

Alice Jeffreys

for PlusMinus

2018

Percussion, Electric Guitar and Violin

Transposing Score

c. 16.5 minutes

for Plus-Minus Ensemble

Performance Notes

All

The division of the beat is constant throughout the piece, including where there are interchanges between simple and compound metres.

Bar-lines are for synchronisation purposes only; they do not indicate accentuation.

Natural harmonics need to correspond with the tuning of the natural overtone series.

The first overtone of the harmonic series is labelled as the 2nd partial on the score.

Always leave notes to vibrate, except where there is a damp symbol.

All tremolos are unmeasured.



Gradual, continuous and even, transition from one timbre or playing method to another. The arrow articulates the beginning, end point, and duration of the transition.

Glissandi speed

gliss. Even consistent glissando speed over its total duration.

gliss. accel. Gradually increase glissando speed over its total duration.

gliss. rall. Gradually decrease glissando speed over its total duration.

Electric Guitar

Player needs a plectrum.

Part sounds one octave lower than written, including natural and artificial harmonics.

SP *sul ponticello*. Rich in overtones. Notated pitch audible.

1/2 SP SP silvery metallic-like timbre audible, but at all dynamics the notated pitch dominates sound.

SP+ Timbre extremely rich in overtones. Notated pitch barely audible to inaudible.

ST *sul tasto*. Veiled-like timbre. Notated pitch audible.

Percussion

Vibraphone, cymbal(s), medium bass drum, and glockenspiel.

Player needs glock mallets, soft mallets (for use on vibraphone, glock and cymbal), hard mallet for glock, metal beater for glock, and two double bass bows.

Violin

Player needs a wooden mute.

SP *sul ponticello*. Rich in overtones with the notated pitch audible.

1/2 SP SP silvery metallic-like overtone timbre audible, but at all dynamics the notated pitch dominates the sound.

SP+ bow as close to the bridge as possible. Timbre extremely rich in overtones, with notated pitch barely audible to inaudible.

ST *sul tasto*. Veiled, cold-like timbre. Notated pitch audible.

1/2 ST slightly veiled timbre. Notated pitch dominates sound.

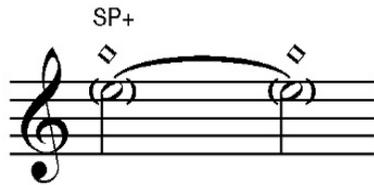
flaut. *flautando*. Fast and lightly drawn full-length bow.



With mute.



Without mute/remove mute.



With the bow as close to the mute or bridge as possible, move LH finger very slowly between the fingerboard and bridge. Freely explore the very high harmonics found between the fingerboard and bridge.

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9 5 6 3 9 11 9 5 6
8 8 4 8 32 32 16 16

A

Perc. **Vibr.** motor on (slow) bow
mf p mp **Glock.** mallets pp p pp p pp p p

E.Gtr. pre-bend 6 gliss. p 3 6 3 1 2 6 4 5 3 1 2 6 6 5 3 1 2 5 4 5 3 1 2 5

Vin. arco ord. fast narrow vib. fast wide fast wide vib. slow wide 1/2 SP flaut. pp p pp p pp p pp p

6 11 4 6 4 5 4 5 8 4
16 32 16 4 4 4 4 4 8 16

Perc. **Susp. Cym.** soft mallets pp p pp p silence **Susp. Cym.** soft mallets ppp ppp **Vibr.** motor on (very slow) soft mallets ppp pp **Susp. Cym.** soft mallets ppp p

E.Gtr. 4 1 3 1 2 5 6 1 3 1 2 6 silence pre-bend 6 gliss. p

Vin. 10-11 arco ord. ST slow narrow vib. no vib. fast wide vib. II flaut. 1/2 SP mp ppp

4 9 7 4 9 4 3 7 9 4

16 32 32 16 32 16 16 32 32 16

47
Perc Glock.
mallets

E. Gr

Vln

4 7 5 4 5

16 32 16 8 8

56
Perc B.D.
soft mallets
centre → edge

E. Gr

Vln

Vibr.
soft mallets
motor off

mp pp p

mf p mp

ppp just audible

silence

silence

silence

11 2 11 5 4 5 6 2 4 4 3
32 16 32 8 4 4 4 4 4 8

Perc 66

silence

Glock. mallets

12:11, 3:2, 10:11, 12:11

silence

Vibr. bow motor on (slow)

bows

soft mallets

bow

pp p pp pp ppp pp

E. Gtr

silence

1 2 3

12:11, 3:2, 10:11, 3:2

silence

3 2 1 3

10:11, 3:2

silence

6 bottle neck

pre-bend SP

5

6 bottle neck

g/iss.

mp p

Vin

silence

IV flaut. ord.

