

pick the gun up

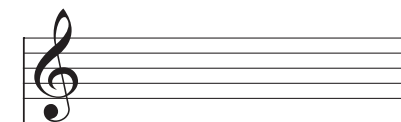
in memoriam Malcom X

17 Minutter

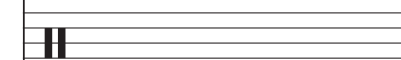
Eric Skytterholm Egan

2017

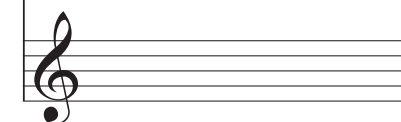
Contrabass
Clarinet in B \flat



Percussion
- Drum Kit -



Electric Guitar



Some times you have to pick the gun up, to put the Gun down.

Malcom X

Performance notes:

	<p>The score is transposed. There are no parts - the piece should be performed from the score.</p>
<p>Contrabass Clarinet in B\flat</p>	<p>Different (similar) bass pitches for the multiphonics can be chosen if necessary.</p>
<p>Percussion - Drum Kit -</p>	<p>Toms (3), Snare, Pedal Bass Drum, Crash, Ride, Hi-Hat, Cowbell Double Bass Pedal. 2 Woodblocks or Marimba Bars tuned to B and C# around Middle C. Hard Sticks, Bow Wooden Thimbles (2), Glass Thimbles (2), Rubber Thimbles (2).</p> <p>The Drum Kit (cymbals and drums but not woodblocks/marimba bars) should be heavily prepared with chains and other accessories, to create complex , 'distorted' timbres.</p>
<p>Electric Guitar</p>	<p>Whammy Bar, E-Bow Distortion Pedal, Volume Pedal, Effects Pedal.</p>

pick the gun up

- in memoriam Malcom X -

on the virtue of the noble act of industrial sabotage,
and against the quantification of materials
into bite-sized chunks for immediate
(cognitive) consumption.

Performance Score (transposed)

Eric Skytterholm Egan

FREEZE

♩ = 60 Weightless and motionless | with outbursts of volatile energy - from the minute to the catastrophic.

These notes should all be as similar as humanly possible; in pitch, duration, dynamic, envelope, and timbre throughout.

With some residual air *

Bowed cowbell or marimba bar**

E-bow***

Effects Pedal *** Ambient (spectral) hiss.

Rich, open air sound. Colour with vowel changes.

Contrabass Clarinet in B \flat

Percussion

Electric Guitar

Scordatura (not played, instruction only)

(volume pedal)

Stay Motionless for Some Time - Before Beginning.

- * Blue notes are with some residual air throughout.
- ** Blue notes are bowed throughout.
- *** Blue notes are with E-bow throughout.

*** High-pitched, narrow hiss.

Broad wide-band hiss.

(not played, instruction only)

Where there are no rests, the music should be read in space time, in relative correlation with the other parts,

The musical score consists of three staves: Cb. Cl., Perc., and E. Git. The Cb. Cl. staff features a melodic line with notes marked *pp* and *ppp*. The Perc. staff includes a section labeled "Wooden Thimble" with notes marked *ppp pp* and *pppp*. The E. Git. staff has notes marked *n* and *pp*, and a section marked *ppp* with the annotation "Effects Pedal Ambient (spectral) Hiss." A dashed arrow points from the "Hiss" section of the Cb. Cl. staff to the "Effects Pedal" section of the E. Git. staff, with the text "Imitate this sound in the E. Git." written along the arrow. A spectral plot above the Cb. Cl. staff shows a "Rich, open air sound" with a frequency spectrum. The score is annotated with various dynamics and performance instructions.

* Brown note-heads always with wooden thimbles. ** Key click with air and a (very) faint hint of pitch (same for these noteheads throughout).

The musical score consists of three staves: Cb. Cl., Perc., and E. Gtr. The Cb. Cl. staff features a melodic line with notes #E and E, marked with *pp* and *ppp* dynamics. The Perc. staff includes a triplet of eighth notes marked *ppp/pp/pppp* and a triplet of quarter notes marked *ppp/pppp*. The E. Gtr. staff shows a 'Hiss' effect and notes marked *ppp*, *n*, and *pp*. A second system of the score introduces a 'Sandpaper' effect on the Perc. staff, indicated by a red box and red note-heads, and a '(Bow)' instruction for the Cb. Cl. staff. The Perc. staff in this system has notes marked *pppp* and *pp*. The E. Gtr. staff continues with 'Hiss' and notes marked *ppp*, *n*, and *pp*.

