

Holophonic Pandemonium ♩ = 96

screaming trem.

xSP

touch with two LH fingers ~2cm from the bridge

NOTE: As you bow move the bow freely within the area from bridge to the LF fingers. This way you will get a fluctuation of the harmonics. As you go to softer dynamics minimize this effect.

Dbl. Bass

1 *fff*

5

9 *ricochet* *screaming trem.*

touch the string, don't press down

lazer gliss.

screaming trem.

trem with slow glissando, touch the string with two or more fingers, don't press down

13

lazer gliss.

III

IV

17 *lazer gliss.*

II

IV *p* *fff*

III *p* *fff*

I *p*

sudden stop at the frog

reversed sound

21

sudden stop at the frog

reversed sound

IV *fff* *p* *fff*

III *p* *fff* *p* *fff*

25

lazer gliss.

trem with slow glissando, touch the string with two or more fingers, don't press down

I

29

33

fff

screaming bow

screaming trem.

the down-bow accent indicates where to have the accent. In between you may have as many as necessary up and down bows but not accents.

Dbl. Bass

2

37  *screaming bow*

decrescendo poco a poco

41  *ff decrescendo poco a poco*

45  *sharp short accent*

f

49  *fmf*

53  *fmp* *fp*

57  *sharp short accent*

fp

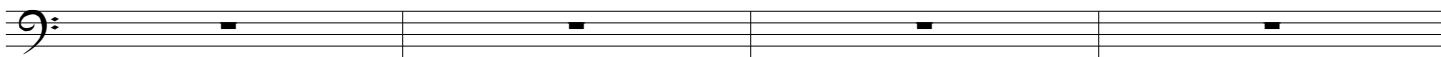
61  *fp*

65  *fp decrescendo poco a poco* *pp*

