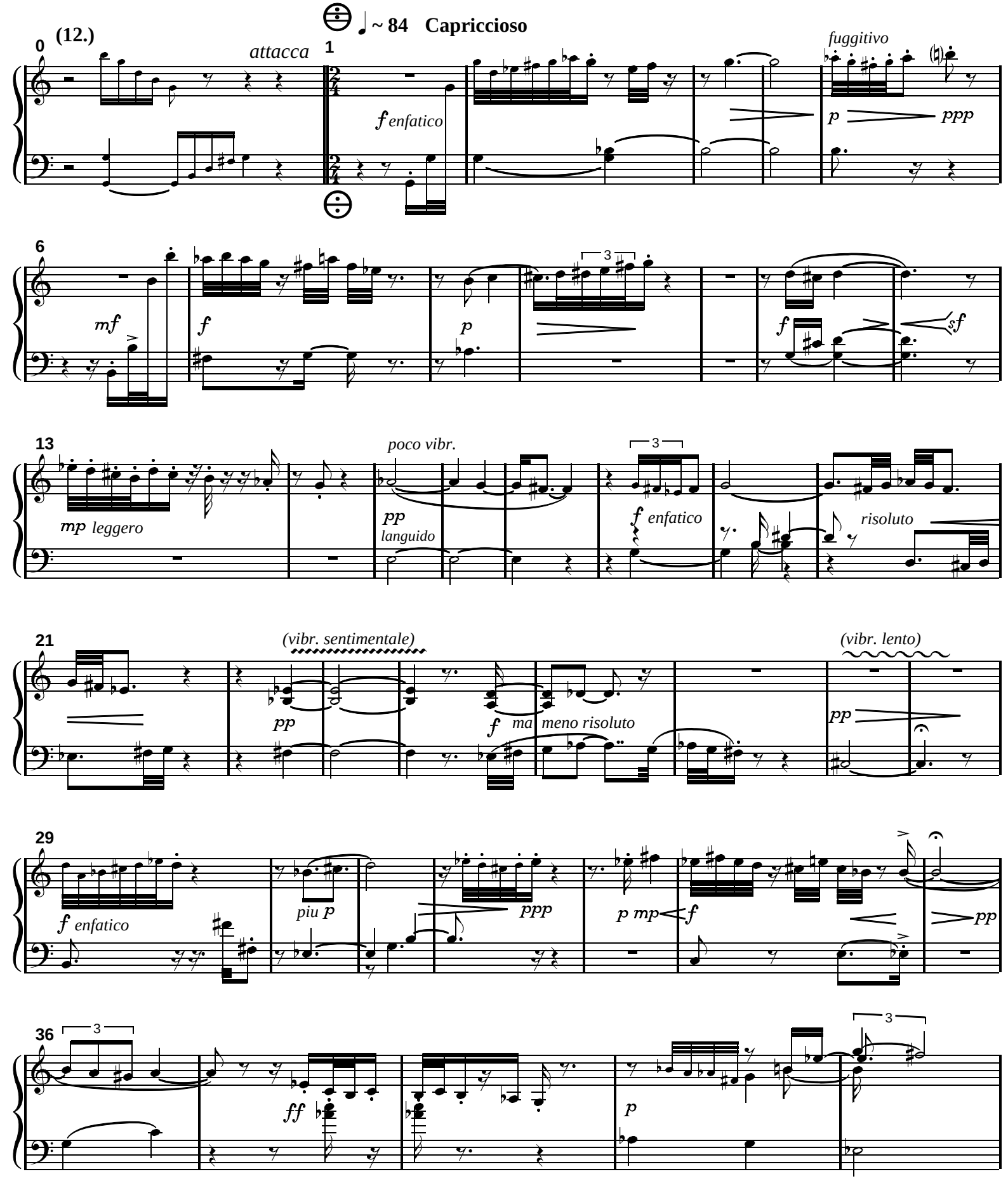

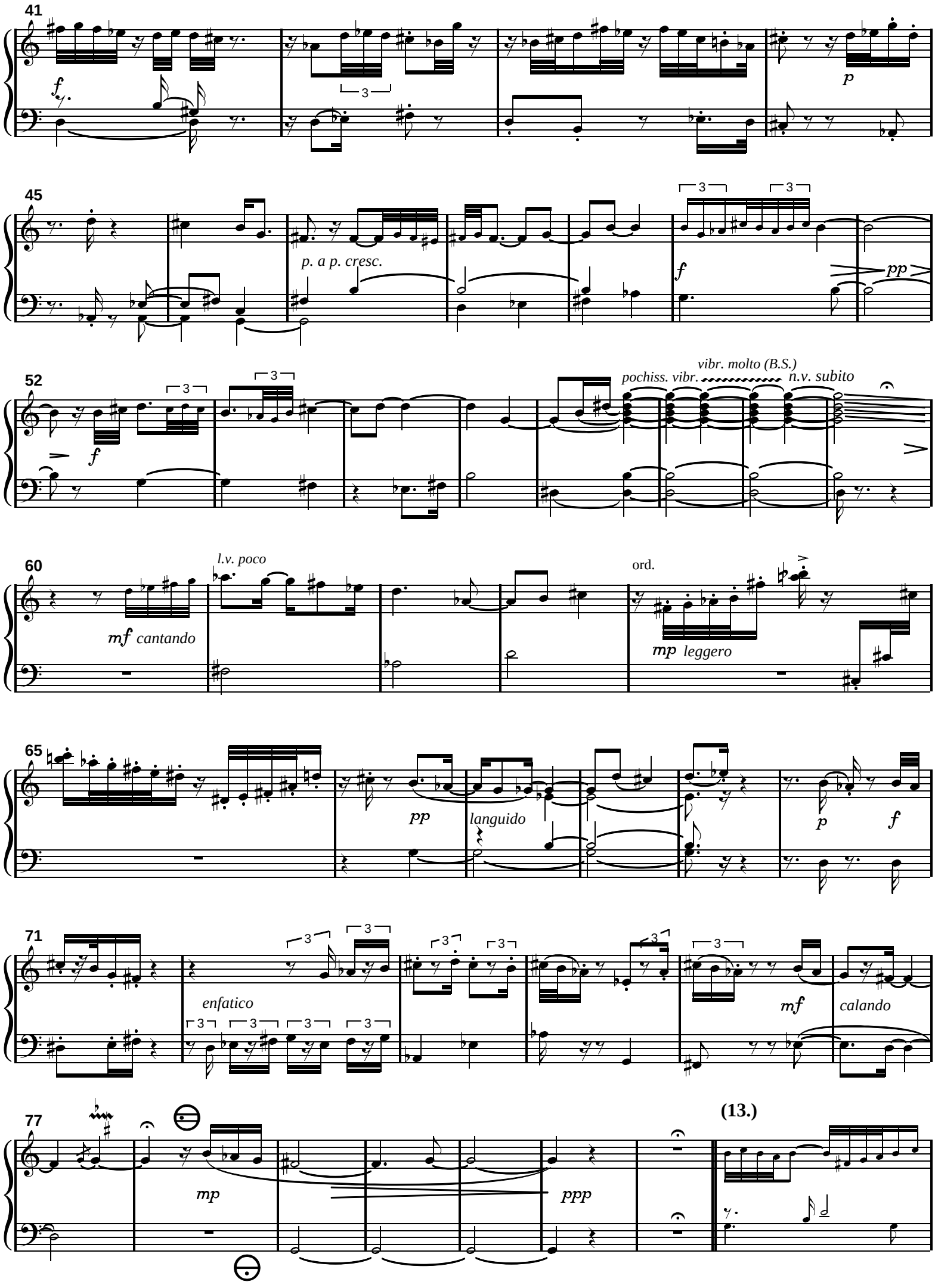
41
f
3
p
45
p. a p. cresc.
3
3
f
pp
52
3
3
f
vibr. molto (B.S.)
pochiss. vibr.
n.v. subito
60
l.v. poco
mf cantando
ord.
mp leggero
65
pp
languido
p
f
71
3
3
3
3
3
3
3
3
3
3
enfatico
mf
calando
77
mp
ppp
(13.)

