Piano Bits

for solo piano

Brian J. Hinkley

Op. 31 2021

PERUSAL SCORE

PERUSAL SCORE

Piano Bits

for Robert Elfline

Solo piano

Duration: 13-16 minutes

For the pianist: *Piano Bits* should be a fun piece. That is, performed correctly, the pianist and the audience should enjoy the experience of this piece. The pianist interacts with the audience in several movements, mostly through spoken word and dialogues. A gregarious, carefree attitude is what I had in mind for the work—*Piano Bits* is both a serious work of art and a series of twists, turns, and rather disparate sounds collected into an unapologetic mosaic. In general, anything within the score that may be interpreted in multiple ways can and should be interpreted however the pianist desires. Square brackets indicate either a choice of words for the pianist [day/evening], a description of an action to be taken [check watch, or ask audience member for the time], or text that is unknowable [breakfast].

Program Notes: *Piano Bits* is both a serious work of art and a series of twists, turns, and rather disparate sounds collected into an unapologetic mosaic.

Movement titles were created by Cody Alexander Paul, who had no knowledge of the musical content within.

I. Clockwise Anticipation
II. House of Glass
III. Diamonds Atop God's Fiddle
IV. Stasis in a Space Oasis
V. Prismatic Laughter
VI. Etchings of a Mad Horologist
VII. We Sit Atop a Grave of Lies
VIII. The Bed of the Black River
IX. Tears of a Witch's Daughter
X. Counterclockwise Anticipation