10:11

silence

III

12:11, 10:11

silence

flaut. 1/2 SP

ppp pp

arco ord. 1/2 SP slow wide vib. fast wide

pp

3 4 5 4 4 3 4 4 3
8 4 4 16 8 4 8 4 8

Perc 77

soft mallets

Susp. Cym. soft mallets

L.V.

Vibr. soft mallets motor on (slow)

Susp. Cym. soft mallets

Vibr. soft mallets motor on (slow)

Susp. Cym. soft mallets

increase oscillation speed

ppp p ppp p mf p mp ppp mp pp p ppp pp

E. Gtr

pre-bend

g/iss. accel.

p

4 5 4 5

5:4 6 5

mp pp p

Plec.

p

Vin

slow narrow vib.

pizz.

5:4

III II ST arco flaut.

SP

ppp mp

3 4 5 4 3 4 7 5 4 3 4
8 4 16 8 8 8 4 8 4 8 4

Perc.
88
Glock.
mallets
pp

Vibr.
soft mallets
motor on (medium slow)

B.D.
soft mallets
gradually increase oscillation speed
centre → edge

Glock.
mallets
pp

Vibr.
soft mallets
motor off
p

E. Gr.

tip.
④ ⑥ ⑤
5:4
mp pp p

pre-bend
ST
p

gliss. rail.

Plec.
p

mp

Vin.

pizz.
5:4
mp pp p

III
II
arco ord.
pp mp

1/2 SP
flaut.
ppp mp

III
II
SP+
flaut.
ppp

6 3 4 5 3 5
4 8 8 8 8 16

Perc.
99

Vibr.
bow (very slow)
motor on
p

silence

Vibr.
soft mallets
motor on (slow)
mp pp p

silence

bows
pp

E. Gr.

⑥
bottle neck
~
p

silence

④ ⑥ ⑤
3:2 5:4
mf p mp

silence

⑥
pre-bend + trem.
SP+
pp

gliss.

pre-bend
SP+
pp

gliss.

Vin.

1/2 SP
arco ord.
fast narrow vib.
p

fast wide

silence

pizz.
3:2 5:4
mf p mp

silence

9 4 6 5 4 2 3 5
32 16 16 8 4 4 8 16

127 **Glock.**
mallets

pp *p* *pp* *p* *pp*

Vibr.
soft mallets
motor off

silence

E.Gtr

③ ⑤ ③ ① ② ⑤ ⑥ ⑤ ③ ① ② ⑤ ④ ① ③ ① ② ⑤

pp *p* *pp* *mp* *pp* *pp*

silence

Plec.

tip
pre-bend
SP

pre-bend

pp *pp*

gliss.

gliss. rall.

Vin

p *pp* *p* *pp*

silence

III
flaut.
SP

pp

flaut.
SP

p

gliss. accel.

gliss. accel.

5 4 2 5 7 5 6 5 5 5
16 8 8 8 8 8 4 8 4 8

138 **D**

soft mallets
motor on (slow)

mp *pp* *p* *mp* *mf* *p* *pp* *ppp* *pp*

Glock. mallet
Vibr. bow

pp

Vibr.
bow
motor on (medium slow)

silence

soft mallets
motor on (slow)

E.Gtr

④ ⑤:④ ⑥ ⑤

mp *pp* *p* *p* *pp*

Plec.

silence

⑥
bottle neck

pp

Vin

pizz.

mp *pp* *p*

arco flaut.
1/2 SP

ppp *p*

1/2 SP → SP

pp *ppp*

silence

arco ord.
1/2 SP
fast wide vib.

pp

slow wide

4/4 3/8 5/16 11/32 9/32 5/16 6/16 11/32 5/16 3/8

167

Perc *bow* *Glock. mallets* *Susp. Cym. soft mallets*

E.Gtr *PPP* *PP* *pp* *p* *pp* *p* *pp* *p* *pp* *p* *pp* *p* *mp* *pre-bend SP* *gliss.*

Vln *arco flaut. 1/2 SP* *|| 2nd* *slow wide vib.* *tr (C₂)* *10.11.1* *3.2.1* *10.11.1* *8.9.1* *10.11.1* *6.5.1* *10.11.1*

3/8 4/4 3/4 2/4 5/4 4/4 5/16

176

Perc *Vibr. soft mallets motor off* *Vibr. soft mallets motor on* *Susp. Cym. soft mallets* *Vibr. soft mallets motor off* *silence*

E.Gtr *Plec. ord.* *Bi-tone* *ord.* *Plec.* *silence*

Vln *arco ord. SP* *gliss.* *fast narrow vib.* *pizz.* *IV* *3-2* *silence*

5 16 11 32 9 32 11 32 5 16 9 32 4 16 5 16

Vibr. soft mallets Gl. Vb. Gl. Vb. Gl. Vb. Gl. Vb. Gl. Vb.