Debate

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(13.)

= 48-54 **Disputando**

0

attacca

1

Start with the preceding dynamic level.

(8va bassa sempre)

5

p *mf*

poco f

7

(8va sempre)

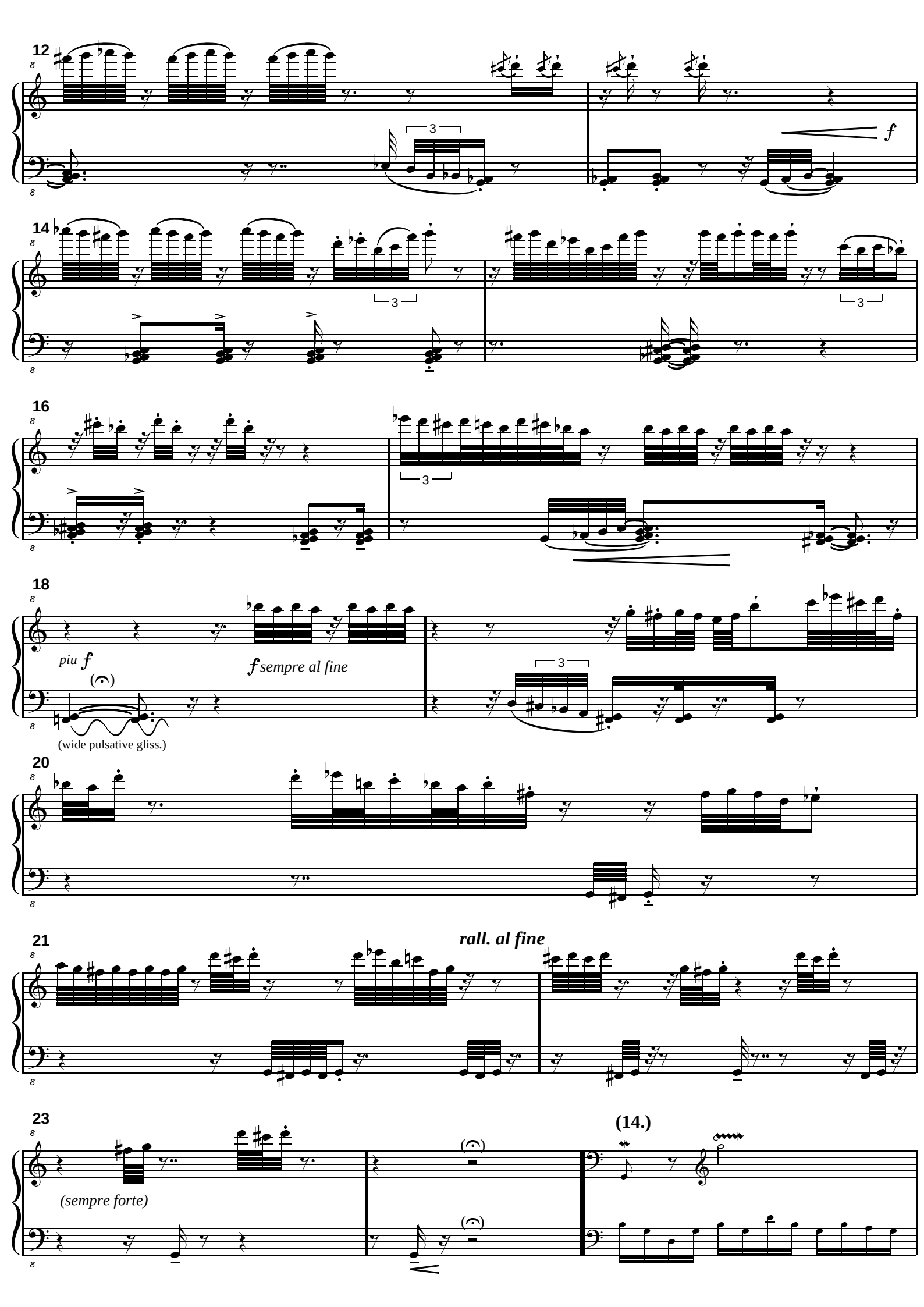
(leggiero)

8

9

10

11


12
3
f
14
3
3
16
3
18
piu f
(wide pulsative gliss.)
f sempre al fine
3
20
21
rall. al fine
23
(sempre forte)
(14.)