—BJH

PERUSAL SCORE

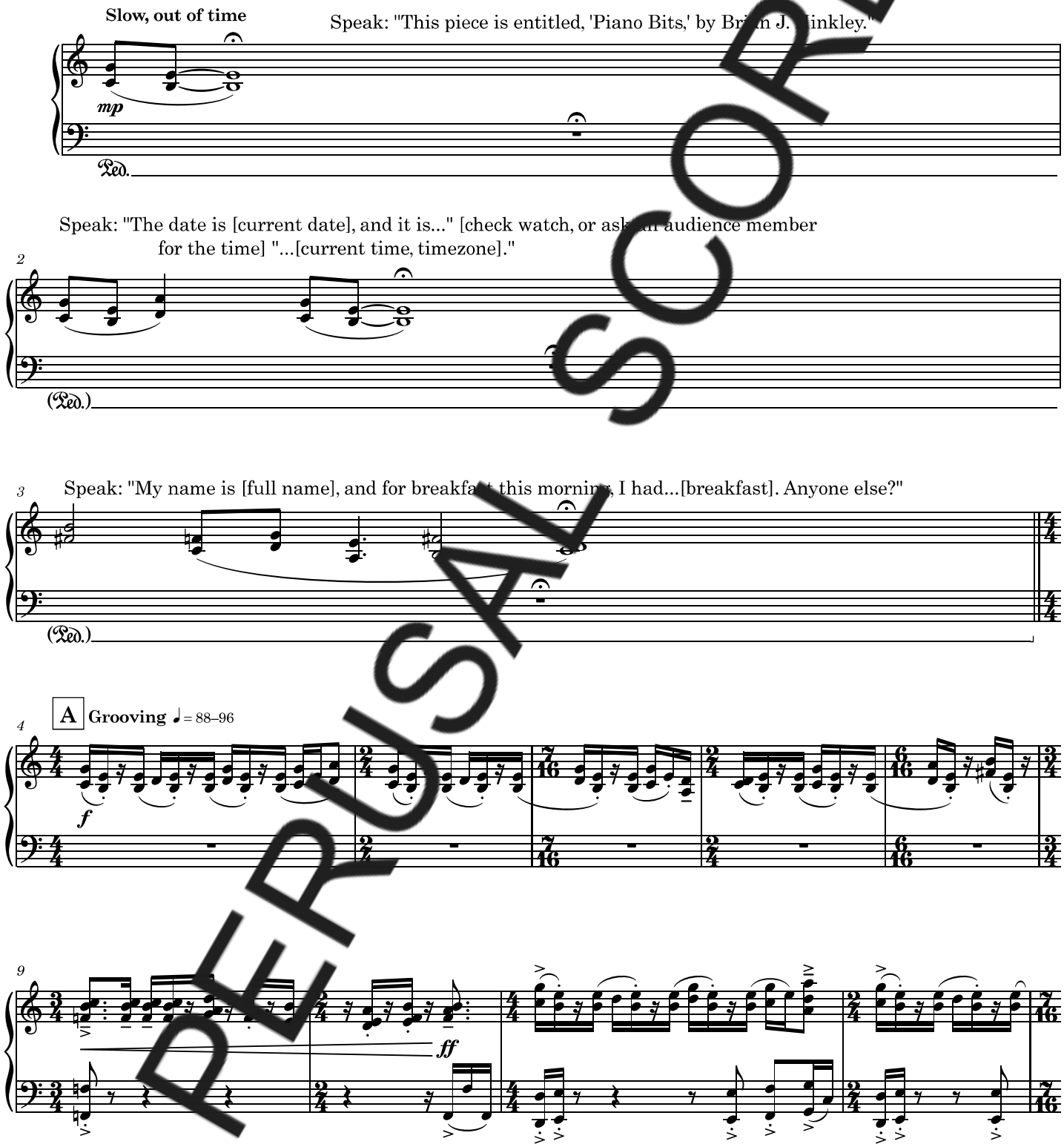
Piano Bits

for Robert Elfline

Movement titles by
Cody Alexander Paul

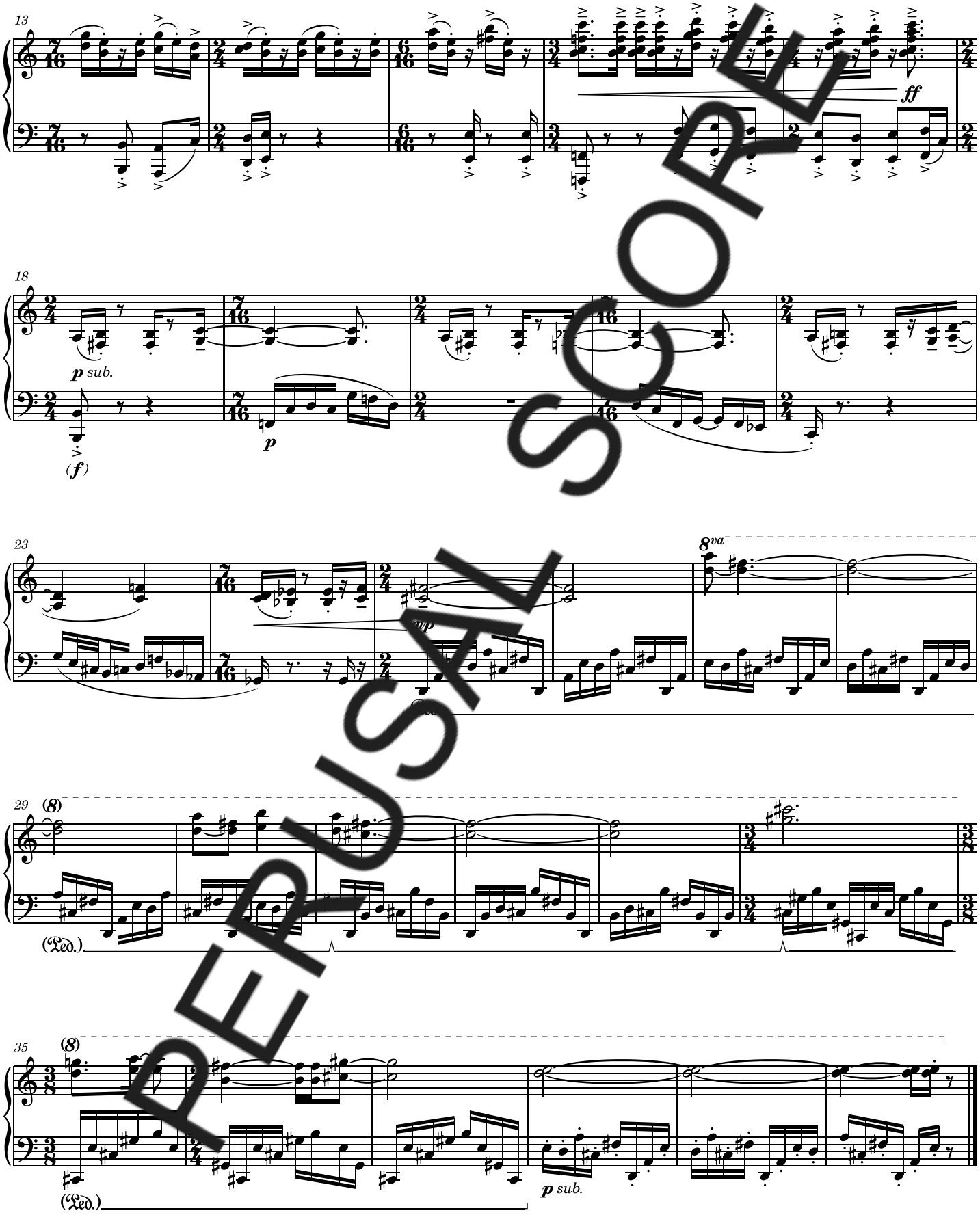
Brian J. Hinkley (b. 1994)
Op. 31 2021

I. Clockwise Anticipation



PERUSAL SCORE

Copyright 2021 Cracked Bat Music LLC



REPRODUCTION SCORE

II. House of Glass

Rock ♩ = c. 72

f *sfz* *sfz*

4

ff

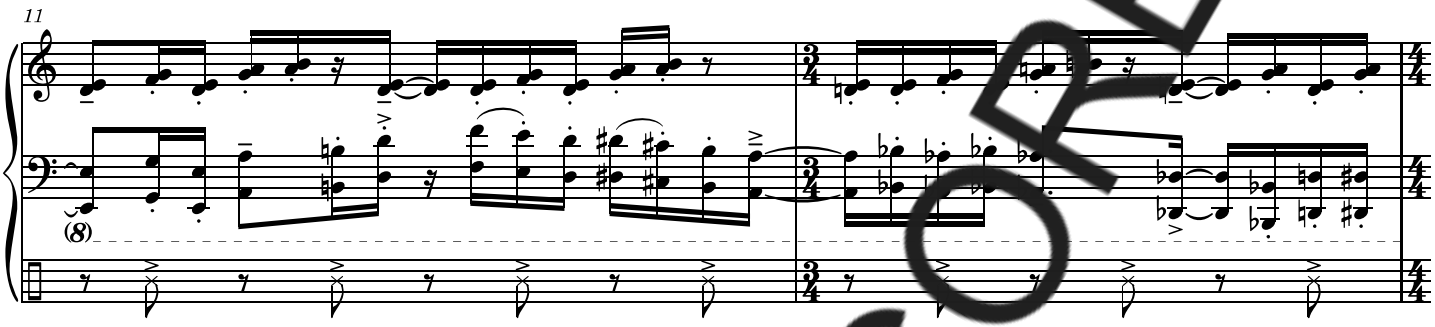
7

9

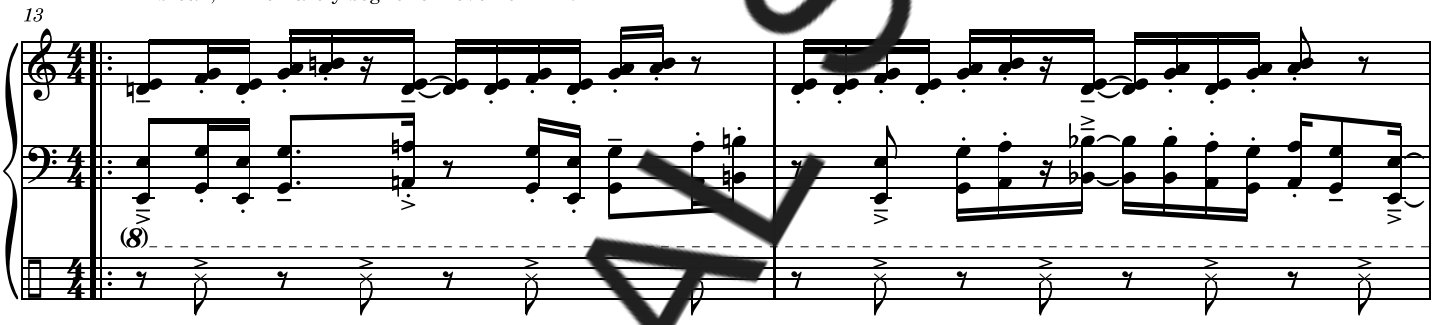
stomp. encourage audience to clap along
via facial expressions and/or vocal encouragement

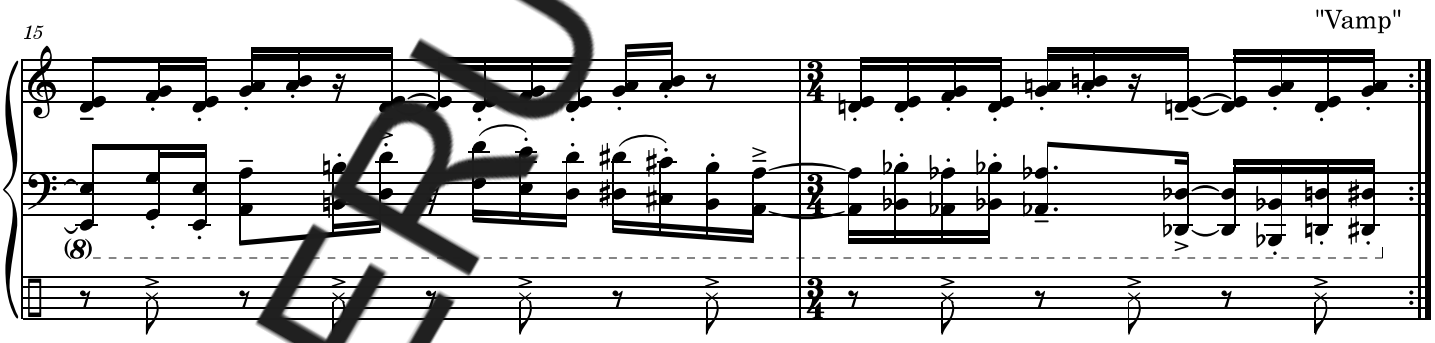
ff

PERUSAL SCORE



After at least one full repeat (or more, if the audience is jamming): Stop playing at any point, and immediately start clapping the stomp pattern with the audience. Vocally encourage them: "Come on!" "Yeah!" etc., while walking around the stage. When you have generated enough hype, return to the piano (still clapping), and act as if you're going to resume where you left off.
Instead, immediately segue to movement III.