* Red note-heads are always played with sandpaper.

FREEZE*

* Bite the reed or force it too far into the mouth. Very high-pitched.

The musical score is divided into several sections by vertical bar lines. A vertical dashed line labeled "FREEZE*" is positioned in the middle of the score.

- Cb. Cl. (Cone Bass Clarinet):**
 - Section 1: *pp* (pianissimo), "Rich, open air sound." Includes a diagram of a yellow bell-shaped sound wave.
 - Section 2: *pp/ pppp* (pianissimo/pianississimo), "Air Only Rich, open air sound." Includes a diagram of a yellow bell-shaped sound wave with a pitch contour line above it.
 - Section 3: *p* (piano), "FREEZE*" (indicated by a vertical dashed line).
 - Section 4: *pp* (pianissimo).
 - Section 5: *ppppp* (pianississimo), "Squeak*" (indicated by a box). Includes a diagram of a yellow bell-shaped sound wave with a sharp peak.
- E. Gtr. (Electric Guitar):**
 - Section 1: "Hit all strings (no amplification)", *ppp* (pianissimo), "Hiss" (indicated by a black bar). Includes a diagram of a guitar with all strings plucked.
 - Section 2: *pp* (pianissimo), *n* (no sound), *pp* (pianissimo).
 - Section 3: *p* (piano), *ppp* (pianissimo), *pp* (pianissimo), *n* (no sound), *pp* (pianissimo).
- Double Bass Staff:**
 - Section 1: *pp* (pianissimo).
 - Section 2: *pppp* (pianississimo), "(Bow)".
 - Section 3: *pppp* (pianississimo), "Sandpaper" (indicated by a red box), "(Bow)".
 - Section 4: *pp* (pianissimo), "Pops' of distortion.", "Hiss" (indicated by a black bar).

Other annotations include "attacca" with an upward arrow pointing to the end of the score, and "8va" with a circled 1 above a note in the double bass staff.

* Remain completely motionless for some time.

FREEZE

The score consists of three staves: Cb. Cl., Perc., and E. Gtr. The Cb. Cl. part features a melodic line with dynamics *pp* and *ppp*, and a *poco gliss.* instruction. The Perc. part includes a *p* dynamic and a *pppp* section. The E. Gtr. part starts with a *n* (natural) dynamic and a *p* dynamic. A vertical dashed line labeled 'FREEZE' is positioned between the second and third systems. In the third system, the Cb. Cl. part has a 'Squeak' instruction and dynamics *pp* and *pppp*. The Perc. part has a 'Rich, open air sound.' instruction and dynamics *pppp*, *pp*, and *ppppp*. The E. Gtr. part has a *pp* dynamic. A 'Hiss (like E. Git.)' instruction is shown above the Perc. staff. A 'Rubber Thimble*' instruction is shown above the E. Gtr. staff, with a green note-head. A '(Sandpaper)' instruction is shown in a red box above the Perc. staff, with a red note-head. The word 'attacca' is written vertically between the Perc. and E. Gtr. staves.

* Green note-heads are always with rubber thimbles.

** Rub 1 cm. from rim in a circular motion.

FREEZE

With Murderous Rage

Scream + Growl*

Slap 5

fff

Squeak

ppp

Hiss to Wide Multiphonic***

pppp

pp

Rubber Thimble

ppp

Distortion****

Cb. Cl. pp

Perc. pp

E. Gtr. ppp ppppp

n pp

ppp

n pp

ppp

pp

The musical score is divided into three sections by a vertical dashed line labeled 'FREEZE'.
 Section 1 (Left): Cb. Cl. plays a sustained note with dynamics *pp*. Perc. plays a drum roll with dynamics *pp*. E. Gtr. plays a melodic line with dynamics *ppp* and *ppppp*. An inset shows a 'Slap 5' technique with dynamics *sfz* and *fff*, and a 'Scream + Growl*' instruction with a red box.
 Section 2 (Middle): Cb. Cl. plays a sustained note with dynamics *pp*. Perc. plays a 'Wooden Thimble' effect with dynamics *pp*. E. Gtr. plays a sustained note with dynamics *ppp* and *pp*. An inset shows a 'Squeak' effect with dynamics *ppp*.
 Section 3 (Right): Cb. Cl. plays a sustained note with dynamics *pp*. Perc. plays a 'Rubber Thimble' effect with dynamics *ppp*. E. Gtr. plays a sustained note with dynamics *ppp* and *pp*. An inset shows a 'Hiss' effect with dynamics *pppp* and *pp*, transitioning to a 'Wide Multiphonic***' effect. A 'Distortion****' effect is also indicated.