Swell

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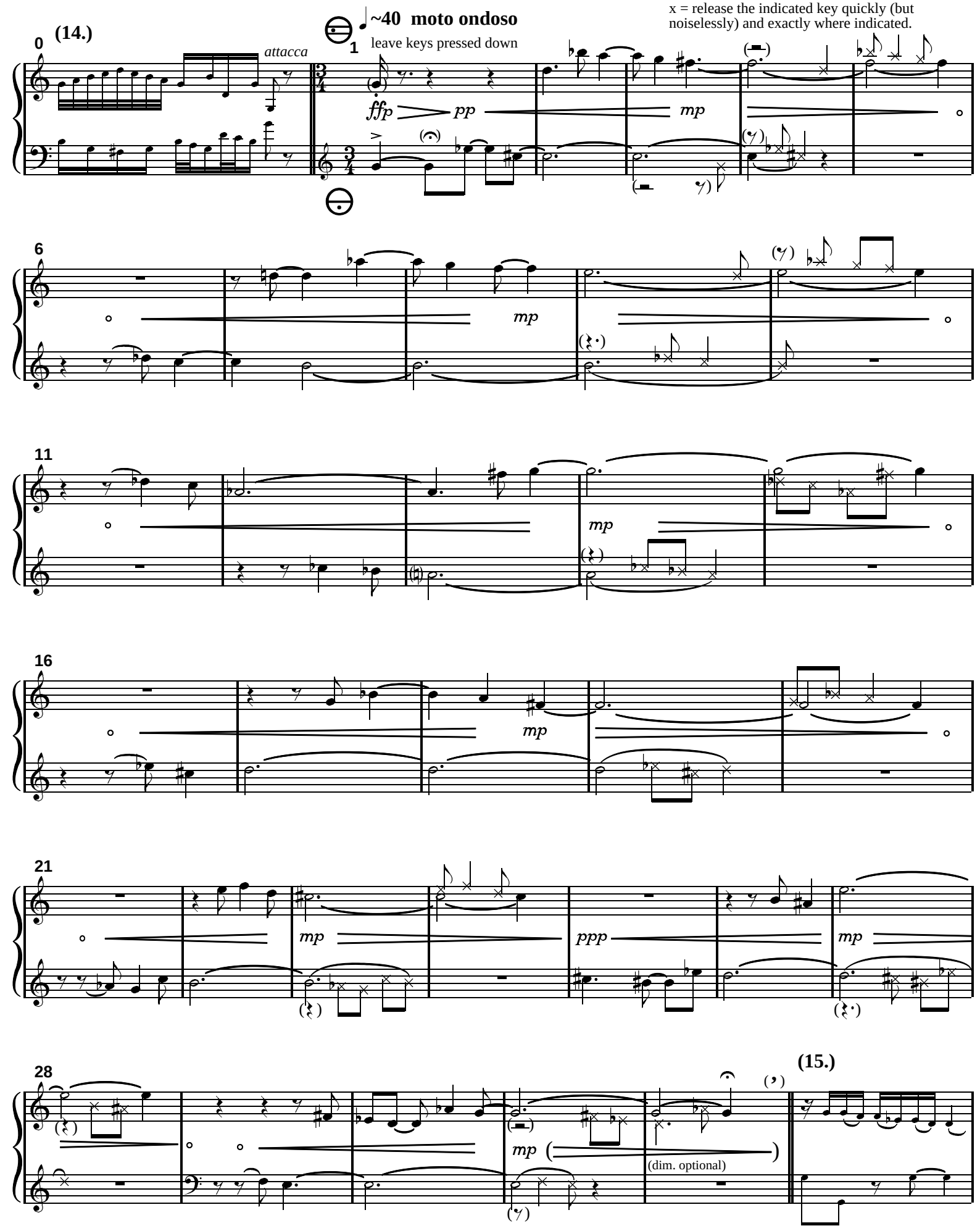

Zeal

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♩=♩ = 69 - 84 ritmi giusti, con devozione

0 (17.)

1

f

4

fp *f*

8

fp *f*

12

pp *f* *pp*

16

ff subito *sub. p* *f* *ff subito*

20

24

(poco calando ad lib.) *(piu rall. ad lib. al tempo di 18.)* *attacca* **(18.)**

Longing

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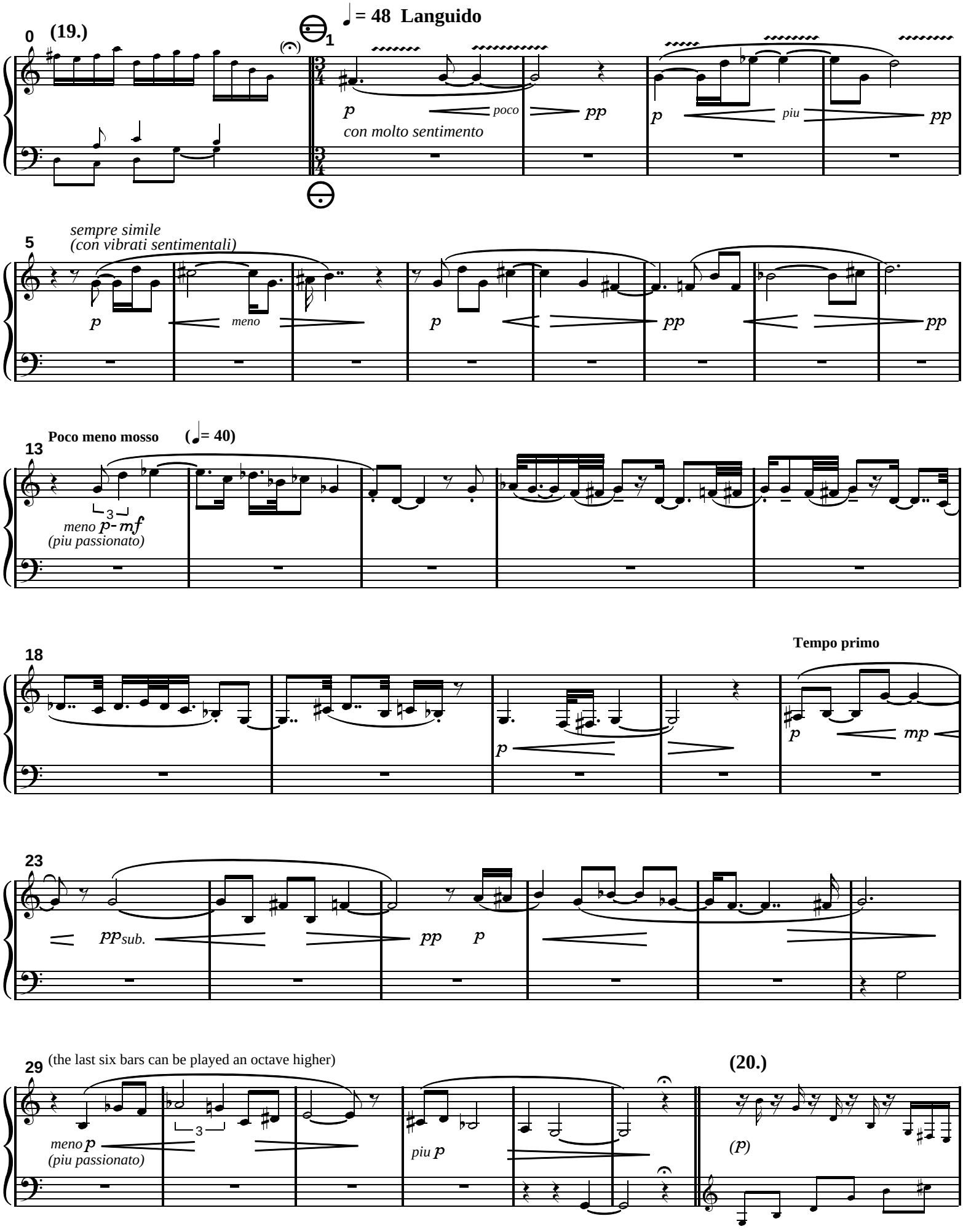