PERUSAL SCORE

III. Diamonds Atop God's Fiddle

Regal ♩ = c. 60

make sure this doesn't align with claps

ff

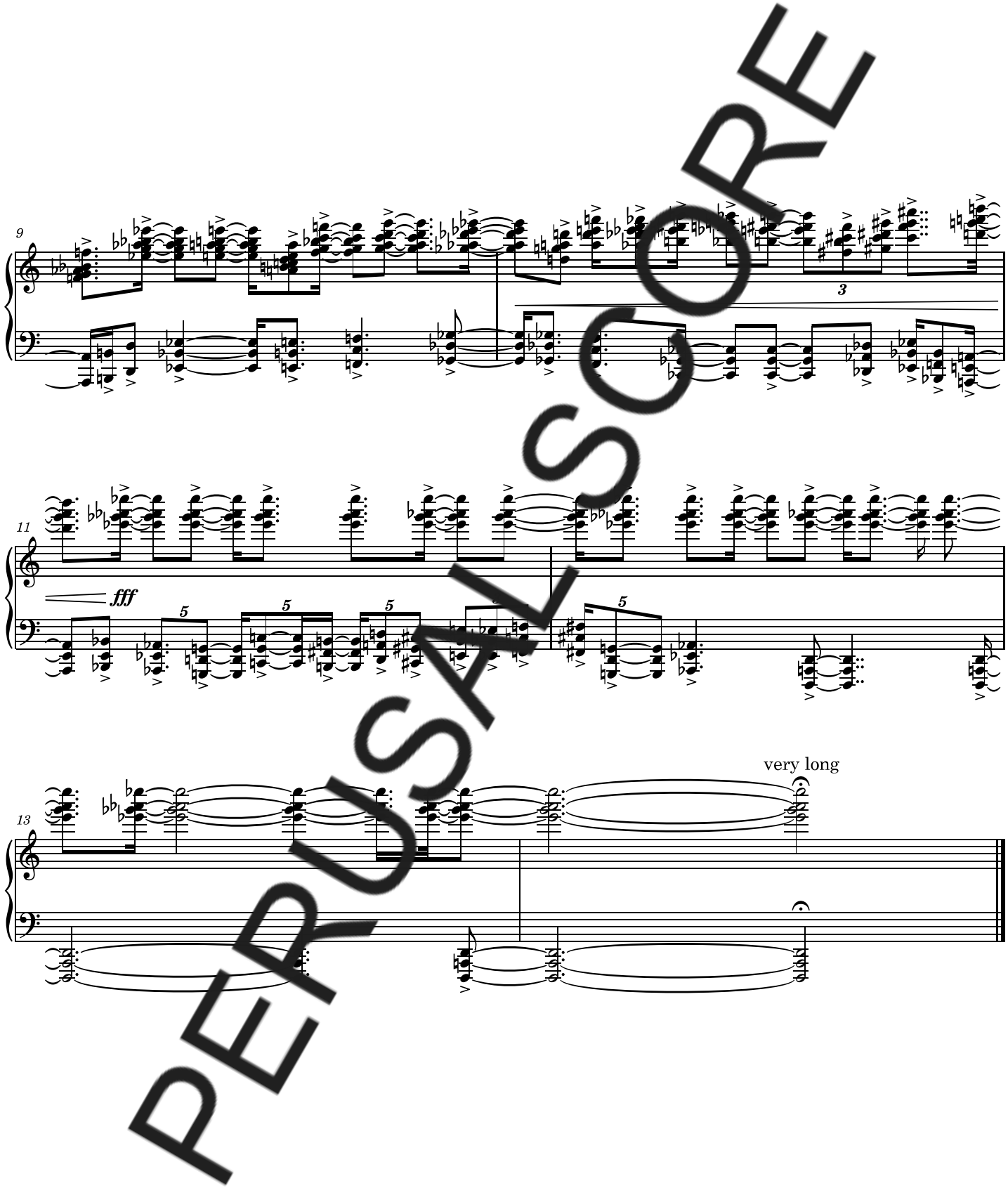
Ped. ad lib

3

5

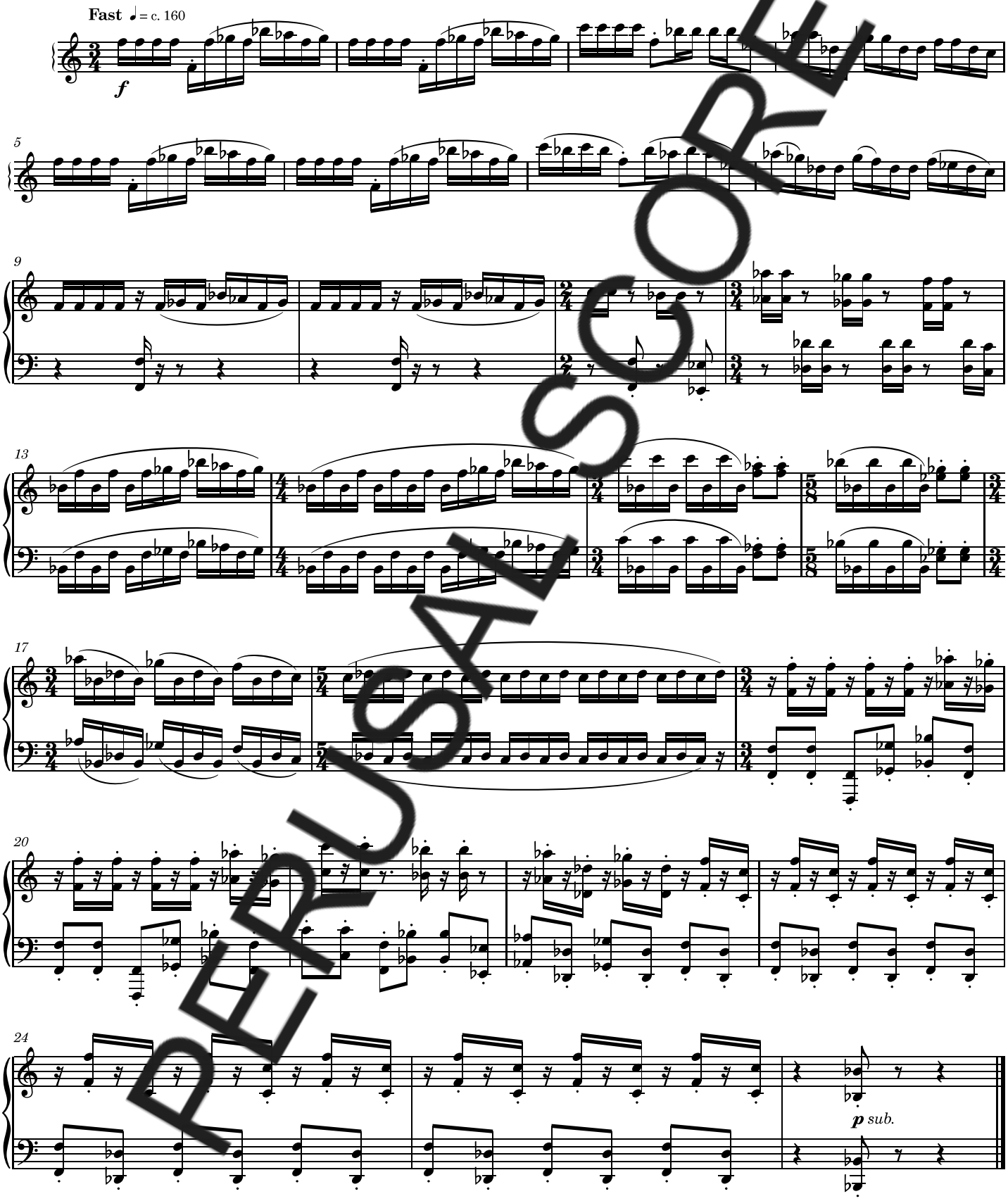
7

PERUSAL SCORE



PERUSAL SCORE

IV. Stasis in a Space Oasis



PERUSAL SCORE

V. Prismatic Laughter

- Ask the audience to name one to four unique pitches
  - you choose how many to ask for
    - feel free to approve, disapprove, and/or laugh at suggestions

- Improvise beginning on the provided note(s)
  - otherwise, why ask the audience for options
    - honestly, why even music when person woman man camera tv?