* Scream, Growl, and generally make a lot of aggressive noise.
 ** Pitch as high as possible.

*** Gradually move from a hiss to a wide-frequency multiphonic of your choice, with this base pitch.

**** Gradually add distortion with effects pedal. (In this case going from none to very little.)

Distortion Levels:



Passages where the temporal scope appears to be expanded (as in cl. and perc. below) should be played in the time-frame from which they have been removed (faster than the space-time dictates).

The score is divided into several sections with specific performance instructions:

- Section 1:** Cb. Cl. starts with *pp*. Perc. includes *pppp* and *ppp*. E. Git. has *pp* and *ppp*. A yellow note-head is marked with a glass thimble.
- Section 2:** Cb. Cl. has *pppp*, *pp/pppp*, and *ppp/ppppp*. Perc. has *ppp* and *pp*. E. Git. has *pppp < pp/ppp*. A yellow note-head is marked with a glass thimble.
- Section 3:** Cb. Cl. has *ppp*. Perc. has *ppp*. E. Git. has *n* and *pp*. A yellow note-head is marked with a glass thimble.
- Section 4:** Cb. Cl. has *p*. Perc. has *ppp*. E. Git. has *n* and *pp*. A yellow note-head is marked with a glass thimble.
- Section 5:** Cb. Cl. has *pppp < pp*. Perc. has *p*. E. Git. has *n* and *pp*. A yellow note-head is marked with a glass thimble.
- Section 6:** Cb. Cl. has *ppp*. Perc. has *pp*. E. Git. has *n* and *pp*. A yellow note-head is marked with a glass thimble.

Additional performance instructions include:

- With Murderous Rage:** Applied to the Cb. Cl. and Perc. parts in the final section, with dynamic markings *sffz*, *f*, and *fff*.
- Scream + Growl:** A red box highlighting a passage in the Cb. Cl. part.
- Slap:** A box highlighting a passage in the Perc. part.
- Glass Thimble*:** A yellow box highlighting a note-head in the Perc. part.
- Sandpaper:** A red box highlighting a passage in the Perc. part.
- Single Wooden Thimble Clicks:** A box highlighting a passage in the Perc. part.
- With Sticks***:** A box highlighting a passage in the Perc. part.
- Amplified 'Clicks':** A box highlighting a passage in the Perc. part.

* Yellow note-heads are played with glass thimbles throughout.

** These 'clicks' in the percussion and guitar should sound as similar as possible.
*** All loud passages should be played with sticks.

FREEZE

This musical score is divided into three systems, each with three staves: Cb. Cl., Perc., and E. Gtr.

System 1:
- **Cb. Cl.:** Starts with a melodic line in treble clef, marked *pp*. A box labeled "Hiss" is connected to a box labeled "Wide Multiphonic". A fingered note (5) is marked *pp* and has an *8va* instruction above it.
- **Perc.:** Features a series of rhythmic pulses marked *pp*.
- **E. Gtr.:** Includes "Amplified 'Clicks'" marked *pp* and "Hiss" marked *ppp*.
- **Inter-staff connections:** A vertical line connects the "Wide Multiphonic" box to the Perc. staff. Another vertical line connects the "Amplified 'Clicks'" box to the E. Gtr. staff.

System 2:
- **Cb. Cl.:** Continues the melodic line, marked *pppp*, *pp*, and *pppp*. Includes a *ppp* dynamic and a *p* dynamic.
- **Perc.:** Continues with rhythmic pulses, marked *pp > pppp* and *pp/ppp*.
- **E. Gtr.:** Features a "Distortion" effect indicated by a yellow wedge. Includes a *n* dynamic and a *pp* dynamic.

System 3:
- **Cb. Cl.:** Continues the melodic line, marked *pp*, *ppp*, and *pp*.
- **Perc.:** Continues with rhythmic pulses, marked *pp* and *p*.
- **E. Gtr.:** Features a "Distortion" effect indicated by a yellow wedge. Includes a *n (mp)* dynamic, *pp/ppp*, *pp*, *ppp*, and *pppp* dynamics. A box labeled "Hiss" is present.

