

Country Room

for choir (SATB)

Liesbeth Decrock

2022

Commissioned by kamerkoor De 2de Adem

This score should only be used for as long as the piece is not published. Whether a publication is available should be checked on www.liesbethdecrock.be prior to performance.

Country Room

Full text by Ron Padgett (USA, 1942):

Country Room

You are in a room
in the country
in a country
that has plenty of room

to walk around
in.

You walk to one
end of the room,

turn and walk
out the door
into the room next
to the door

that leads out
to the country
side and to
everywhere

so you turn
around and go
back in to
where you were.

But now the room
has advanced
in time ahead
of you and you

will have to hurry
up or else
the room will leave
you far behind.

Country Room

v2.0

music: Liesbeth Decrock
text: Ron Padgett

Contemplative $\text{♩} = 50$

SOPRANO

ALTO

TENOR

BASS

mp

roo - m...

roo - m...

roo - m...

you are in a roo - m... hm...hm...

7

roo - m... a room,

you are in a roo - m... roo - m... a

you are in a roo - m...

hm... roo - m...

14

cresc. *mf*

a room in the coun - try coun - try that has

cresc. *mf*

room, a room in a coun - try that has

p *cresc.* *mf*

a room, a room. coun-try that has

p *cresc.* *mf*

room, a room. coun-try that has

20

plen - ty of room roo-m... hm... hm...

plen - ty of room to walk a - round in - n... You walk to one end of the

plen - ty of roo-m... hm...hm...

27

turn and walk out the door in - to the room next to the

roo - m... the door m... the

roo - m... non dim. non dim. the door m... the

roo- m... turn and walk out the door m... the

roo - m... the door m... the

34

door door coun - try - side coun - try - side

door that leads out to the coun-try-side, coun - try - side

door the side that leads out to the coun-try-side

door the coun - try - side that

poco rit. . .

39

— coun - try - side and to eve-ry-where eve - ry - where

coun - try - side and to eve-ry-where eve - ry and to eve-ry - where

coun - try - side eve - ry - where and to eve-ry - where

leads out to the coun-try-side coun - try - side and to eve-ry-where eve -

Più mosso, ansioso

45

accel.

***f* =144-150**

eve - ry-where eve - ry-where eve - ry-where eve - ry-where eve - ry-where so you turn a - round

eve - ry-where eve - ry-where eve - ry-where eve - ry-where so you turn a-round and go back

eve - ry-where eve - ry-where eve - ry-where so you turn a-round and go back

ry - where eve - ry-where eve - ry-where eve - ry-where so you turn a-round and go back

51

and go back in-to where you were you go back so you turn a-round and go back

in-to where you were so you turn a-round and go back in - to where you were so you turn a-round and go back

in-to where you were so you turn a-round and go back in - to where you were so you turn a-round and go back

in-to where you were so you turn a-round and go back in - to where you were so you turn a - round

55

in-to where you were so you turn a-round and go back in - to where you were so you turn a-round and go back

in-to where you were so you turn a-round and go back in - to where you were so you turn a-round and go back

in-to where you were so you turn a-round and go back in - to where you were so you turn a - round

and go back in - to where you were you go back so you turn a-round and go back

59

in - to where you were so you turn a - round and go back in - to where you were

in - to where you were so you turn a - round and go back in - to where you were

and go back in - to where you were you go back

in - to where you were so you turn a - round and go back in - to where you were

62

so you turn a - round and go back in - to where you were so you turn a - round and

so you turn a - round and go back in - to where you

so you turn a - round and go back in - to where you were so you turn a - round and

so you turn a - round and go back in - to where you were so you turn a - round and

65

sub mp *cresc.*

go back in - to where you were so you turn a - round and go back

sub mp *cresc.*

were you go back so you turn a - round and go back in - to where you were

sub mp *cresc.*

go back in - to where you were so you turn a - round and go back in - to where you were

Lyrical
sub mf *cresc.*

go back in - to where you were you turn a - round and go

68

f *sub mp* *cresc.*

in - to where you were you go back so you turn a - round and go back

Lyrical
sub mf *cresc.*

so you turn a - round and go back in - to where you were you turn a -

f *sub mp* *cresc.*

so you turn a - round and go back in - to where you were so you turn a - round

f *sub mp* *cresc.*

back to where you were so you turn a - round and go back

71

f

in - to where you were so you turn a - round and go back in - to where you were

f

round and go back to where you were

f

and go back in - to where you were you go back

f

in - to where you were so you turn a - round and go back in - to where you were

74

Lyrical
sub *mf* *cresc.*

you turn a - round and go back to

so you turn a - round and go back in - to where you were so you turn a - round and

so you turn a - round and go back in - to where you were so you turn a - round and

so you turn a - round and go back in - to where you

77

where you were so you turn a - round and go back in - to where you

go back in - to where you were so you turn a - round and go back in - to where you were so you turn a - round and

go back in - to where you were you turn a - round and go back to

where you were so you turn a - round and go back in - to where you were so you turn a - round and

81

at least 4 sec. **Largo** ♩=42

where you were so you turn a - round and go back in - to where you were so you turn a - round and

go back in - to where you were go back in - to where you were But now the

where you were where you were where you were But now the

go back in - to where you were go back in - to where you were

86

room has ad - vanced in time a - head of you and *mp*

room has ad - vanced in time a - head of you and *mp*

room- m... hm... hm... has ad - vanced in time a - head of you and hm... hm... *mf* *mp*

room- m... hm... hm... has ad - vanced in time a - head of you and hm... hm... *mp*

94

you will have to hur - ry - up or else the *dim.* *sub p* *poco accel.* *cresc.*

you will have to hur - ry - up or else the *dim.* *sub p* *cresc.*

you will have to hur - ry - up or else the *dim.* *sub p* *cresc.*

you will have to hur - ry - up or else the *dim.* *sub p* *cresc.*

99

room will leave you far be - hind. *mf* *pp* m...

room will leave you far be - hind. *mf* *pp* m...

room will leave you far be - hind. *mf* *pp* m...

room will leave you far be(-) hm... hm... *mf* *pp* m...