- Allow the improvisation to grow organically.
  - there is no restriction on notes besides the initial set
    - there is no growth without discomfort

- Find sounds/motives/ideas you like.
  - continue repeating those gestures ad lib
    - or don't, you're the one performing

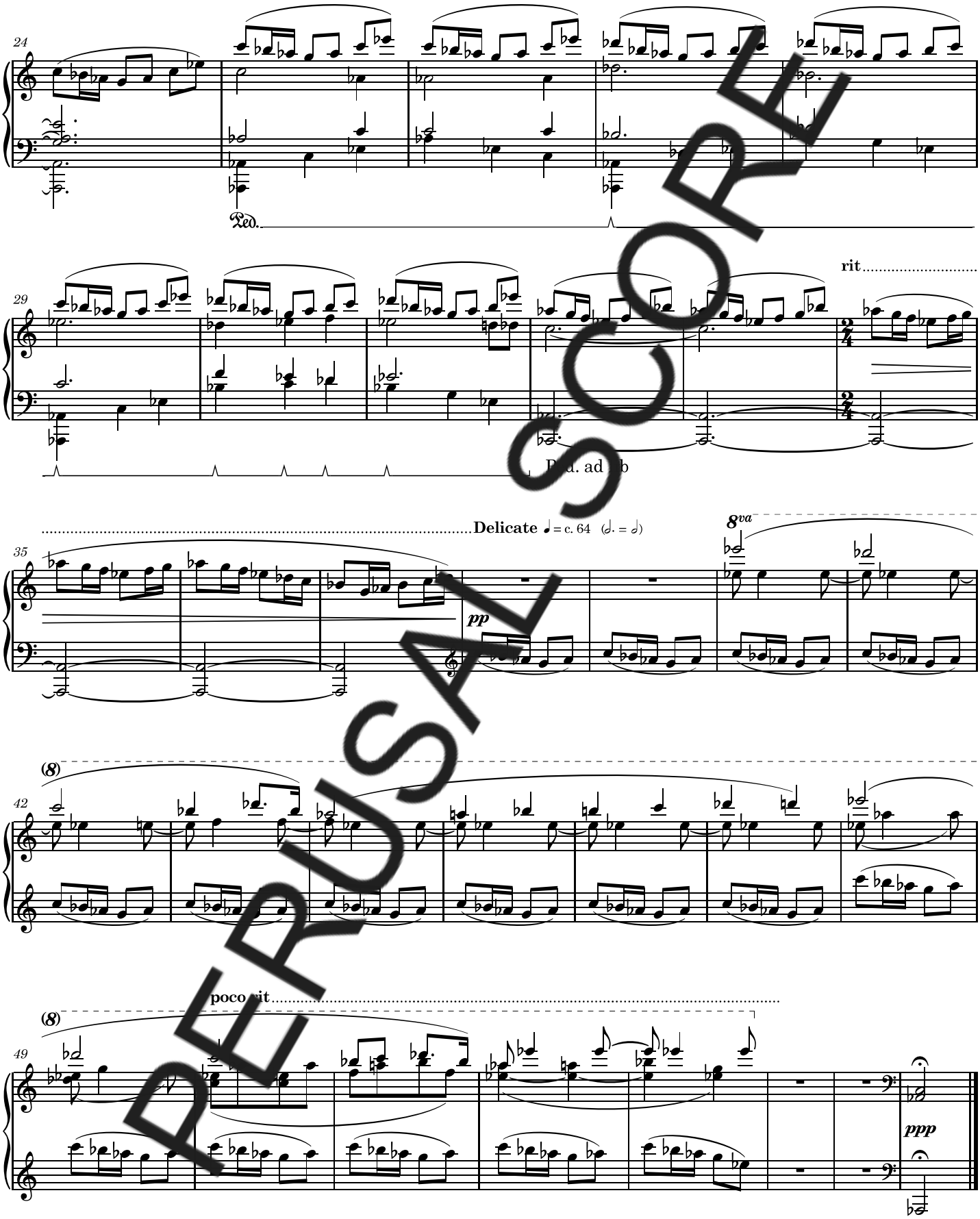
- When you no longer want to continue improvising, don't.
  - there is no time requirement
    - but it's probably polite to play a decent amount

- Whatever you do, DON'T read any of this to the audience. Yeah. Definitely.
  - i mean for all we know saying this would summon a demon
    - from what i know demons don't like participating in art music