Twister

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(20.) *attacca* **1** **Tempestoso (♩~96)**

bellows change at "pp" (when needed)

legatissimo sempre *(let notes overlap slightly)*

etc. trilli simili (accel./rall. con < >)

5

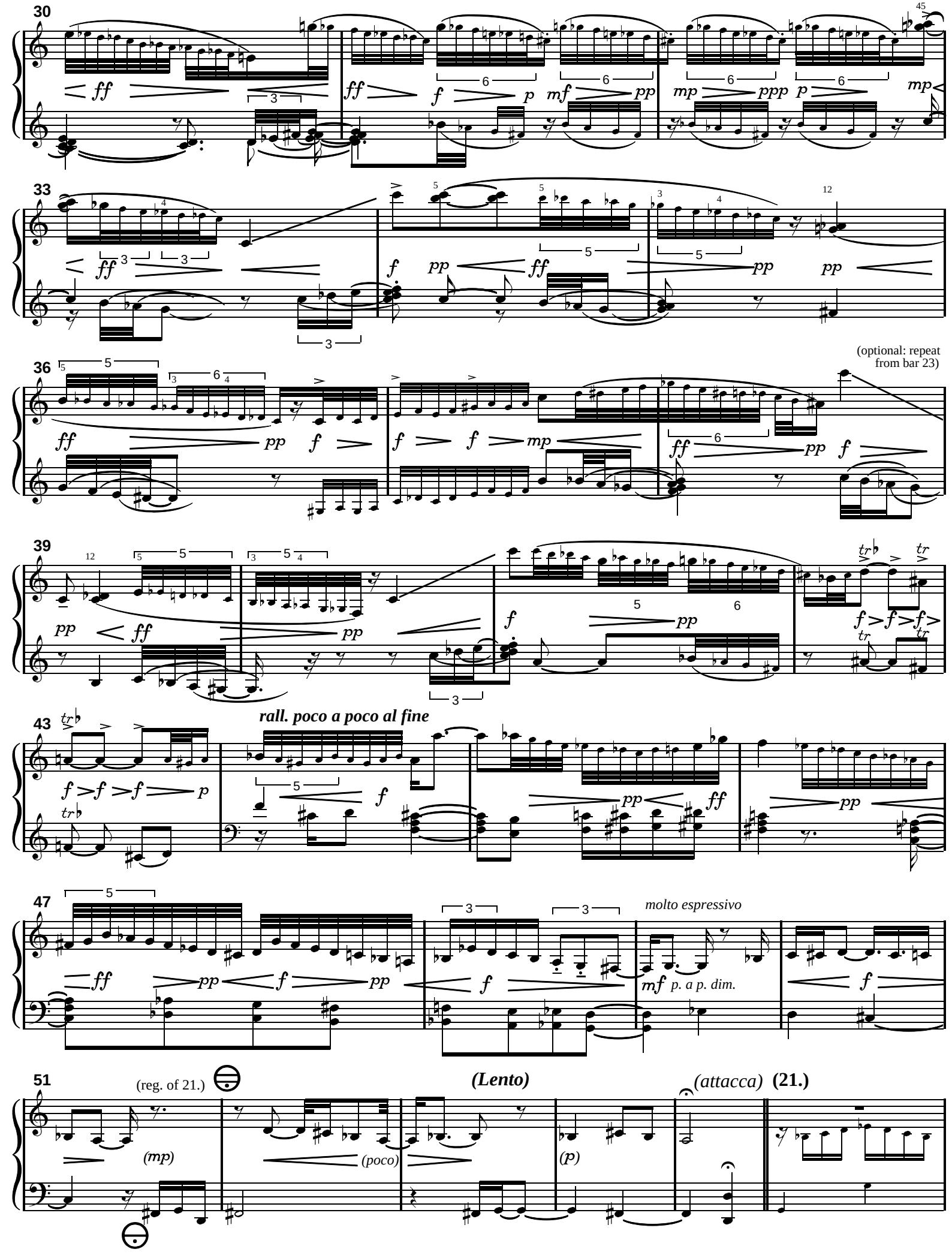
11

16

19

23

27


30
33
36
(optional: repeat from bar 23)
39
43
rall. poco a poco al fine
47
molto espressivo
51
(reg. of 21.)
(Lento)
(attacca)
(21.)

Effort

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♩ = 50-69 Zeloso

(22.)

