

Mayke Nas

**Unlock your full potential**



# Unlock your full potential

Mayke Nas

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written for the participants of the Oskar Back Prize 2024  
commissioned by the Netherlands Violin Competition  
with financial support by the Performing Arts Fund NL

for violin, piano and projection

duration:  $\pm$  7 minutes

## Performance notes

- \* Perform the piece as if making the music up on the spot there and then, make it conceivable that you are really playing a game.
- \* There are a few small sections between repeat signs in the beginning of the piece which can be repeated for some flexibility in the timing. Do not react to new slides too soon, nor too late. Try to stay within a convincing reaction-time.
- \* The slides can either be controlled by the pianist with a footpedal or a third person offstage. Every cross-headed note in the projection-stave gives the exact timing for clicking to the next slide (or series of automated slides).
- \* In LEVEL 2 (bar 125 - 149), since this is in tempo rubato: try to click each slide with a new key approximately two beats before the next chord-cluster or first note in the violin in the new key has to be played.

## VIOLIN

- \* Keep your eye on the projections as much as possible
- \* Play by heart if possible
- \* In bar 159-165 try to create some resemblance to what the piano is playing in bar 165-170
- \* At the end of the piece you have the choice to either end on a high d''''', or continue upwards to a high e'''''.

## PIANO


- \* Put the first a'' and b'' (bar 26 - 44) in the sostenuto pedal if possible to keep both hands available for playing the ongoing sixteenth notes as precise and light as possible



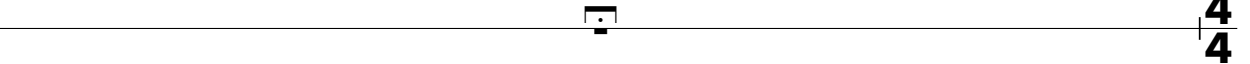
# Unlock your full potential

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UNLOCK YOUR FULL POTENTIAL	in just seven minutes	new musical possibilities will be gained one by one	just follow the steps	react within a maximum of four seconds	to incorporate new features into your playing
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Projection 

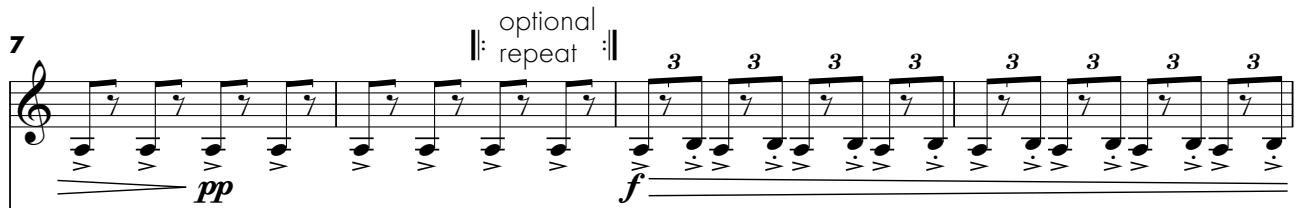
the goal is to finish as high as possible	LEVEL 1 bring your a-game	for two players	player 1 starts after the count of four	1 2 3 4	A
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Proj.  **4/4**

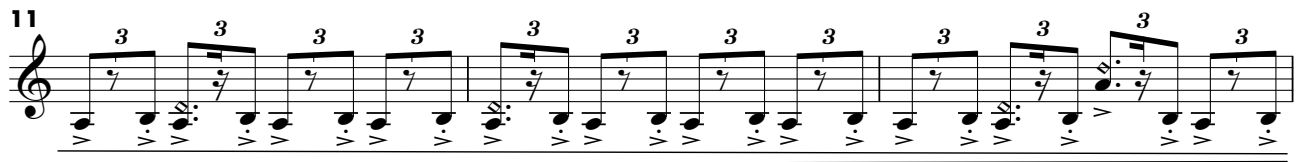
$\text{♩} = 140$  (NB the tempo is given by the count on the projection, keep the count going in silence and start on 7 exactly)

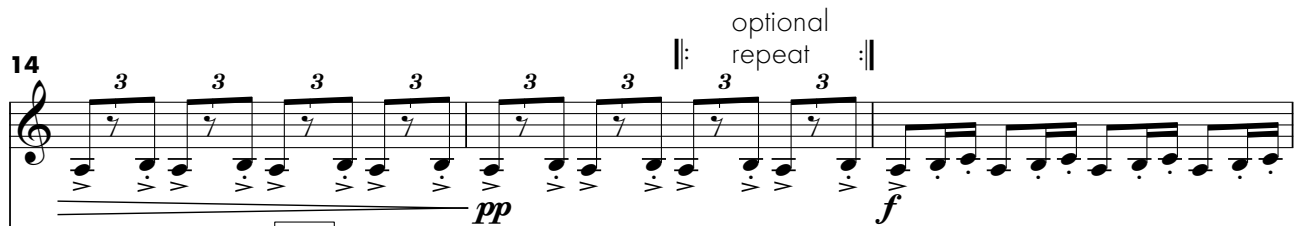
arco - rough

Vln. 