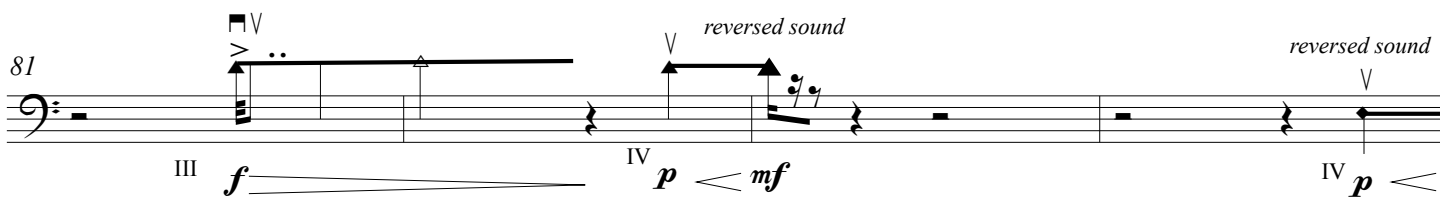
69  *decrescendo poco a poco* *ppp*

73 

77



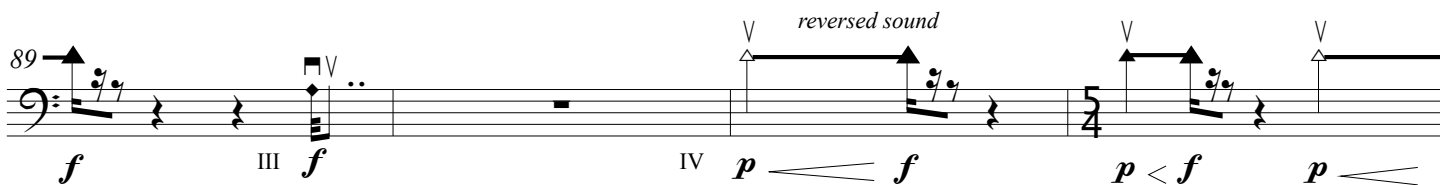
81



85

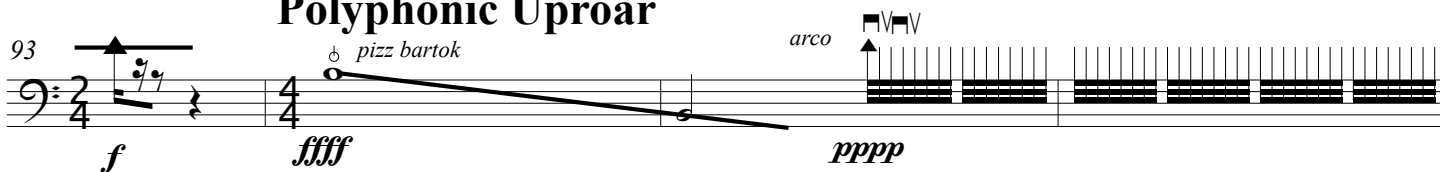


89

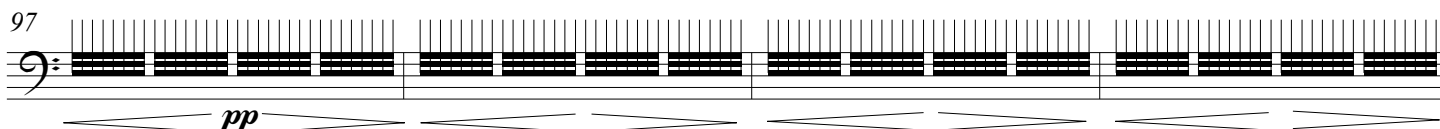


Polyphonic Uproar

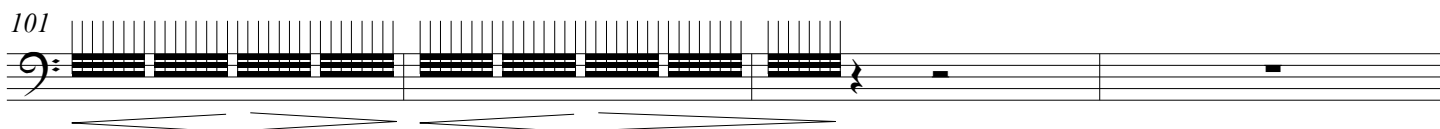
93



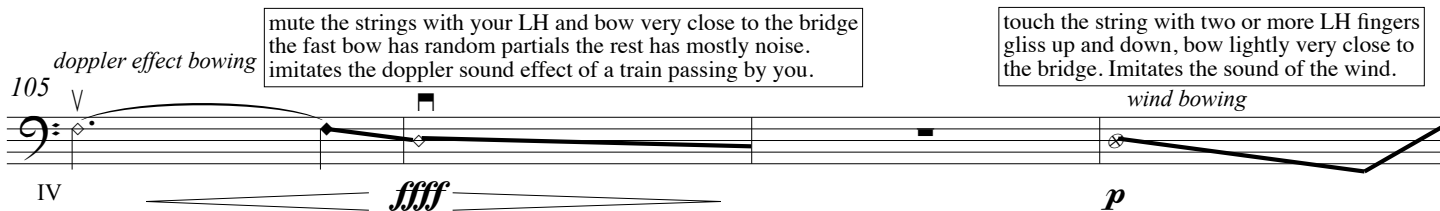
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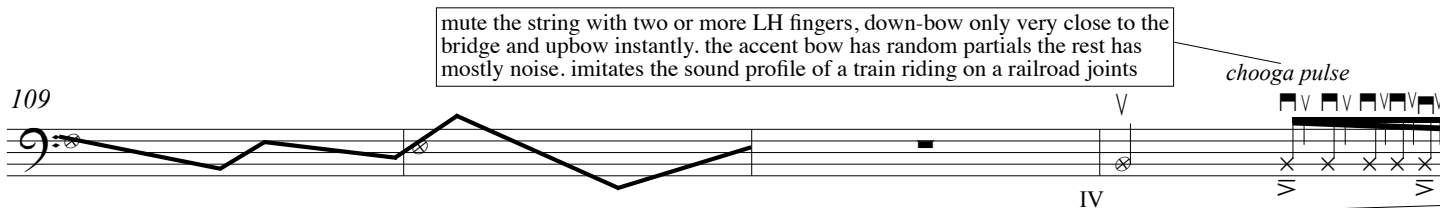
101



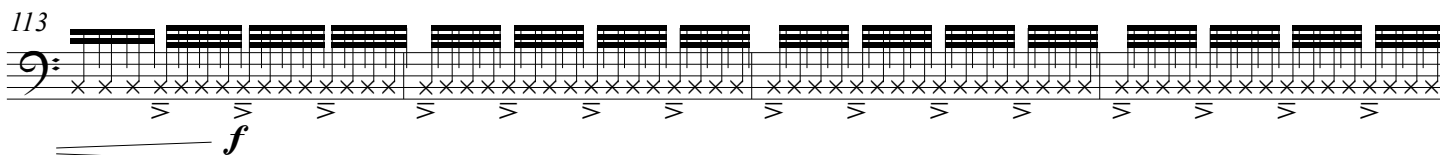
105



109



113



mute the strings with your LH and bow very close to the bridge the fast bow has random partials the rest has mostly noise. imitates the doppler sound effect of a train passing by you.

touch the string with two or more LH fingers gliss up and down, bow lightly very close to the bridge. Imitates the sound of the wind.

mute the string with two or more LH fingers, down-bow only very close to the bridge and upbow instantly. the accent bow has random partials the rest has mostly noise. imitates the sound profile of a train riding on a railroad joints

chooga pulse

117 *chooga pulse* $\square \vee \square \vee \square \vee \square \vee$

121 *chooga pulse* $\square \vee \square \vee \square \vee \square \vee \square \vee$ *xST* \vee *f* *p* *f*