FREEZE

With Murderous Rage

(scream)

Slap

sffz *fff/mf* *fff* *fff* *f* *fff*

Hiss to **Narrow Multiphonic** Squeak

Cb. Cl. *pp* *pppp* *pp* *mp*

Perc. *pp* *pppp* *pp*

With Murderous Rage

sffz *f* *fff* *ff* *6-3*

With Murderous Rage

sffz *f* *fff* *f* *fff* *f* *fff* *6*

Distortion

E.Git. *pp/ppp (mp)* *pp* *ppp* *mp* *n* *pp* *n* *p* *ppp* *f/n* *pp*

Hiss

Hiss

The score is divided into several sections:

- Wide Multiphonic / Narrow Multiphonic:** Cb. Cl. part with dynamic markings *pppp* and *pp*.
- Perc.:** Includes a triplet of snare hits (*pp*) and a triplet of cymbal hits (*p*).
- E. Gtr.:** Features a **Distortion** ramp from *pp* to *pppp*, followed by a **Hiss** section and a **Whammy Bar**** section.
- With Murderous Rage:** Multiple guitar parts with dynamic markings *f*, *ff*, *fff*, and *fff*. Includes a **Loud Multiphonic** section with a red circle on the staff.
- FREEZE:** A final section indicated by a vertical dashed line.

* Heavy Distortion throughout these loud sections. ** Top of line = normal. Bottom line = fully depressed.

FREEZE

The musical score consists of three staves: Cb. Cl. (top), Perc. (middle), and E. Gtr. (bottom). The Cb. Cl. staff features notes with dynamics *p*, *ppp*, *p*, *p*, *ppp*, *pp*, *ppp*, *pp*, and *pp*. It includes a box labeled "Hiss" and a green circle labeled "Narrow Multiphonic". The Perc. staff has dynamics *pp*, *p*, and *p*, with a red bar and a box labeled "Hiss (Sandpaper)". The E. Gtr. staff has dynamics *pp*, *p*, *pp*, *n*, *p*, *ppp*, *ppppp*, and *pp*. It includes a box labeled "Amplified 'Clicks'", a box labeled "Hiss", and a yellow wedge labeled "Distortion". Other annotations include "Imitate*", "Squeek", and "Flz. Air Only".

* Imitate Hiss in Gitar and Cb. Cl.

FREEZE

The musical score is divided into three sections by a vertical dashed line labeled "FREEZE".

Section 1 (Left):

- Cb. Cl.:** Starts with a "Squeak" (mp) and "Hiss" (ppp).
- Perc.:** Features a "p" note, a "ppp" note, and a "p > ppp/pp" phrase.
- E. Git.:** Includes "Hiss" (ppp to p), a "'Click'" (spz), and a "pp" note.

Section 2 (Middle):

- Cb. Cl.:** Features a "pp" note.
- Perc.:** Includes a "(Bow)" instruction with "pp" and "pppp" markings.
- E. Git.:** Features a "pp" note, a triplet of "pp" notes, and a "ppp < pp" phrase.

Section 3 (Right):

- Cb. Cl.:** Includes a "Rich, open air sound." instruction with a yellow-shaded waveform, "Hiss" (pp), and a "pp" note.
- Perc.:** Features a "Hiss" (pppp), a "pp/pppp" phrase, and a "p" note.
- E. Git.:** Includes a "Hiss" (pp), a "ppp < pp" phrase, and a "pp" note.

Additional performance instructions include "a." (aerophone) markings and various dynamic markings such as *mp*, *ppp*, *p*, *pp*, *pppp*, *spz*, and *n*.

This musical score is for three instruments: Clarinet in B-flat (Cb. Cl.), Percussion (Perc.), and Electric Guitar (E. Git.). The score is divided into several sections by vertical bar lines.

