

Mayke Nas

Unlock your full potential

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2023

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: ± 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
- * Do not react to new slides too soon, nor too late. Try to stay within a conceivable reaction-time. There are a few small sections between repeat signs in the beginning which you can repeat if you want to have some flexibility in your timing
- * The slides can either be controlled by the pianist with a footpedal or a third person offstage
- * In LEVEL 2 (bar 125 - 149): try to click each slide with a new key approximately two beats before the next chord-cluster has to be played.

VIOLIN

- * Keep your eye on the projections as much as possible
- * Play by heart if possible

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

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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

Projection

2

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

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)

3 arco - rough

Vln.

Vln.

Proj.

Vln.

Vln.

Proj.

17

Vln.

19 move towards the bridge gradually

Vln.

Proj.

pass the baton to player 2

22 clearly signal the takeover to the pianist

Vln.

sul pont

optional repeat

Pno.

pp

p

25

Vln.

Proj.

Pno.

visibly communicate the takeover with the pianist

take over again immediately

mf

28 ord.

Vln.

Pno.

mp

31 clearly signal the takeover to the pianist ||: repeat if wanted :||

Vln.

Proj.

Pno.

pass back and join

34

Vln.

Pno.

ff

mf

p

37

Vln.

Proj.

Pno.

aim for the sky

molto espressivo

8^{va}

40

Vln. *fp*

Proj.

Pno.

congratulations, you have reached the fourth note + D

43

Vln. *ff* (loco)

Pno. *f* *mf*

(♩ = ♩)

47

Vln.

Pno. *mf* 8^{va}

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^{vb}

62

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

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

(mf) 8^{vb}

64

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

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

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

8^{vb}

67

Vln. *pp* *mf*

Pno. 8^{vb}

71

Vln. *p*

Pno. 8^{vb} *p*

77

Vln. *f* *ff* 3 3 3 3 4 4 4 4

Proj. 3 4 3 4 3 4 3 4 4 4

Pno. *mp* *f* 3 4 3 4 3 4 3 4 4 4

take it to the next level

81

Vln. 3 3 3 3 4 4 4 4

Pno. 3 5 3 5 3 5 3 5 4 4

82

Vln. 3 3 3 3 4 4 4 4

Pno. 3 5 3 5 3 5 3 5 4 4

83

Vln. 3 3 3 3 7 8 7 8

Proj. +F 7 8 7 8

Pno. 3 5 3 5 3 5 3 5 7 8 7 8

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. *ff* 3 +G 3

Proj.

Pno. *mf* *mp*

101

Vln. *p*

highlight the top notes

Pno. poco cresc.

104

Vln. *f*

Pno.

108

Vln. *ff*

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

Pno. *mf*

full scale potential unlocked!

112

Vln. $\frac{2}{4}$ $\frac{4}{4}$

Pno. $\frac{2}{4}$ $\frac{4}{4}$

114

Vln. *f* *ff*

Pno. *f*

117

Vln. *meno mosso* ($\text{♩} = \pm 105$) *rubato, espressivo*

LEVEL 2 scale up

melodiously and harmonically

G MAJOR

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

Proj. x 7

Pno. highlight top notes again *mf*

123

Vln. *8va* *simile*

cis minor

Proj. 3/4 4/4

Pno. 3/4 4/4

129

Vln. *mp* AS MAJOR

Proj.

Pno.

135

Vln. a minor FIS MAJOR

Proj. 3/4 4/4

Pno. 3/4 4/4

140

Vln. ES MAJOR fis minor

Proj. 4/4

Pno. 4/4

145 (loco)

Vln.

Proj.

Pno.

bes minor

F MAJOR

b minor

150

Vln.

Proj.

Pno.

briefly show some disappointment

DES MAJOR

FAIL

start over

(sorry!)

f

tempo primo
(♩ = 140)

155 arco - rough (as before)

Vln.

Proj.

+ B

159 *ricochet* *simile*

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

Proj. + C

Pno. *f*

161 (*simile*)

Vln. *simile*

Proj. + C

Pno. *f*

163

Vln.

Proj. switch parts

Pno. *f*

165 *ord.*

Vln. *ord.* *ff*

Pno. *mf*

166

Vln.

Pno. *f*

167

Vln.

Proj.

Pno.

168

Vln.

Pno.

169

Vln.

Pno.

170

Vln.
mf

Proj.

Pno.
mp

172

Vln.

Proj.

Pno.

175

Vln.

Pno.

178

Vln.

Proj.

Pno.

181

Vln.

Pno.

184 pizz

Vln. *mp* *f*

Proj. use all scales within 20 seconds

Pno. *p*

187 arco

Vln. *ff*

Proj. countdown from 20

Pno. *f* *mf*

189

Vln. *f* *mp*

Pno. *mp*

193

Vln.

Pno.

197

Vln.

Pno.

201

Vln.

Pno.

205

Vln.

Pno.

209

Vln.

Proj.

Pno.

