

für Sarah Aristidou und Axel Bauni

# Jittering Directions II

(The Fury of Our Concepts)

Six Songs for Soprano and Piano  
after Poems by William Carlos Williams

Johannes Maria Staud, 2022

## I. SOLSTICE

♩ ~ 58 pulsierend, federnd, eigenwillig (tempo poco rubato)

The musical score for 'I. SOLSTICE' is written for Soprano and Piano. It consists of two systems of staves. The first system includes a piano introduction with a treble clef and a bass clef. The piano part features a rhythmic pattern of eighth notes in the right hand and a more complex pattern in the left hand, with dynamic markings of *pp*, *mp*, and *pp*. The second system begins with a soprano line in 5/4 time, with lyrics 'The ri - ver' under a long note. The piano accompaniment continues with various dynamics including *mp*, *pp*, *mp sempre*, *p*, and *pp*, and includes sixteenth-note passages and triplet markings.

Solstice, January, The Locust Tree In Flower [Second Version] and The Sadness of the Sea By William Carlos Williams, from THE COLLECTED POEMS: VOLUME I, 1909-1939, copyright ©1938 by New Directions Publishing Corp. Reprinted by permission of New Directions Publishing Corp.

Hard Listener and The Last Turn  
By William Carlos Williams, from THE COLLECTED POEMS: VOLUME II, 1939-1962, copyright ©1944 by William Carlos Williams. Reprinted by permission of New Directions Publishing Corp.

6 *mp* *p* *mf*

is full. The time is

*mf*

*mf*

8 *mp* *mf* *mp* *mf* *mp*

ripe. Give

*p*

*mf*

*mp* *mf*

*p*

*mf*

9 *f* *mp*

mur - de - rous thoughts

*f*

*p*

*f*

*f*

10 *ff tenuto* *p*

rest. No

*mf*

*mp* *p* *m*

(Sost.)



12 **A** *mp* *pp* *pp mp pp* *mp*

leaves on the trees A mild sun

*p* *mp* *p*

*pp* *mp*

# Sample page

\* überpresste, raue Stimme

Sost.

14 *pp mp > p f mp* ord.

*gliss.*

dar - - - - - kens the fro - - - - - ty

*pp mp p*

**Leseprobe**

*(Sost.) Sost.*

16 *ff mf*

earth.

*mf p mp*

**Sample page**

*poco Ped.*

19 **B**

*mf p mf*

*mf*

\* wenn das a nicht möglich ist, es/ als ossia singen!