PERUSAL SCORE

VI. Etchings of a Mad Horologist

PERUSAL SCORE



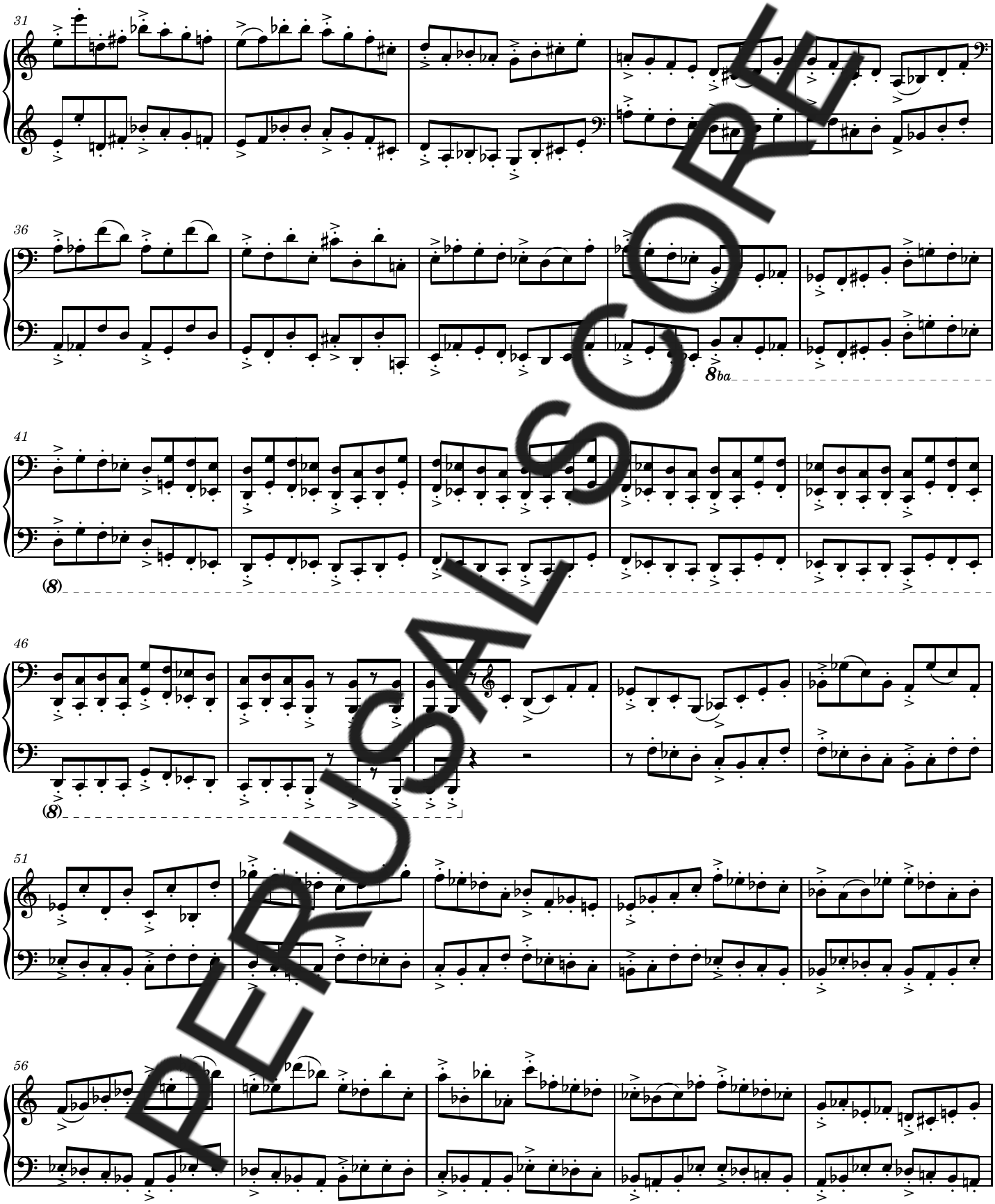
PERUSAL SCORE

VII. We Sit Atop a Grave of Lies

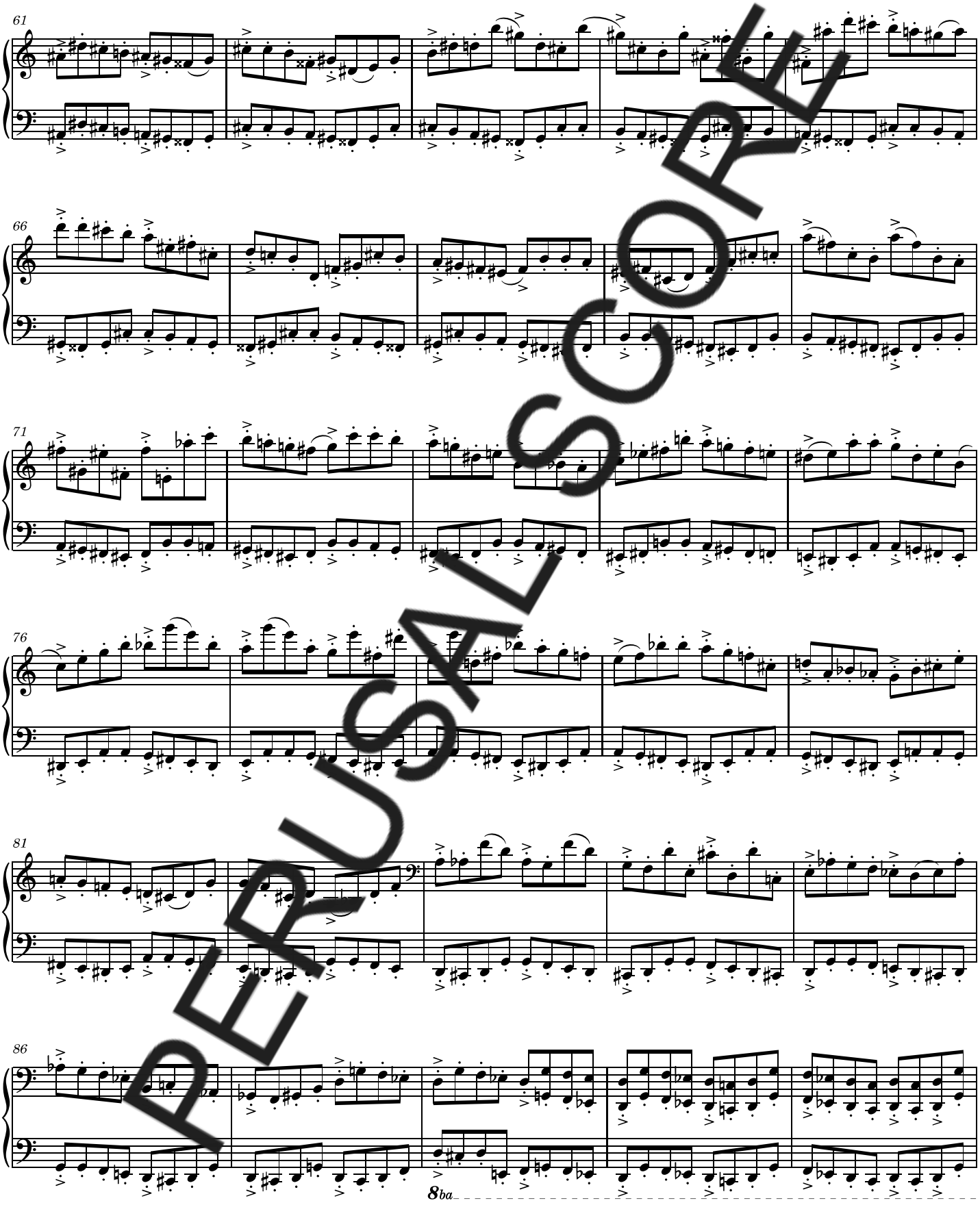
Insistent 𝅗𝅥 = c. 88

f

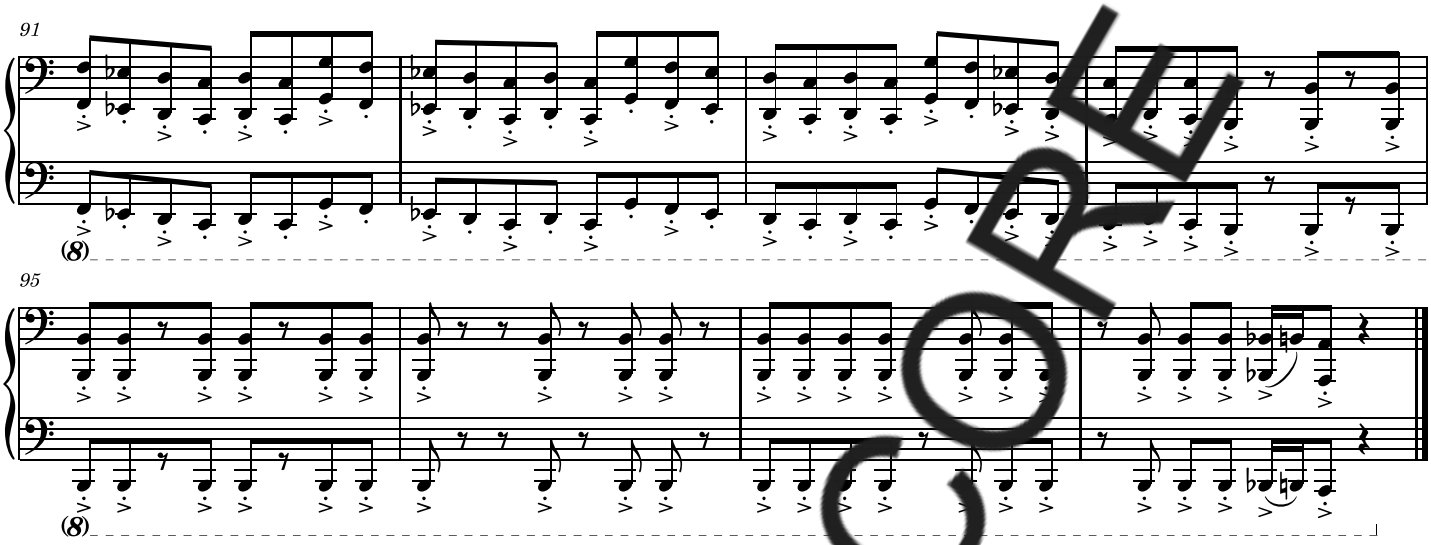
PERUSAL SCORE



PERUSAL SCORE