0 1

attacca

wow: slow (3-4 Hz) *moderate (4-5 Hz)* *simile *)* *slow* *moderate* *slow*

sf *pp* *sf* *pp* *sf* *pp* *sf* *pp* *sf*

**) Always save most of the swell till the end of the crescendo.*
No accent, just the (ample!) swell.

4

fast (5-6 Hz) *moderate* *fast* *slow* *moderate* *slow* *moderate*

etc. simile sempre

pp

(notes written on the lower staff may be played with the left hand)

8

slow *moderate* *slow* *fast* *moderate* *slow*

13

moderate *fast* *(wow accel.)* *slow* *fast* *tremolo misurato* *trem.rall.*

f *ppp*

17

moderate *fast* *moderate* *(wow accel.)* *slow* *fast* *tremolo misurato* *trem.rall...molto*

pp *f* *ppp*

p. a p. rall. al fine

21

slow *moderate* *slow* *moderate* *slow* *slow* *(wow accel.)* *fast*

25

tremolo misurato *trem.rall.* *slow*

f *ppp*

Molto lento (M.M. 30)

gradually less wow... *no wow*

ppp *mf* *mf*

lunga

(23.)

Shadow

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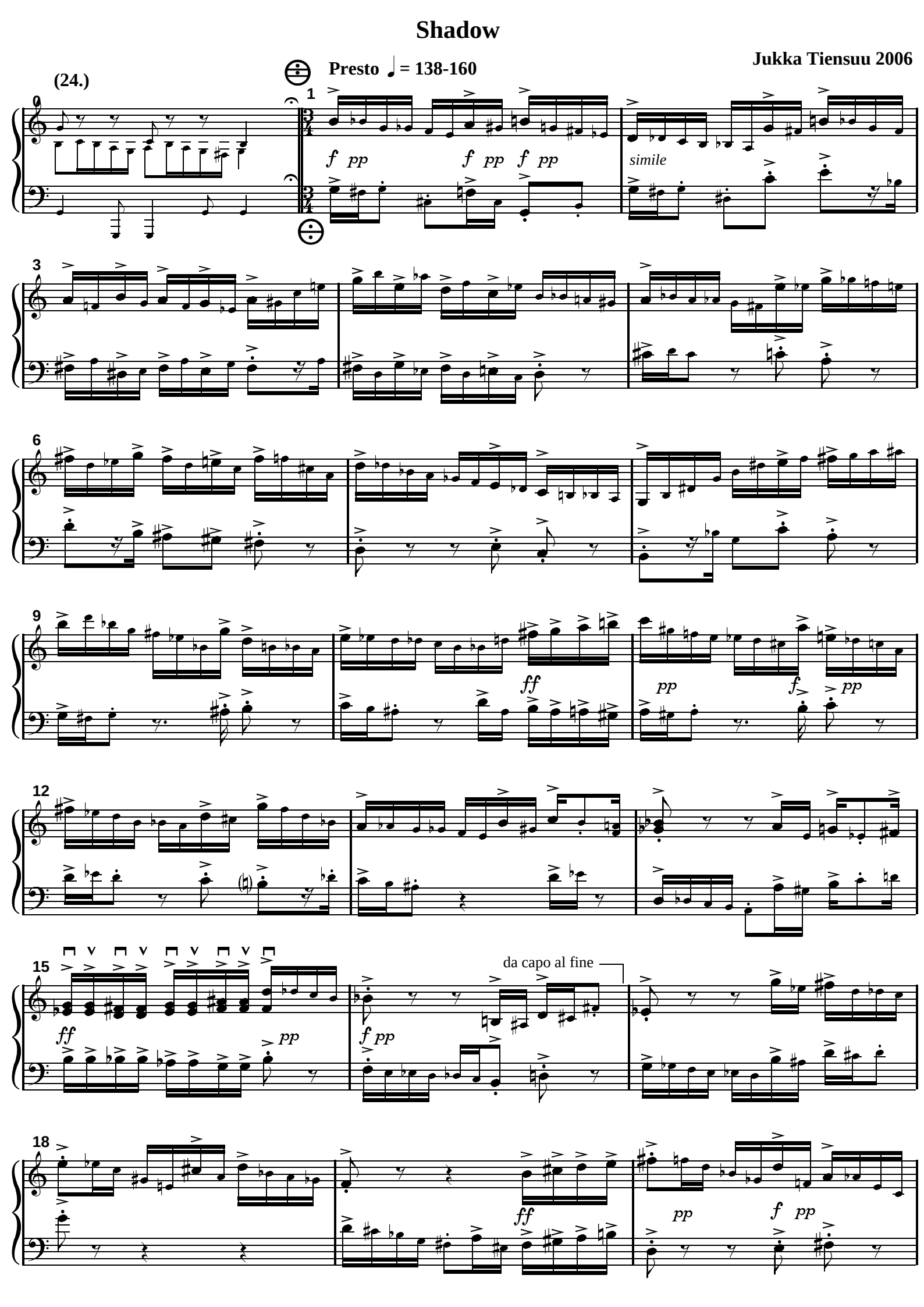
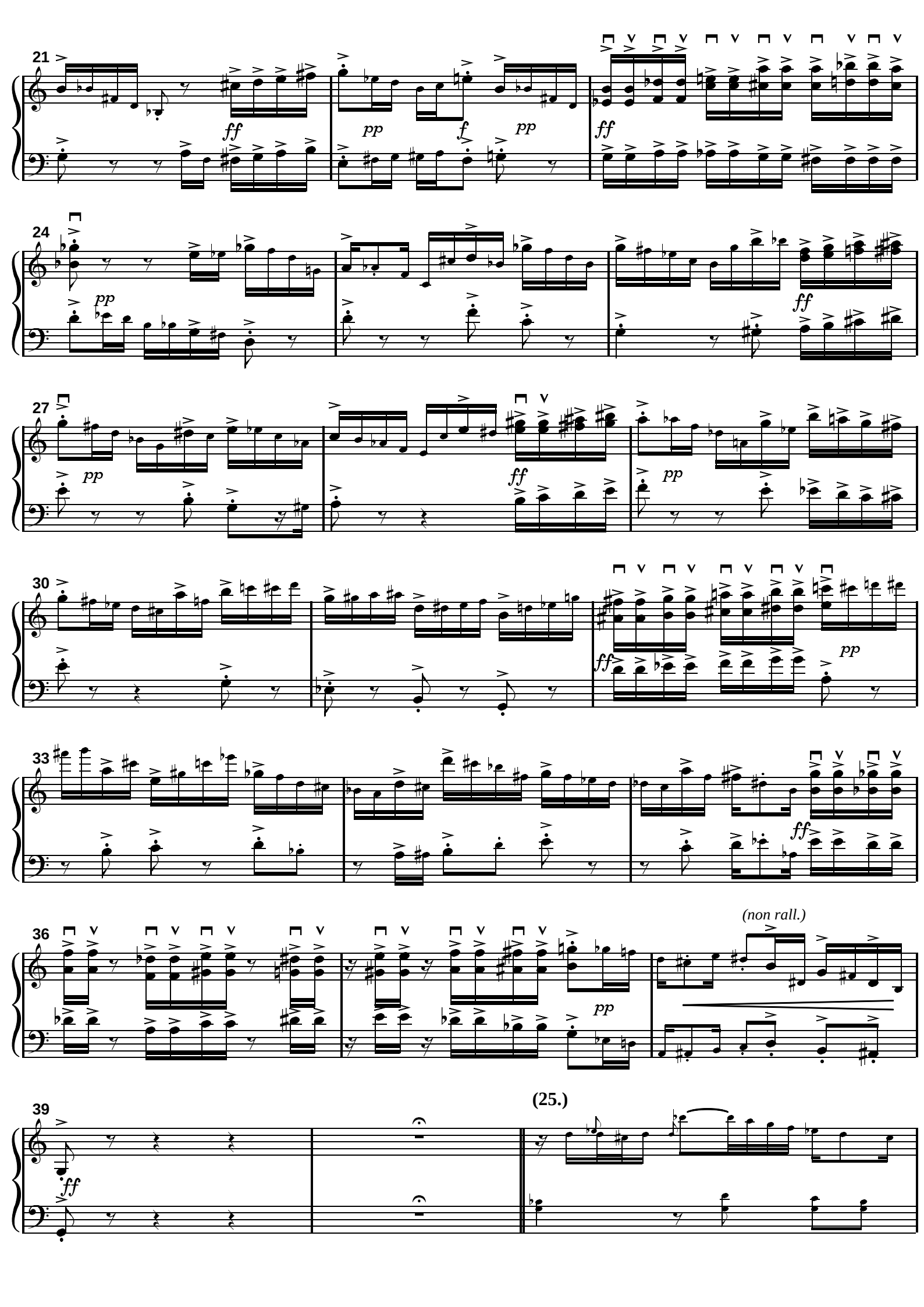
(24.)

