

Ye elves

for mixed ensemble

music by
ALFREDO SANTA ANA

text by
WILLIAM SHAKESPEARE

Santour, Zheng, Percussion

Ye elves

for mixed ensemble
ALFREDO SANTA ANA

Based on The Tempest
Act V – Scene 1

The Tempest Act V – Scene 1

Prospero:

Ye elves of hills, brooks, standing lakes and groves,
And ye that on the sands with printless foot
Do chase the ebbing Neptune and do fly him
When he comes back; you demi-puppets that
By moonshine do the green sour ringlets make,
Whereof the ewe not bites, and you whose pastime
Is to make midnight mushrooms, that rejoice

I have bedimm'd
The noontide sun, call'd forth the mutinous winds,
And 'twixt the green sea and the azured vault
Set roaring war: to the dread rattling thunder
Have I given fire and rifted Jove's stout oak
With his own bolt; the strong-based promontory
Have I made shake and by the spurs pluck'd up
The pine and cedar: graves at my command
Have waked their sleepers, oped, and let 'em forth
By my so potent art.
But this rough magic I here abjure,

and, when I have required
Some heavenly music, which even now I do,
To work mine end upon their senses that
This airy charm is for, I'll break my staff,
Bury it certain fathoms in the earth,
And deeper than did ever plummet sound
I'll drown my book.

PERFORMANCE NOTES

Courtesy accidentals are provided in some cases; however, as a rule, each new measure always cancels all accidentals before it.

The guitar sounds an octave lower than written.

Please contact the composer for audio track.

Ye Elves WAS COMMISSIONED BY MUSIC ON MAIN AND PREMIERED DURING THE CLOSING NIGHT OF THE 10TH ANNUAL MODULUS FESTIVAL ON NOVEMBER 9TH, 2021

This work was written in Vancouver BC, situated on the ancestral and unceded territories of the Coast Salish peoples, including the xʷməθkʷəyəm (Musqueam), Skwxwú7mesh (Squamish), and sə́lilwətaʔt (Tsleil-Waututh) Nations.

Ye elves

text by
WILLIAM SHAKESPEARE

Commissioned by Music on Main

music by
ALFREDO SANTA ANA (2021)

$\text{♩} = 105$

The musical score is written in 4/4 time with a tempo of 105 beats per minute. It features five staves: Santoor (treble clef), Zheng (bass clef), Percussion (treble clef), Sr (treble clef), and Zh (treble clef). The score is divided into measures 1 through 25. Measures 1-5 show the initial melodic lines for Santoor and Zheng, with the note '(pitches included)' written below the notes. Measure 6 begins the rhythmic accompaniment for Sr, Zh, and Percussion, marked with a forte (*f*) dynamic. Measures 7-12 continue this accompaniment. Measures 13-19 show a more complex rhythmic pattern for Sr, Zh, and Percussion. Measures 20-25 feature a series of triplets in the Sr and Zh parts, with the Percussion part continuing its rhythmic accompaniment.

Musical score for measures 26-29. Sr and Zh parts feature triplets of eighth notes. Perc part features a steady eighth-note accompaniment.

Musical score for measures 30-33. Sr part has a melodic line starting at measure 31 with dynamics *p* and *simile*. Zh part has a melodic line starting at measure 31 with dynamics *p* and *simile*, and includes the instruction "(ad lib on these pitches and dynamics)". Perc part has a steady eighth-note accompaniment with dynamics *mp*.

Musical score for measures 34-37. Sr part has a melodic line starting at measure 34 with dynamics *simile*. Zh part has a melodic line starting at measure 35 with dynamics *simile*. Perc part has a steady eighth-note accompaniment.

Musical score for measures 39-41. Sr part has a melodic line starting at measure 39 with dynamics *mp* and *simile*. Zh part has a melodic line starting at measure 39. Perc part has a steady eighth-note accompaniment with dynamics *mf*.

42 3 43 3 44 3 45 3 C

Sr
Zh
Perc

47 3 51 11 62 63 D

Sr
Zh
Perc

E F 65 66 67 68 70

Sr
Zh
Perc

71 72 73 74 75 76

Sr
Zh
Perc

G

77 78 80 81 82

Sr

Zh

Perc

83 84 85 86 87

Sr

Zh

Perc

H

88 89 90 92

Sr

Zh

Perc

93 94 95 96 97 98

Sr

Zh

Perc

99 I

Sr 101 102 103

Zh

Perc

104 J

Sr 105 106 108

Zh *f*

Perc *f*

109

Sr 110 111 112 113

Zh

Perc *ff*

114

Sr 115 116 117

Zh

Perc