LEVEL 3
the only way is up

mp

mp

8va

8va

4/4 5/8 2/4

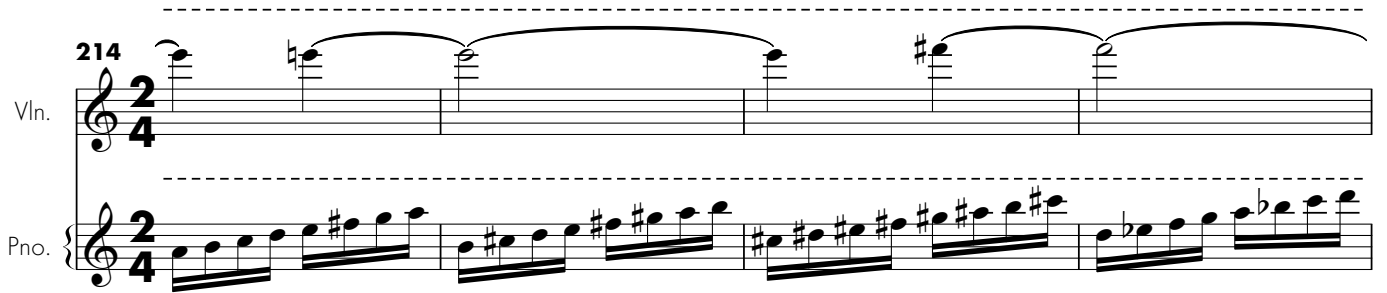
4/4 5/8 2/4

4/4 5/8 2/4

214

Vln.

Pno.

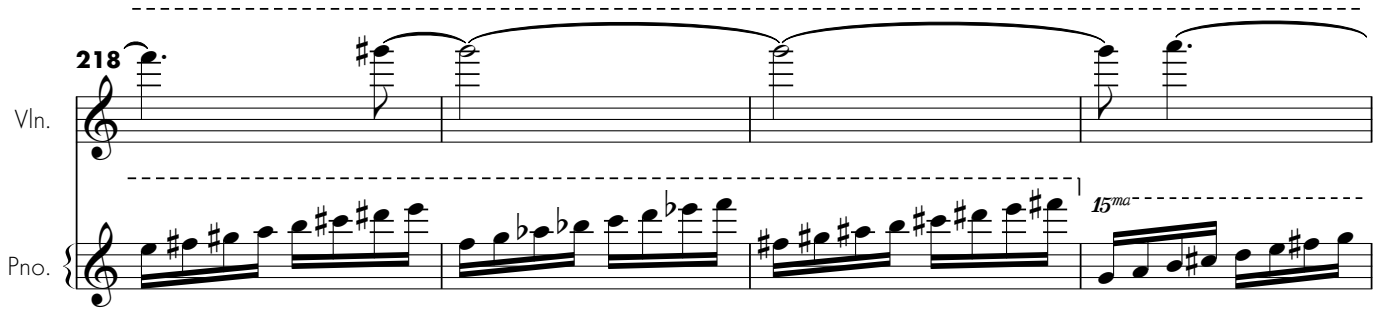


218

Vln.

Pno.

15^{ma}

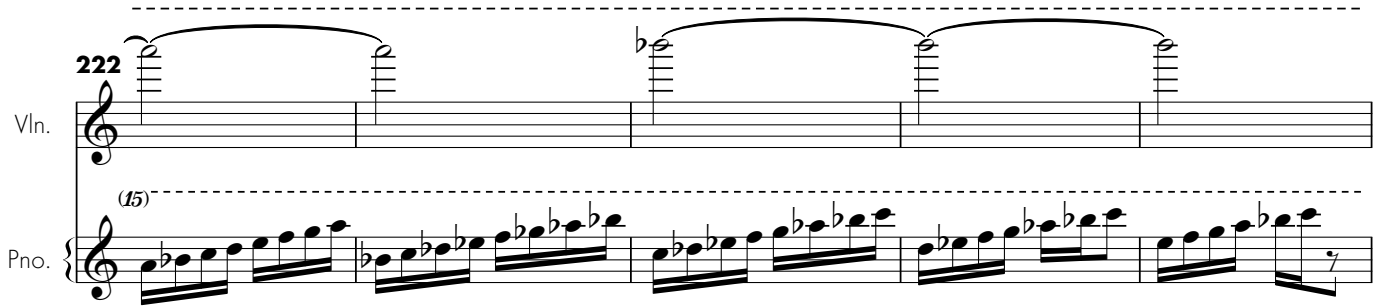


222

Vln.

Pno.

(15)

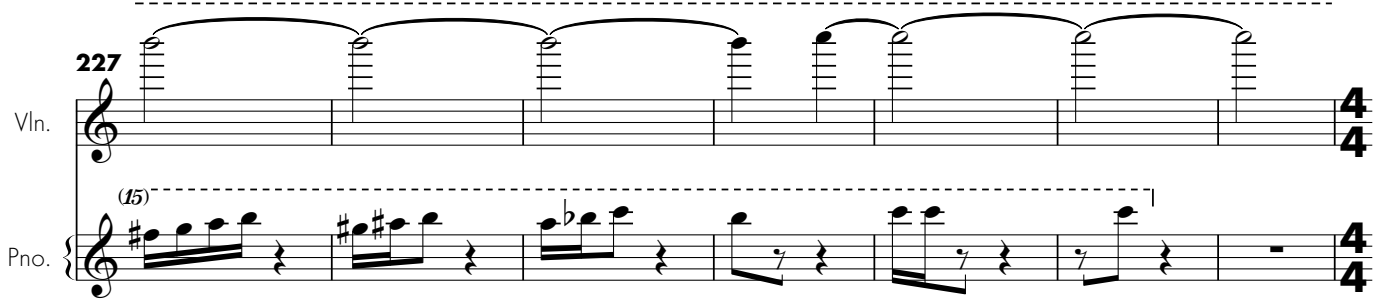


227

Vln.

Pno.

(15)



234

Vln.

Proj.

we have a winner!

player 1 finishes highest

GAME OVER