Presto ♩ = 138-160




21
ff
pp
f
pp
ff
24
pp
ff
27
pp
ff
pp
30
ff
pp
33
ff
36
pp
(non rall.)
39
ff
(25.)

Sway

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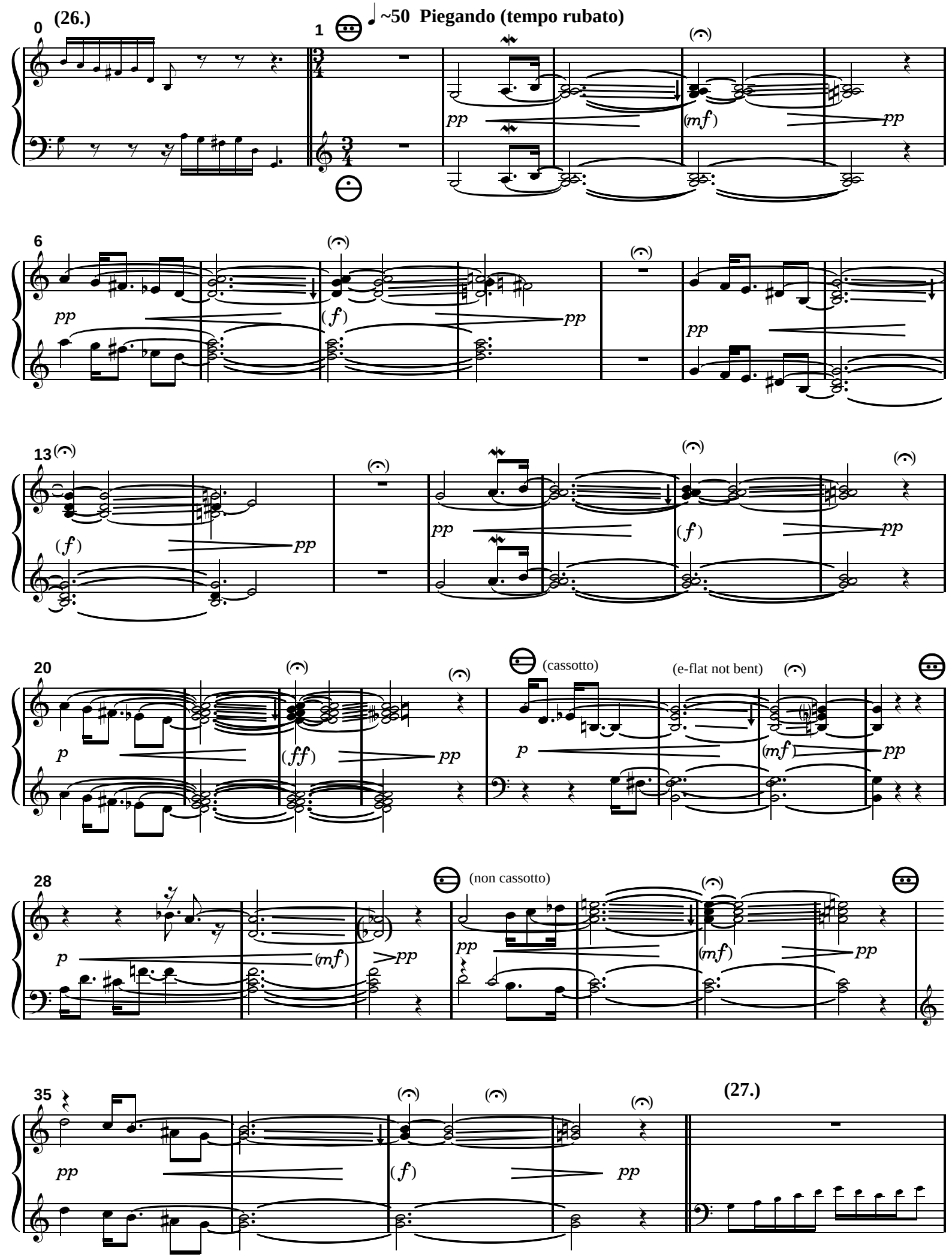