Vln. 

Proj.  **+B**

Vln. 

Vln. 

Proj.  **+C**

17

Vln.

19 move towards the bridge gradually

Vln.

Proj.

22 clearly signal the takeover to the pianist

Vln.

sul pont

optional repeat

Pno.

25

Vln.

visibly communicate the takeover with the pianist

Proj.

take over again immediately

Pno.

mf

\* (see performance notes)

28 ord.

Vln.

mp

Pno.

mp

31

clearly signal the takeover to the pianist ||: optional repeat :||

Musical score for measures 31-33. The Violin (Vln.) part features a continuous sixteenth-note pattern. The Percussion (Proj.) part has a rest followed by a triplet of eighth notes. The Piano (Pno.) part consists of a sustained bass line with a melodic line in the right hand. A box labeled "pass back and join" is positioned above the Percussion staff.

34

Musical score for measures 34-36. The Violin (Vln.) part has a rest followed by a melodic phrase marked *ff*. The Percussion (Proj.) part has a rest followed by a melodic phrase. The Piano (Pno.) part features a steady sixteenth-note accompaniment in the left hand and a melodic line in the right hand marked *mf*. A dynamic marking *p* is placed below the piano part.

37

Musical score for measures 37-39. The Violin (Vln.) part has a rest followed by a melodic phrase. The Percussion (Proj.) part has a rest followed by a melodic phrase. The Piano (Pno.) part features a steady sixteenth-note accompaniment in the left hand and a melodic line in the right hand. A box labeled "aim for the sky" is positioned above the Percussion staff.

molto espressivo

8<sup>va</sup>

40

Vln. *fp*

Proj.

Pno.

congratulations, you have reached the fourth note + D

43

Vln. *ff* (loco)

Pno. *f* *mf*

47

Vln.

Pno. *8<sup>va</sup>*

53

Vln.

Proj.

Pno. (loco)

multiple-strings-at-once potential unlocked



58

Vln.  $\frac{6}{16}$   $\frac{3}{8}$   $\frac{9}{16}$   $\frac{3}{8}$   $\frac{9}{16}$

Pno.  $\frac{6}{16}$   $\frac{3}{8}$   $\frac{9}{16}$   $\frac{3}{8}$   $\frac{9}{16}$

8<sup>vb</sup>

62

Vln.  $\frac{9}{16}$   $\frac{3}{4}$   $\frac{4}{4}$

Pno.  $\frac{9}{16}$   $\frac{3}{4}$   $\frac{4}{4}$

(mf) 8<sup>vb</sup>

64

Vln.  $\frac{4}{4}$

Proj.  $\frac{4}{4}$  +E

Pno.  $\frac{4}{4}$

8<sup>vb</sup>

67

Vln. *pp* *mf*

Pno. 8<sup>vb</sup>

71

Vln. *p*

Pno. 8<sup>vb</sup> *p*

77

Vln. *f* *ff*

Proj.

Pno. *mp* *f*

take it to the next level

81

Vln.

Pno.

82

Vln.

Pno.

83

Vln.

Proj. +F

Pno.

84

Vln. *f*

Pno. *(mp)* *(f)* *mf* *mp*

86

Vln. *mf*

Pno. *mf*

88

Vln. *ff*

Pno. *mf* *mp*

90

Vln. *f*

Proj. raise your game

Pno. *mf* *mp*

92

Vln. *mf*

Pno. *mf* *mp*

94

Vln.

Pno.

96

Vln.

Pno.

98

Vln. *f* *mf* *ff* +G

Proj.

Pno. *mf* *mp*

101

Vln. *p*

Pno. poco cresc.

highlight the top notes

103

Vln. *f*

Pno.

106

Vln.

Pno.

111

Vln. *ff*

Proj.

Pno. *mf*

full scale potential unlocked

114

Vln. *f* *ff*

Pno. *f* *8va*

117

meno mosso  
(♩ = ± 100)

rubato, espressivo

Vln. *mf*

Proj. LEVEL 2 scale up melodiously and harmonically G MAJOR

Pno. *mf* highlight the top notes again

N.B. choose your own dynamics and colouring to add a personal contour to each melodic line

123

simile

c sharp minor

Vln. *mf*

Proj. *mf*

Pno. *mf*

*8va*

129

Vln. *mp* A FLAT MAJOR

Proj.

Pno.

135

Vln. a minor F SHARP MAJOR

Proj. 3/4 4/4

Pno. 3/4 4/4

140

Vln. E FLAT MAJOR f sharp minor b flat minor

Proj. 4/4

Pno. 4/4

145

Vln.

Proj.

Pno.

F MAJOR

b minor

D FLAT MAJOR

150

Vln.

Proj.

Pno.

briefly show some disappointment

f

FAIL

start over

(sorry!)

tempo primo  
 ♩ = 140

155 arco - rough (as before)

Vln.

Proj.

f

p

+ B



159 *ricochet* *simile*

Vln. *f* *gliss.* *gliss.* *gliss.* *gliss.* *simile*

Pno. *f*

161 (*simile*)

Vln. *simile*

Proj. + C

Pno. *f*

163

Vln.

