

Double Helix I

for Fretless Guitar and Double Bass (+ effects)

Rich Perks

List of 'Functional Descriptors' (found in italics on score)

Roles

Free Solo: Improvise freely; top layer, prominent, focal point of music.

Support: Do whatever is necessary to complement another player whilst improvising (usually the soloist). This may include providing accompaniment (passive approach) or pushing a player (aggressive approach). Sometimes an approach is specified.

Augment: Enhance another player (from any of the four roles) by emphasising their rhythms, pitches, melodies, motifs etc. when improvising. (This might include: playing in unison, harmonising a melody, copying a rhythmic figure etc.). Elevate yourself to same level of prominence as the player you are augmenting.

Play Arbitrarily/ other: Extra musical input such as: Atmospheric, silence, complete musical disagreement, 'glitter' or 'something else' (Usually written as 'create ...' etc.).

Instructions

Embellish: Decorate material provided.

Develop: Expand and elaborate upon material provided; do not deviate dramatically.

Improvise around: Improvise around the provided material with little restriction.

Refer to/ Draw influence from written material but make your own.

Build Intensity: Increase overall intensity of improvisation by increasing content detail, register, dynamic, rhythmic syncopation etc. (apply any of above).

Reduce Intensity: Converse of Build Intensity.

See Supplementary Score: refer to Supplementary Score for detailed instructions for section e.g. Improvisatory Milestones, choice options (indeterminate), graphic stimulus, culturally specific notation etc.

Merge: Blend one section into the next (these may be improvisatory, through-written or combinations of the two).

Become disjointed: Gradually (or over time frame indicated) break away from linearity and other players. Introduce gaps in playing, and increase their frequency until completely silent.

Stop Suddenly: Abruptly cease section as directed by score. If no specific point is indicated on score, abruptly cease when you feel it is appropriate.

Freely Improvise: Play completely freely, adopting and changing roles as you feel appropriate.

Double Helix I

2

Time: II
0:00"

0:40"
approx.

Fretless Guitar

♩ = Free Time

mp
with Envelope filter & Delay

Freely improvise using predominantly these notes. Ambient.

(C Aeolian/ Aeolian b5)

Build Intensity

ff

Double Bass

Rubato.

sul pont.

(Noise/ feedback)

mf
with distortion

Drone: etc.

Sustain note.

Cont. drone.

Gradually

ff

1:40"
approx.

2:30"
approx.

F. Gtr.

Cont. Sim.

pp
(Immediately after groove entry)

Merge when ready, after bass' groove entry:

Merge/ Fade in

mf
maintain Envelope filter; Delay optional

AUGMENT Bass whilst Improvising around this figure, funky e.g.

A Tempo

etc.

Build Intensity

Introduce this Groove when ready:

♩ = 180 approx. 'Half Time Feel', Open Duration.

D. Bs.

Cont. Sim.

arco

1,2 & 3.

Every 4th time

mf
with distortion

Develop

f

3:30" approx.

F. Gtr. → Incorporate chords e.g. (C Aeolian/ Aeolian b5) *f* → Build Intensity → Increase register gradually e.g. (C Aeolian/ Aeolian b5) → Cont. Sim. → *ff*

D. Bs. Cont. Sim. → Build Intensity & Improvise around groove → *ff*

4:00" approx.

F. Gtr. → Reduce intensity immediately after bass enters with solo; SUPPORT bass solo. *mp* → Rebuild Intensity & Embellish

Introduce bass solo when ready:

Use eye-contact to cue solo entry.

D. Bs. → arco → Play solo as written at least once. Improvise around melody on repeats. Clean (distortion optional on repeats once improvising) *mf*

5:00" approx.

5:30" approx.

Re-introduce groove when ready:

F. Gtr. →

Re-introduce this groove, then *Improvise around it.*

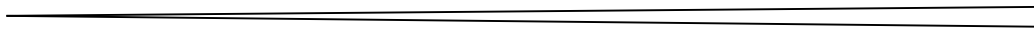
maintain Envelop filter; Delay optional

f

Build Intensity →

D. Bs.

Become increasingly free, particularly after groove is re-introduced.



Merge

(Noise/ feedback)

ff

Build Intensity →

6:00" approx.

6:20" approx.

When ready, after double bass is playing noise/feedback

F. Gtr. →

Repeat x 3, cues coda.

ff

(x 3)

fff

D. Bs.

(High register guitar groove cues coda after 3 times)

fff