Forwards!

ispirando/con fuoco

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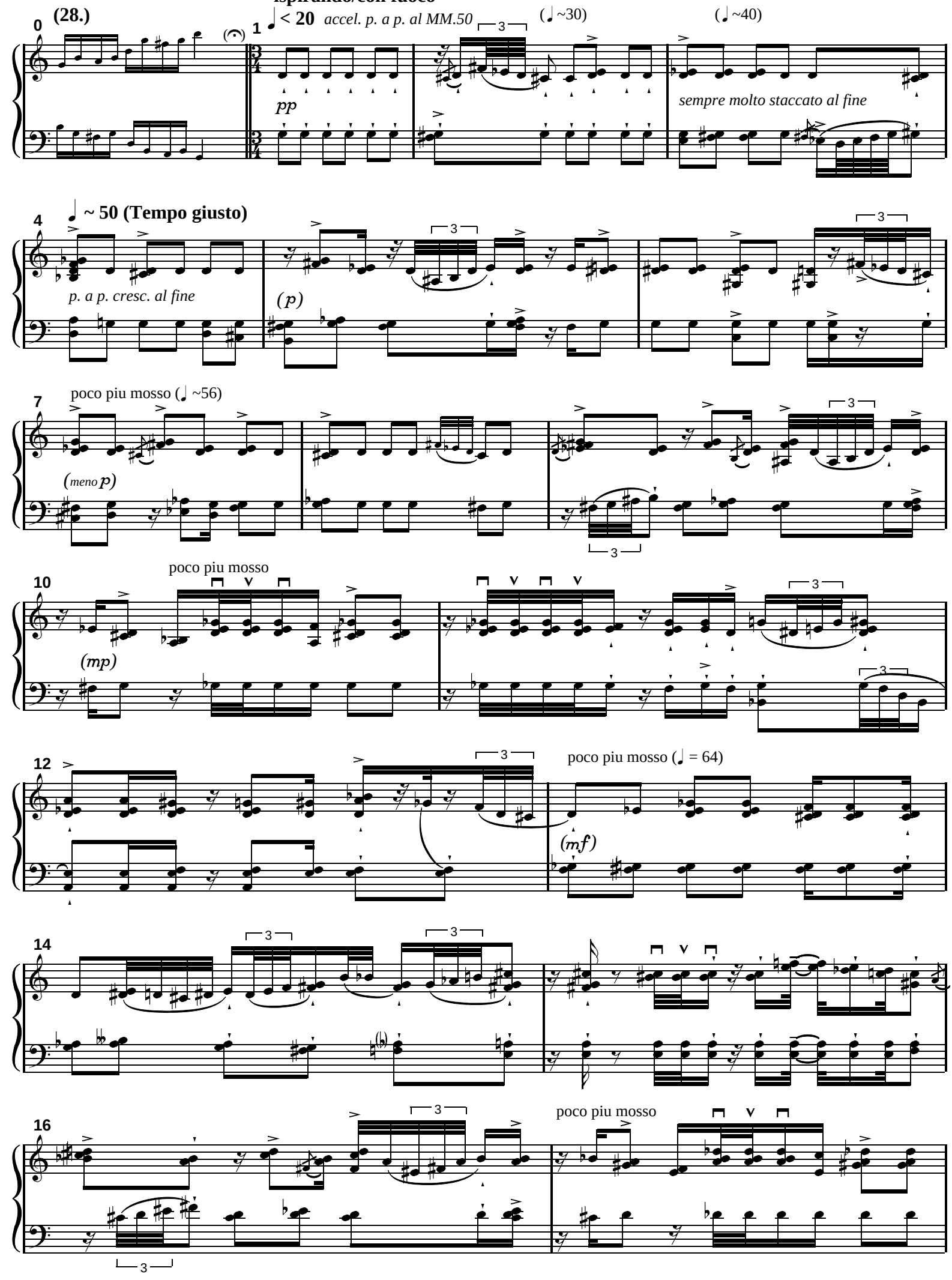
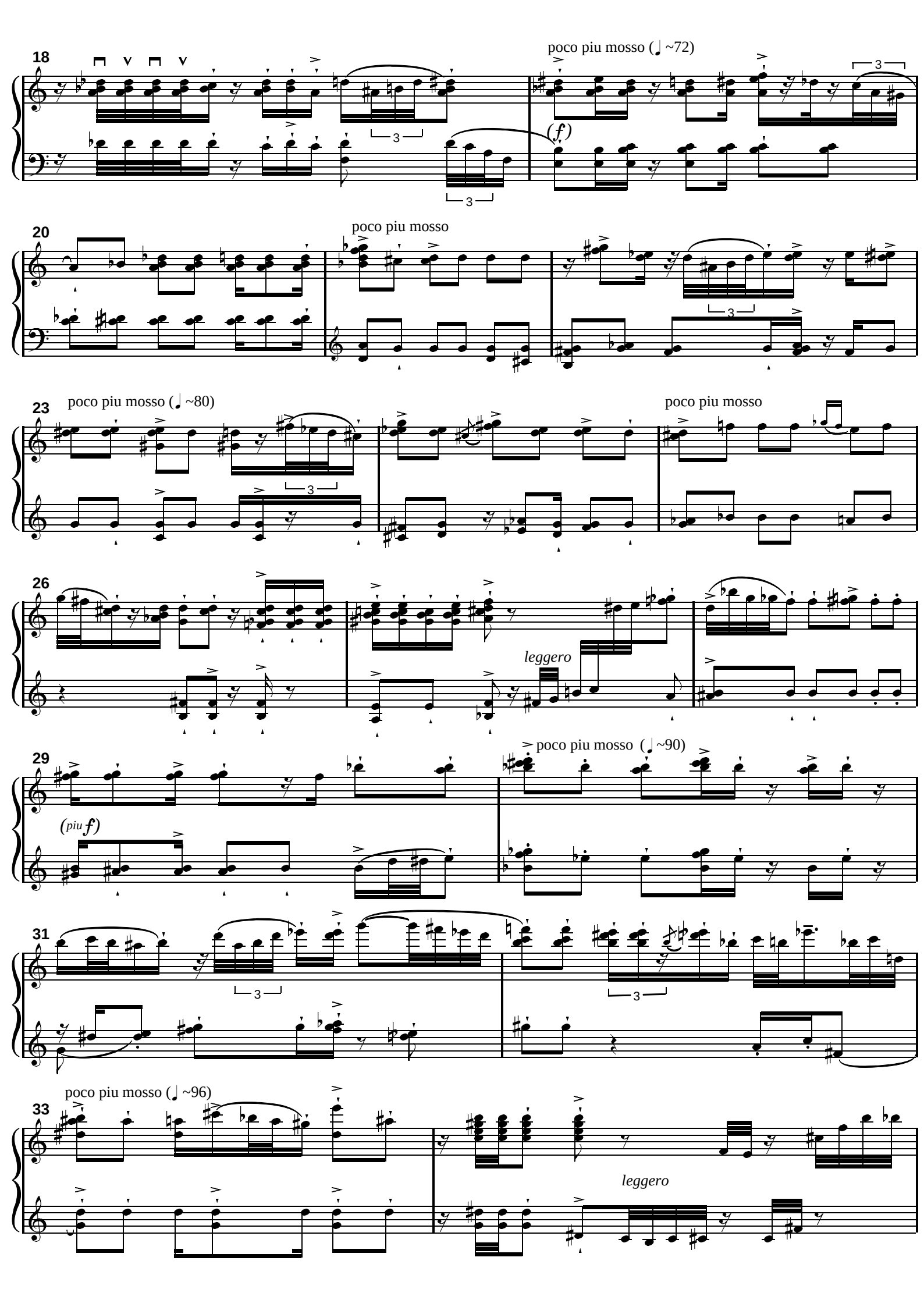
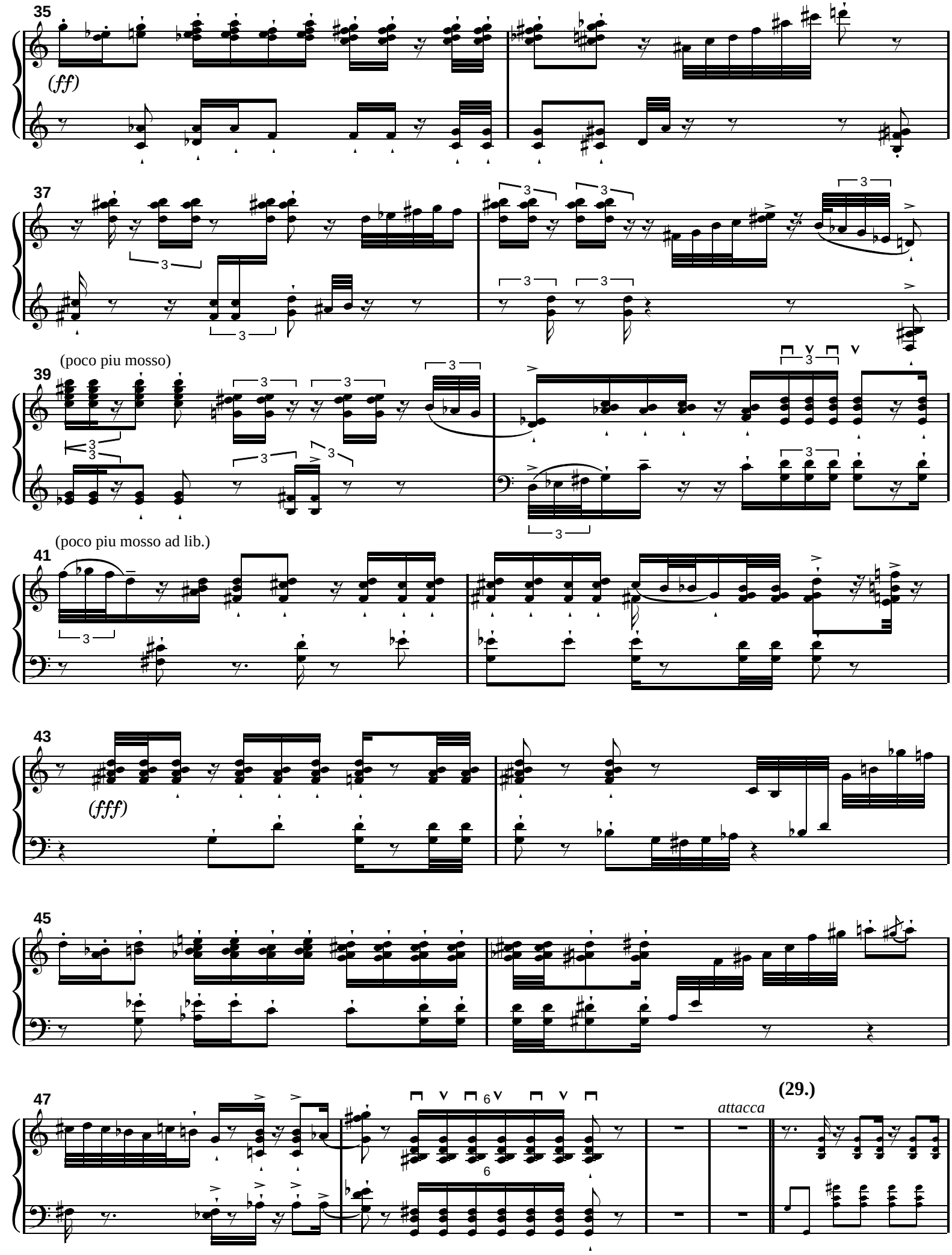



18
poco piu mosso (♩ ~72)
(f)
20
poco piu mosso
23
poco piu mosso (♩ ~80)
poco piu mosso
26
leggero
29
poco piu mosso (♩ ~90)
(piu f)
31
33
poco piu mosso (♩ ~96)
leggero


35
(ff)
37
(poco piu mosso)
39
(poco piu mosso ad lib.)
41
(fff)
43
45
47
6
attacca
(29.)