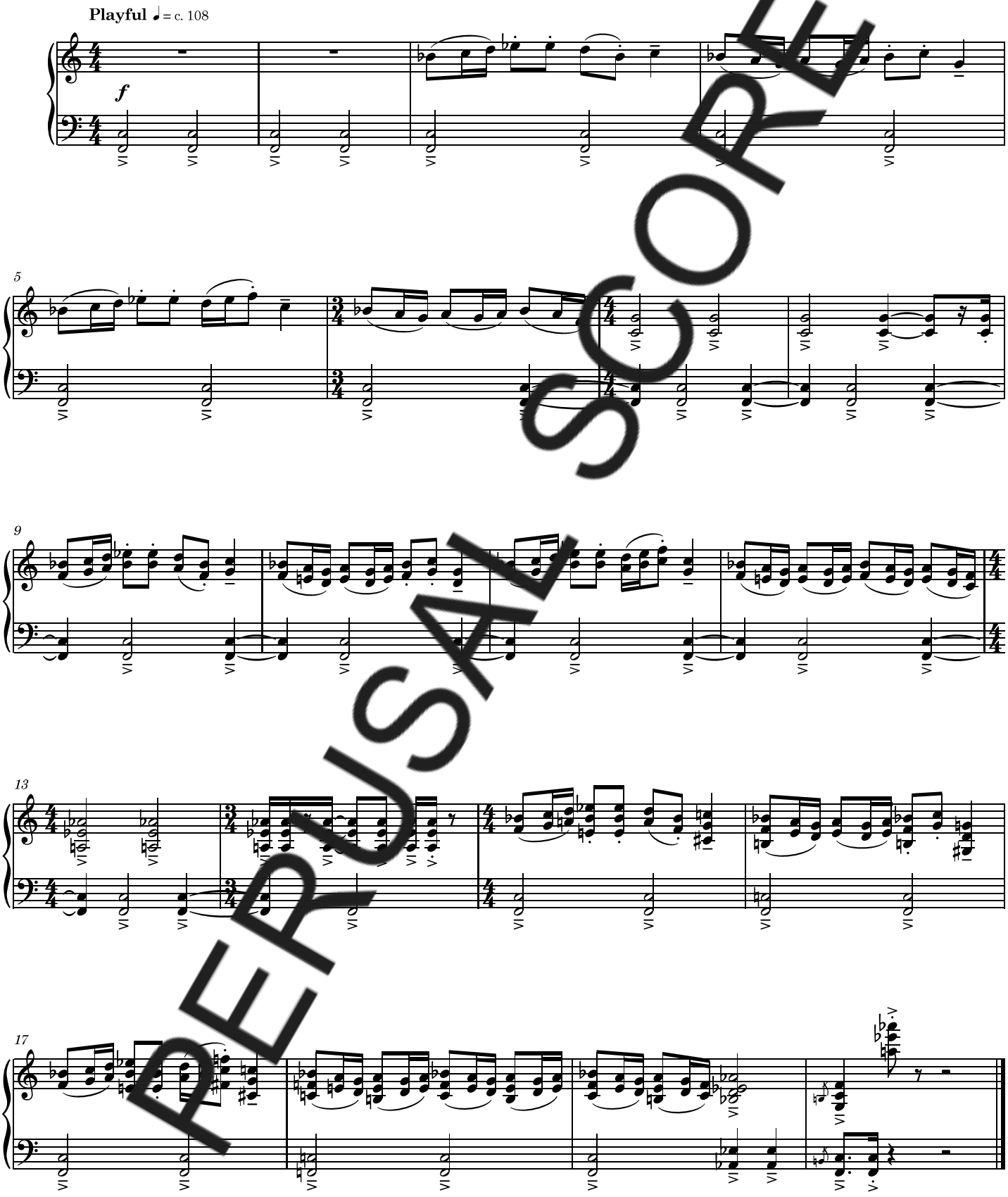


PERUSAL SCORE



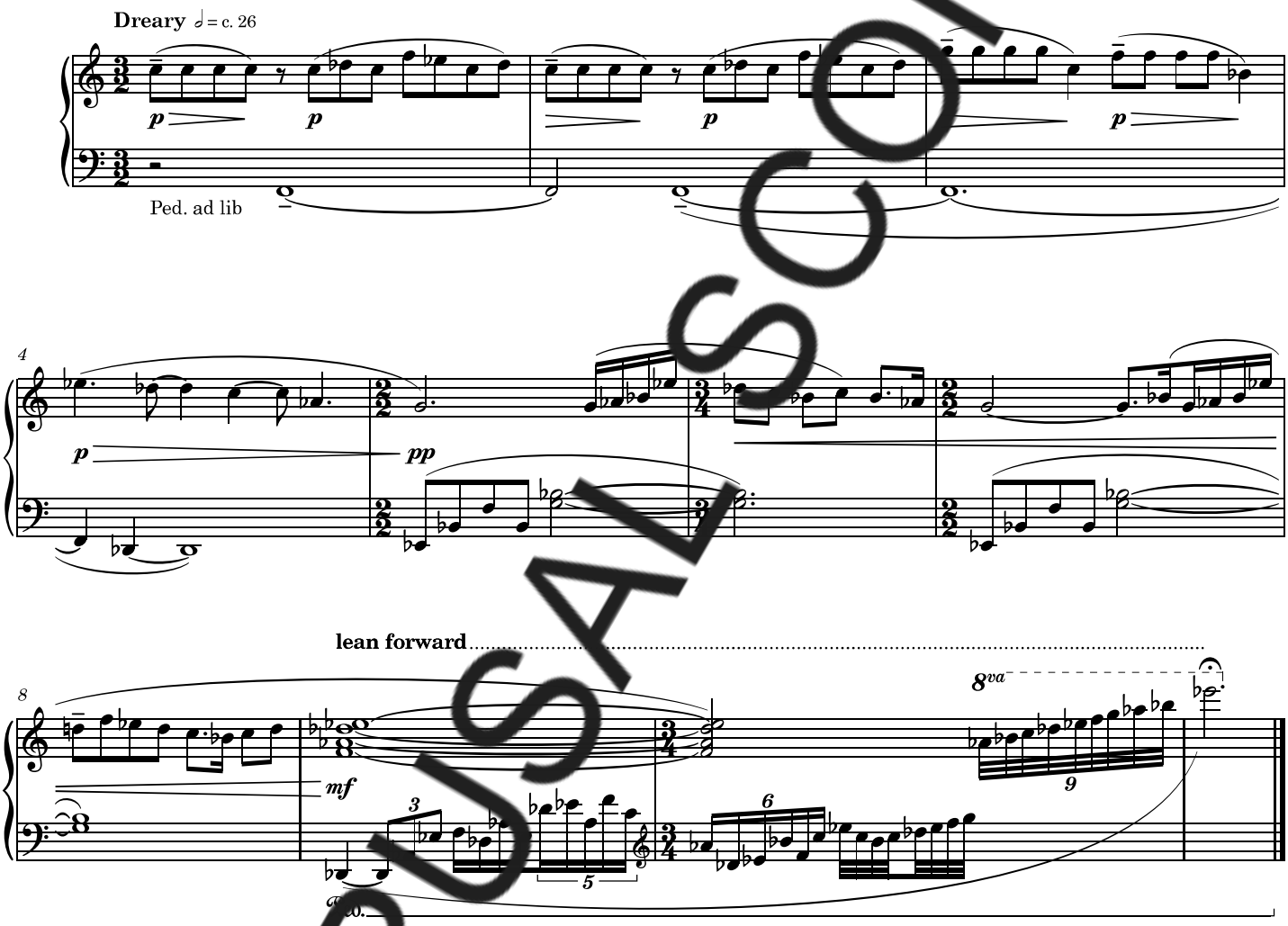
PERUSAL SCORE

VIII. The End of the Black River



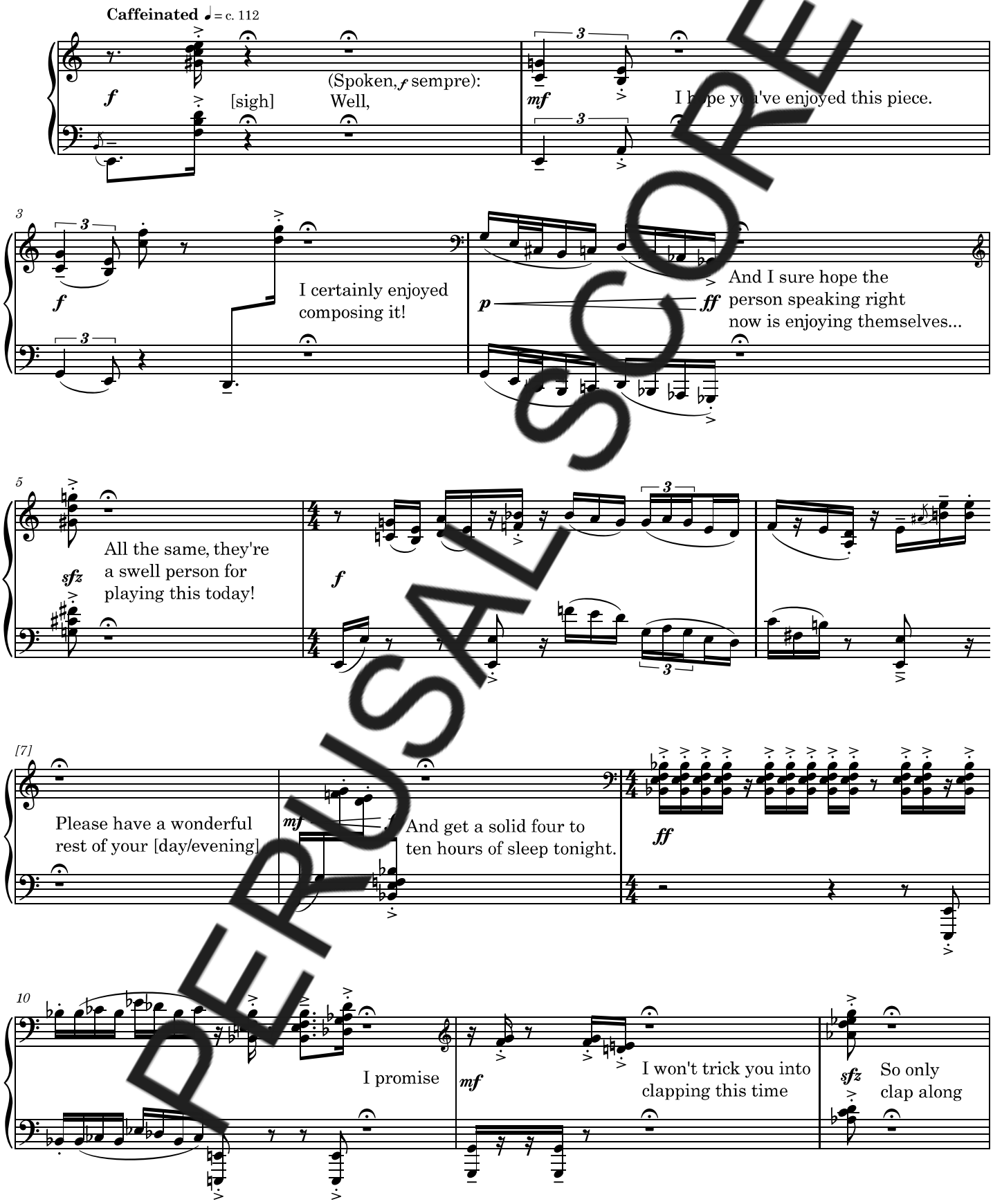
REFUSAL SCORE

IX. Tears of a Witch's Daughter



PERUSAL SCORE

X. Counterclockwise Anticipation



PERUSAL SCORE

