

***candlepin· bowling· deadwood* (2005) For flute, clarinet (bass cl.), violoncello, piano, and drum set**

'Deadwood' is by definition useless material, but in the game of candlepin bowling the lanes are not swept between rolls. Therefore, the fallen pins (or 'deadwood') can be used strategically to clear additional pins—the useless is made useful. How that plays out in the piece is hard to fix, but: the work's form doesn't make sense; rock-influenced material pops up unexpectedly; the climax seems misplaced; and it's really the wrong material that recurs, yet, hopefully, the overall piece coheres.