- Cb. Cl. Part:** Features a melodic line with dynamic markings *pp*, *ppp*, *p/ppp*, *pp < p*, and *ppp*. It includes performance instructions: "Flz." (Flautando), "Air Only" (with a yellow waveform), "Rich, open air sound." (with a yellow waveform), and "Squeak" (with a yellow waveform). A separate staff on the right shows a more detailed view of the "Squeak" section with dynamics *pp*, *pppp*, *p*, and *pppp < pp*.
- Perc. Part:** Includes a drum set icon and dynamic markings *pp*, *p*, and *ppp*. It features a blue horizontal line representing a sustained sound, with a "(Bow)" instruction above it. Dynamics *ppppp* and *p* are also present.
- E. Git. Part:** Includes a guitar icon and dynamic markings *p* and *pp*. It features a yellow waveform labeled "Distortion" and a box labeled "'Clicks'". Dynamics *n*, *pp*, *p*, *ppp*, *pp*, *n*, and *(mp)* are used throughout. Circled numbers 1, 3, and 4 are placed above notes.

Loud Multiphonic

Cb. Cl.
ff
Flz.
Squeak
Air Only
p > pp
p
mf
Flz.
mf
f
p
mp
p
Flz.
Air Only
p

Perc.
ff
fff/mf
ff
mf
ff
mf
f
mf
p
mp
pp
p

E. Gtr.
sffz
mf
n
p
mf
f
mf
mf < f
Distortion
Whammy Bar
de-tune B string
(not played, instruction only)

Detailed description: This musical score is for three instruments: Contrabass Clarinet (Cb. Cl.), Percussion (Perc.), and Electric Guitar (E. Gtr.). The Cb. Cl. part starts with a 'Loud Multiphonic' section marked 'ff' and includes a trill (tr) and a flageolet (Flz.) section. It features various dynamics like 'fff', 'ff', and 'mf', and performance techniques such as 'Squeak' and 'Air Only'. The Percussion part includes a 'bow' section and dynamics ranging from 'ff' to 'pp'. The Electric Guitar part features 'Distortion' and 'Whammy Bar' effects, with dynamics from 'n' to 'f'. A specific instruction 'de-tune B string' is noted as 'not played, instruction only'.

Cb. Cl.

Perc.

E. Gtr

Glass Slide

With Murderous Rage

pp *p* *ppp* *p* *ff* *f* *fff* *ff*

mp/pp *mp* *ppp* *mf* *fp* *ff* *mf* *ff*

p *pppp* *pp* *f* *ff* *sffz* *sffz* *sffz* *sffz*

Repeat each cell ad lib. Play from beginning to end, following the lines. Ensure that the page is ended with sudden simultaneous silence.

The score consists of several staves with the following details:

- Cb. Cl. (Contrabass Clarinet):** Starts with a 5-measure rest, then plays a melodic line with dynamics *f*, *ff/mf*, and *ff*. Includes a section labeled "With Murderous Rage".
- Perc. (Percussion):** Features a 9-measure rest followed by a rhythmic pattern with dynamics *mf*, *ff*, *mf*, and *ff*. Includes a section labeled "With Murderous Rage".
- E. Gtr. (Electric Guitar):** Starts with a 5-measure rest, then plays a distorted line with dynamics *f*, *ff*, and *fff*. Includes a section labeled "Whammy Bar" with a tremolo effect.
- Flz. (Flute):** Multiple staves with various dynamics including *ff*, *fff*, *mf*, *f*, and *fff/mf*. Includes a section labeled "Flz. Air Only" with a *ppp* dynamic.

Performance instructions include:

- "wait 4-6 seconds" (twice)
- "* With Heavy Distortion for the duration of the page." (under E. Gtr.)
- "* Wait until silent. Clarinet enters when almost silent." (near the end of the Flz. part)
- "FREEZE" (at the end of the Flz. part)

FREEZE

FREEZE

Cb. Cl.

Perc.

E. Gtr.

p *pppp*

pp *pp* *pp*

SLUTT

The image shows a musical score for three instruments: Percussion (Perc.), Clarinet in C (Cb. Cl.), and Electric Guitar (E. Gtr.). The Percussion part is on a single staff with a snare drum icon. It features a sequence of notes with dynamic markings: a first note marked *p* (piano) with a circled *p* above it, followed by a green-shaded bar with *pppp* (pianissimo) above it. A blue slur covers the first two notes with *pp* (pianissimo) below. The second measure has a blue slur with *pp* below. The third measure has a blue slur with *pp* below. The Clarinet and Electric Guitar parts are shown as staves with a bar line at the first measure and a repeat sign at the end. Two vertical dashed lines labeled 'FREEZE' are positioned at the first and third measures. A box labeled 'SLUTT' (Swedish for 'The End') is at the bottom right.