13

sfz *sfz* If you feel like it

fff

Okay

accel through m. 26

16

mf *f* Let's get to the music

ff Right after

18

f This

ff Very last

fff Final

ffff Interjection

22

fffff Of

fffff

24

Text

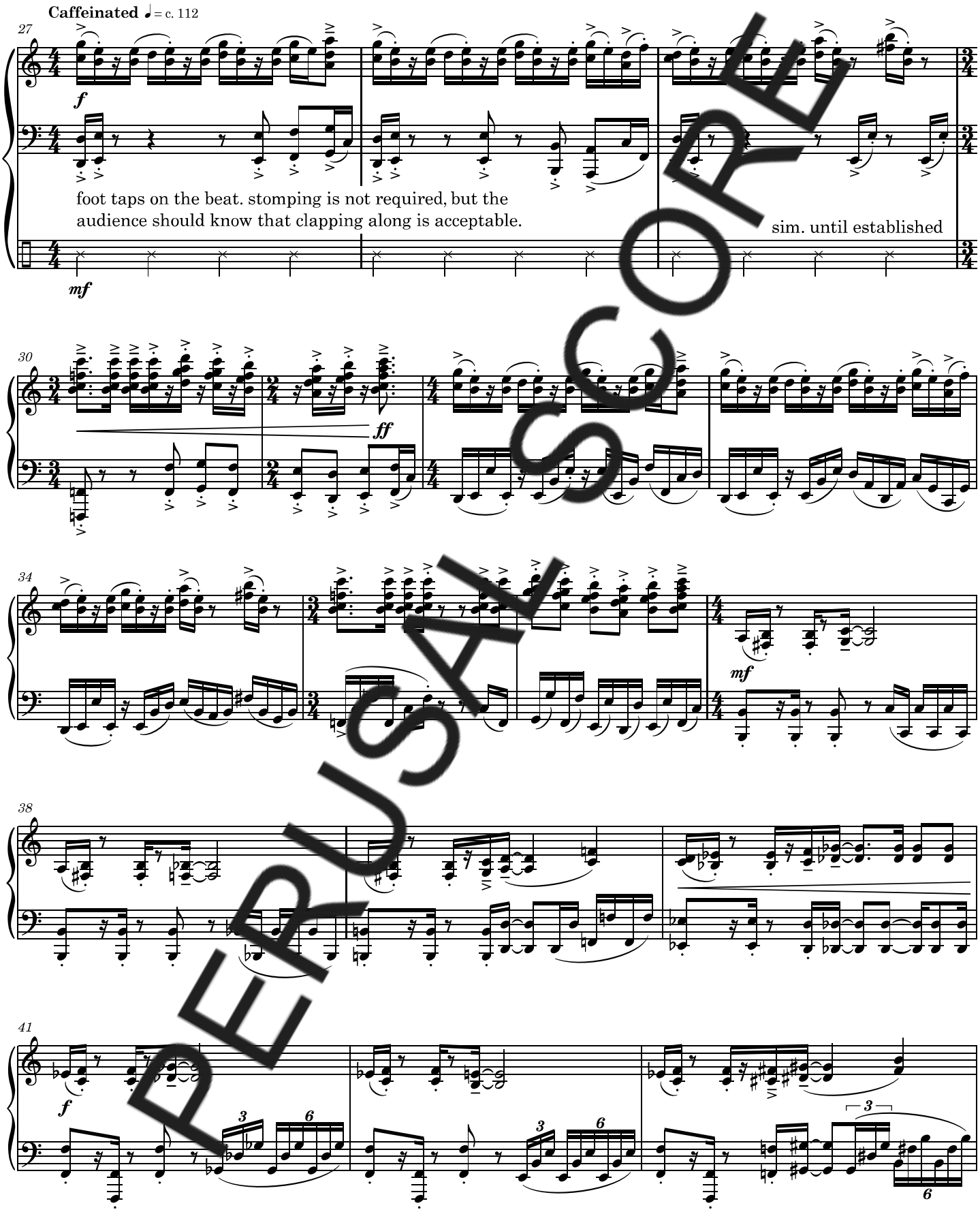
as fast as possible, repeat until frustrated

