

Samara Rice

OnomataPiano
for two toy pianos

Performance Instruction:

- All timings are approximate. Feel free to remain on a sound or action longer than indicated. Exact alignment between parts is not imperative.
- The onomatopoeias in quotations (i.e. "Flutter") should be spoken aloud after the sound is played.

for Hocket

OnomataPiano

for two toy pianos

Samara Rice

Like an escalating rivalry between siblings ♩ = 60

With a steadily increasing intensity

30"

Toy Piano 1

"Sputter"

gliss.

Knock on the body of the toy piano

mf

ff

"Knock, knock knock, knock"

Drag hand along black keys without making a pitched sound. Slow down and stop randomly. approx. 6"

p

Glare at Toy Piano 2's performer directly in the eyes

Make a big stretching motion circling arms in the air and simultaneously make a yawning sound. approx. 5" As arms circle back down, reach over and...

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Toy Piano 2

"Flutter"

Knock on the body of the toy piano

mp

f

"Knock, knock, knock"

3

Knock, knock, knock, knock, knock, knock

Lightly "pet" the keys in a gentle tremolo

pp

Glare at Toy Piano 1's performer directly in the eyes

"Creak"

1'

...grab the toy piano's lid. Open and close the lid. approx. 4"

Pno. 1

mp

"Drip"

1'

Pno. 2

p

1' 18"

Gently tap finger tips on the front ledge (in front of keys) of toy piano. approx. 18"

"Pitter Patter"

Perc.

1' 18"

Pno. 2

mp

p

pp

Use both hands to frantically play the black keys in a pitchless back and forth glissando motion. approx. 12"

1' 30"

"Clatter"

Perc.

mp *mf*

Gently tap finger tips on the front ledge (in front of keys) of toy piano. approx. 18"

"Pitter Patter"

Perc.

p *mp* *p* *mp* *p*



Gently and randomly repeat these notes like a murmur. approx. 12"

1' 30"

"Murmur"

Pno. 1

p

Hum any pitch

Snap fingers in the air

Perc.

pp *mp*

Pno. 1

Hum any pitch

Clap hands

Hum any pitch

Stomp foot

pp ————— *mf*

pp ————— *f*

Perc.

Hum any pitch

Clap hands

pp ————— *mf*

2'

2'



Soft airy white-key glissandi. approx. 6"

"Woosh"

Repeatedly bang both fists on any keys. approx. 7"

"Bang"

p ————— *mf*

f

2' 14"

Soft airy white-key glissandi. approx. 6"

"Woosh"

Smack the body of the piano with palm of hand.

"Splat"

Play the lowest notes of the toy piano in a rumbling manner. approx. 7"

"Rumble"

p ————— *mf*

f

mp

2' 14"

Strong white-key glissando, repeating as many times as needed. approx. 9"

The first staff of music begins with a treble clef and a dynamic marking of *ff*. It features a glissando starting from a low note and moving upwards, indicated by a diagonal line with a greater-than sign (>) above it. This is followed by a double bar line and a single note on the staff with a dynamic marking of *f*.

Smack the body of the piano with palm of hand.

"Smack"

A single note on the staff with a dynamic marking of *f* and a greater-than sign (>) above it, representing the 'Smack' sound.

Bang both fists on any keys. approx. 5"

"Bang"

A series of five notes on the staff, each with a dynamic marking of *fff*, representing the 'Bang' sound.

Stomp both feet on the ground. 2'30"

"Stomp"

A single note on the staff with a dynamic marking of *fff* and a greater-than sign (>) above it, representing the 'Stomp' sound.

Full arm cluster chords on both black and white keys. approx. 15"

A series of 15 notes on the staff, each with a dynamic marking of *fff*, representing the 'Thud' sound.

"Thud"

Stomp both feet on the ground. 2'30"

"Stomp"

A single note on the staff with a dynamic marking of *fff* and a greater-than sign (>) above it, representing the 'Stomp' sound.