Perc 201

E. Gtr

Vln flaut. 1/2 SP (*gliss for full duration)

5 16 4 8 5 8 2 4 4 4 3 8 4 4

Susp. Cym bow Vibr. soft mallets

Perc 209

E. Gtr

Vln flaut. ord. SP IV III pizz

4
4

5
8

3
8

5
8

6
8

5
8

218 Perc *pp* *p* *pp* *p* *Susp. Cym.* bow *p* *pp* *p*

Musical score for Percussion (218) featuring a series of rhythmic patterns with dynamic markings *pp*, *p*, and *pp*. It includes a section for *Susp. Cym.* (suspended cymbal) played with a bow, marked *p*. The score is divided into measures with time signatures 4/4, 5/8, 3/8, 5/8, 6/8, and 5/8.

E. Gtr *pp* *p* *pp* *pp* *pp* *p*

Musical score for Electric Guitar (E. Gtr) featuring a series of rhythmic patterns with dynamic markings *pp*, *p*, and *pp*. It includes a section for *Susp. Cym.* (suspended cymbal) played with a bow, marked *p*. The score is divided into measures with time signatures 4/4, 5/8, 3/8, 5/8, 6/8, and 5/8.

Vln *pp* *p* *pp* *pp* *pp* *p*

Musical score for Violin (Vln) featuring a series of rhythmic patterns with dynamic markings *pp*, *p*, and *pp*. It includes a section for *Susp. Cym.* (suspended cymbal) played with a bow, marked *p*. The score is divided into measures with time signatures 4/4, 5/8, 3/8, 5/8, 6/8, and 5/8.

5
8

3
4

5
4

4
4

6
4

4
4

5
8

225 Perc *pp secco* *Susp. Cym.* bow *p* *pp* *p* *Gl. Vb.* *pp* *Gl.* *Susp. Cym.* bow *mp* *p*

Musical score for Percussion (225) featuring a series of rhythmic patterns with dynamic markings *pp secco*, *p*, *pp*, *p*, and *mp*. It includes a section for *Susp. Cym.* (suspended cymbal) played with a bow, marked *p*. The score is divided into measures with time signatures 5/8, 3/4, 5/4, 4/4, 6/4, 4/4, and 5/8.

E. Gtr *p* *pp* *p*

Musical score for Electric Guitar (E. Gtr) featuring a series of rhythmic patterns with dynamic markings *p*, *pp*, and *p*. It includes a section for *Susp. Cym.* (suspended cymbal) played with a bow, marked *p*. The score is divided into measures with time signatures 5/8, 3/4, 5/4, 4/4, 6/4, 4/4, and 5/8.

Vln *p* *ppp* *pp* *p* *pp* *ppp* *mf*

Musical score for Violin (Vln) featuring a series of rhythmic patterns with dynamic markings *p*, *ppp*, *pp*, *p*, *pp*, *ppp*, and *mf*. It includes a section for *Susp. Cym.* (suspended cymbal) played with a bow, marked *p*. The score is divided into measures with time signatures 5/8, 3/4, 5/4, 4/4, 6/4, 4/4, and 5/8.

9 4 7 3 4 9 7 4 9
16 8 16 8 8 16 16 8 16

268
Perc **Glock.**
mallets

E.Gtr

Vln

9 3 5 2 4 3 7 9 4
16 8 8 8 8 8 16 16 8

276
Perc **Susp. Cym**
bow

Glock.
mallets

E.Gtr

Vln

4 7 3 4 9 7 4 3
8 16 8 8 16 16 8 8

284 Percussion staff with notes, rests, and dynamics (pp, p). Includes time signature changes and articulation marks.

285 Electric Guitar staff with notes, rests, and dynamics (pp, p). Includes time signature changes and articulation marks.

286 Violin staff with notes, rests, and dynamics (pp, p). Includes time signature changes and articulation marks.

3 9 4 3 7 9 4 3 5
8 16 8 8 16 16 8 8 8

292 Percussion staff with notes, rests, and dynamics (pp, p). Includes time signature changes and articulation marks.

293 Electric Guitar staff with notes, rests, and dynamics (pp, p). Includes time signature changes and articulation marks.

294 Violin staff with notes, rests, and dynamics (pp, p). Includes time signature changes and articulation marks.