26

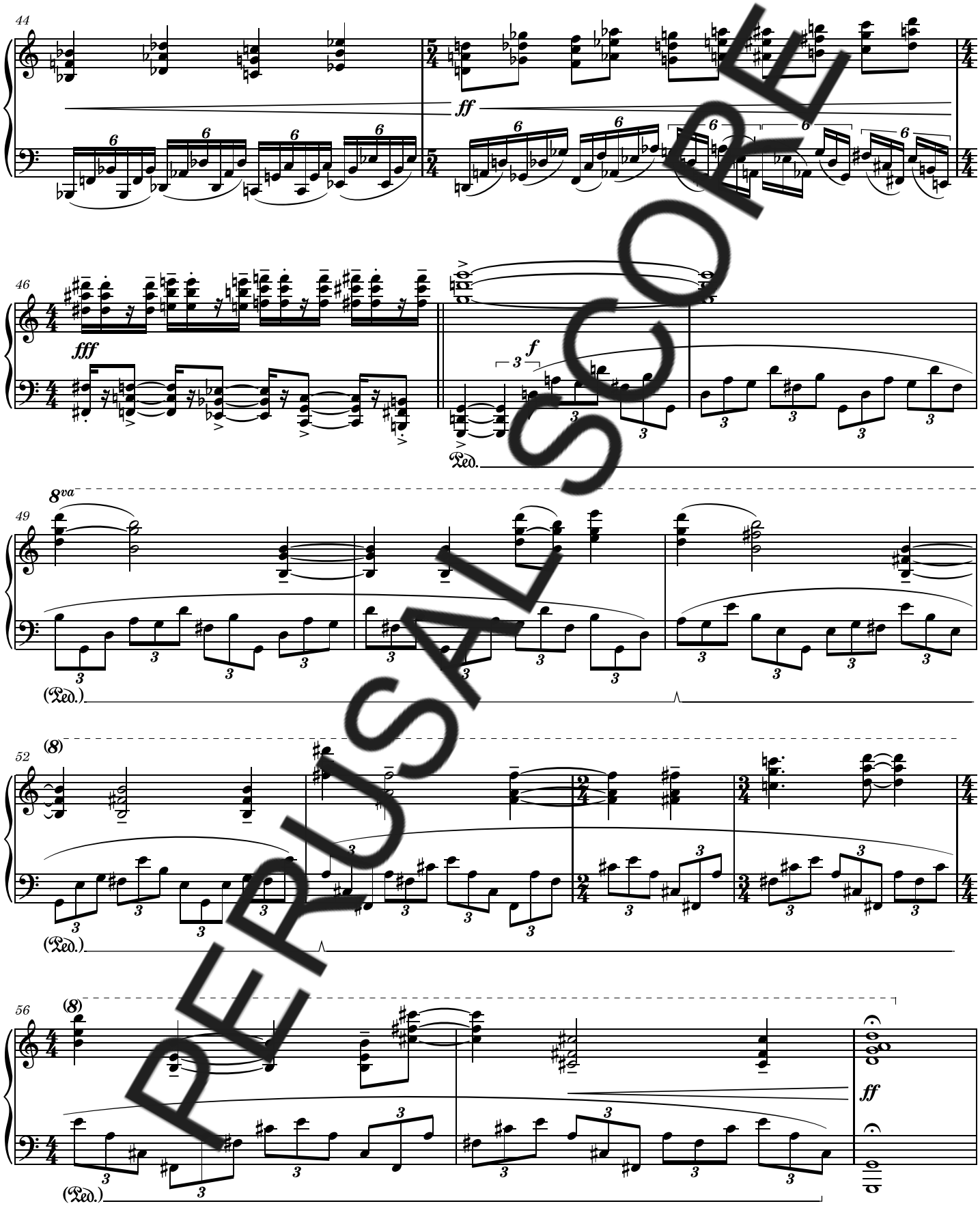
f *f* *f* *f* *f* *f* *f* *f* *f* *f* *f* *f*

[audience-appropriate expletive], I'm done with this!
[turn page angrily]

PERUSAL SCORE

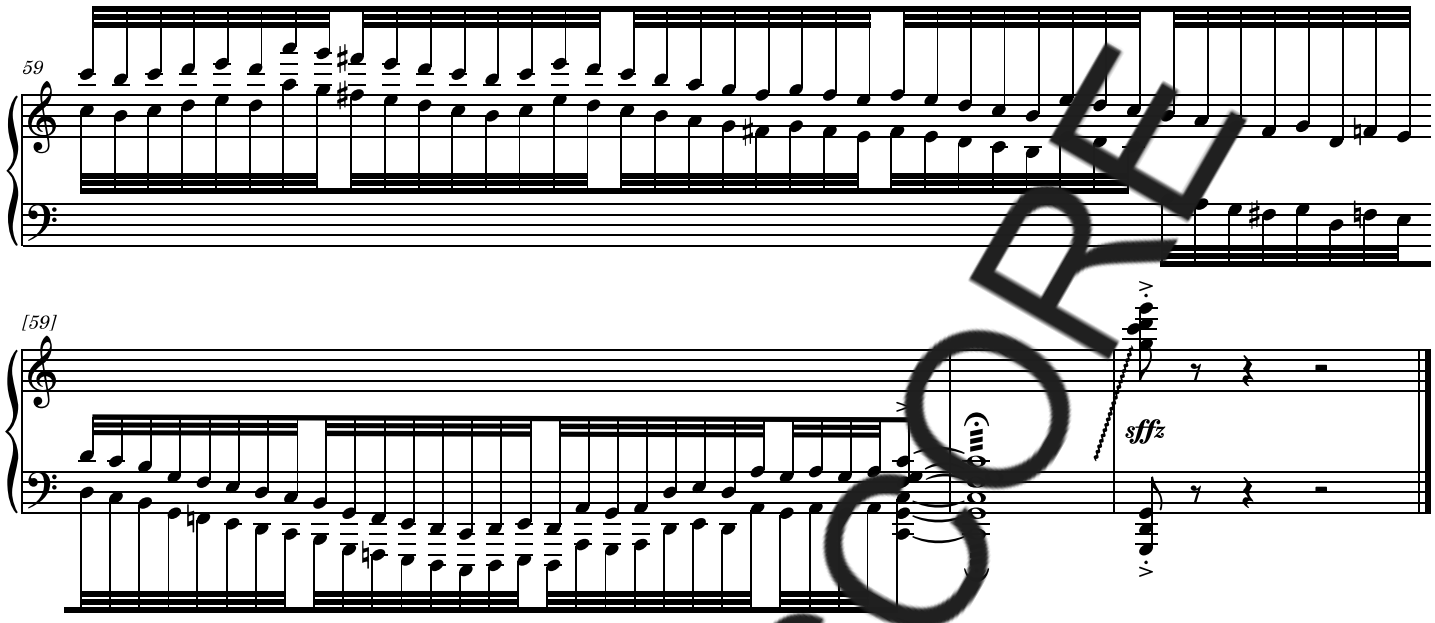


PERUSAL SCORE



PERUSAL SCORE

Cadenza (freely)



PERUSAL SCORE