Proj. *switch parts*

Pno. *f*

165 *ord.*

Vln. *ord.*

Pno. *mf* *ff*

166

Vln.

Pno. *ff*

167

Vln. Proj. Pno. +D

168

Vln. Pno.

169

Vln. Pno.

170

Vln. Proj. Pno. +E pizz mf mp mp

**172**

Vln.

Proj.

Pno.

**175**

Vln.

Pno.

**178**

Vln.

Proj.

Pno.

**181**

Vln.

Pno.

184

Vln. *pizz*  
*mp* *f*

Proj.

Pno. *p*

use all scales within 20 seconds

187

Vln. *arco*  
*ff*

Proj.

Pno. *f*  
*mf*

countdown from 20

189

Vln. *f* *mp*

Pno. *mp*

192



Vln.

Pno.

197

Vln.  Pno. 


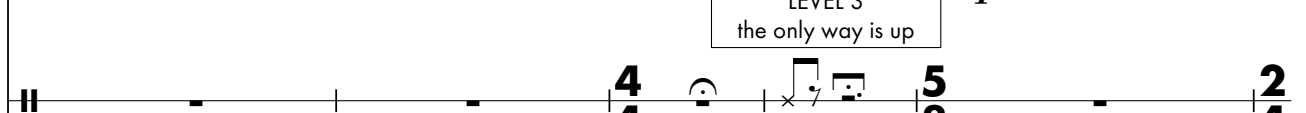
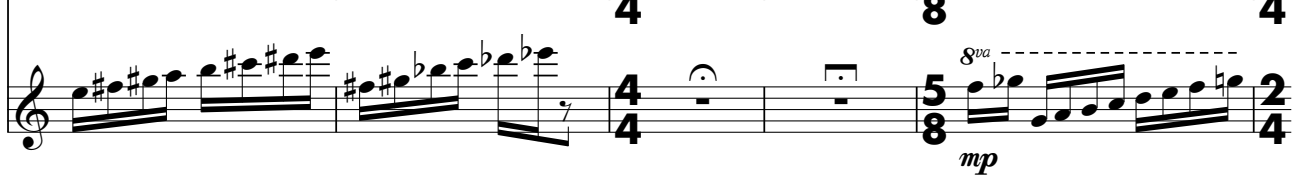
201

Vln.  Pno. 

205

Vln.  Pno. 

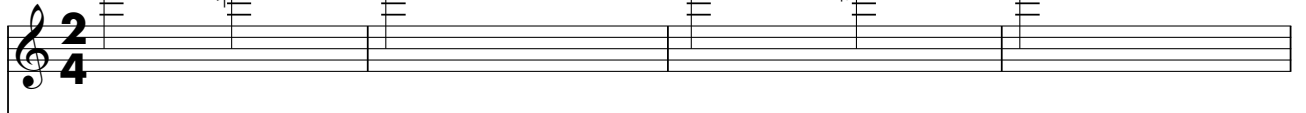

209

Vln.  Proj.  Pno. 

LEVEL 3  
the only way is up

*mp*

214

Vln.  Pno. 

218

Vln.

Pno.

15<sup>ma</sup>

Detailed description: This system covers measures 218 to 221. The Violin part (Vln.) features long, sustained notes with slurs, primarily in the upper register. The Piano part (Pno.) consists of a rapid sixteenth-note pattern, with a *15<sup>ma</sup>* marking indicating a fifteenth-measure rest. The key signature has one sharp (F#).

222

Vln.

Pno.

(15)

Detailed description: This system covers measures 222 to 226. The Violin part (Vln.) continues with long, sustained notes and slurs. The Piano part (Pno.) maintains the sixteenth-note pattern, with a *(15)* marking indicating a fifteen-measure rest. The key signature has one sharp (F#).

227

Vln.

Pno.

(15)

4/4

Detailed description: This system covers measures 227 to 233. The Violin part (Vln.) has long, sustained notes with slurs. The Piano part (Pno.) features a sixteenth-note pattern with a *(15)* marking. The time signature is 4/4. The key signature has one sharp (F#).

234

Vln.

Proj.

4/4

we have a winner!

player 1 finishes highest

GAME OVER

OSSIA

8<sup>va</sup>

Violin

Projection II

Detailed description: This system covers measures 234 to 240. The Violin part (Vln.) has long, sustained notes with slurs. The Projection part (Proj.) features three text boxes: "we have a winner!", "player 1 finishes highest", and "GAME OVER", each accompanied by a musical note. An *OSSIA* section is provided for the Violin and Projection II parts, starting with an *8<sup>va</sup>* marking. The time signature is 4/4. The key signature has one sharp (F#).

241

we have a winner!

player 1 finishes highest

GAME OVER

Detailed description: This system covers measures 241 to 243. The Projection part (Proj.) features three text boxes: "we have a winner!", "player 1 finishes highest", and "GAME OVER", each accompanied by a musical note. The time signature is 4/4. The key signature has one sharp (F#).