125 *Ord.* *sim.*

129 *xSP*

133 *xST*

Homophonic Balance

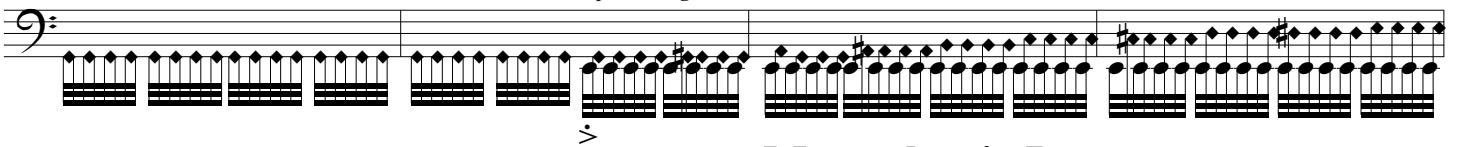
137 *tremolo between open E string and G (touch as harmonic). bow ad lib* *Open string trem* *Voice sshh*

141 *LH slap the string against the fingerboard* *LH slap* *Open string trem* *Ord.*

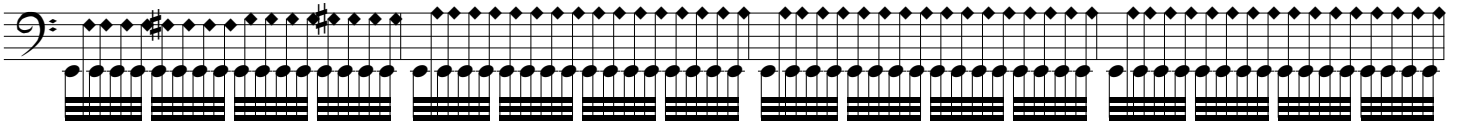
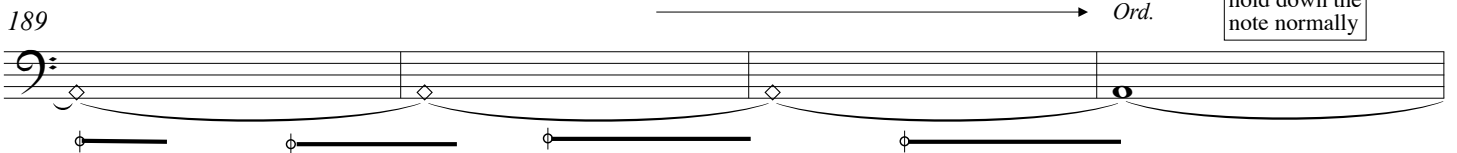
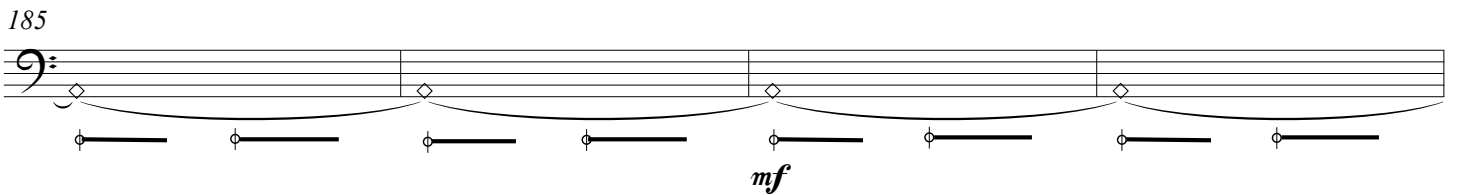
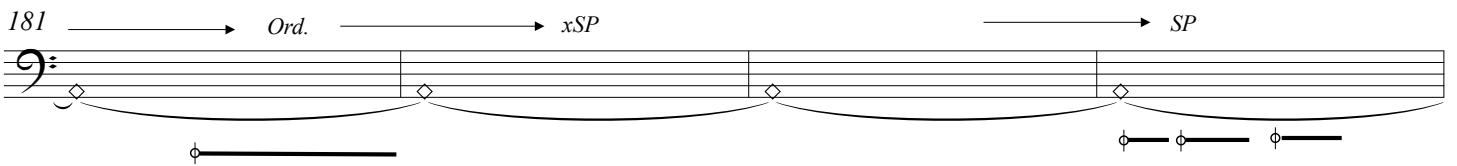
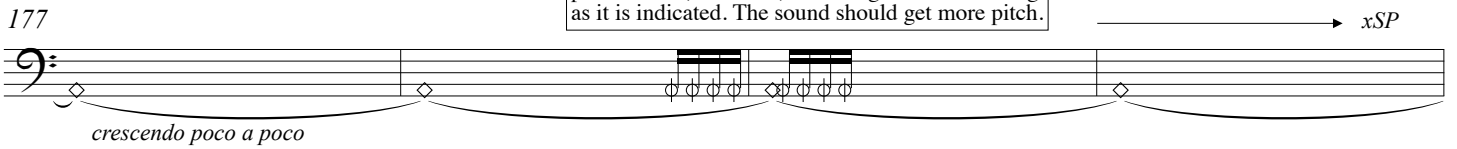
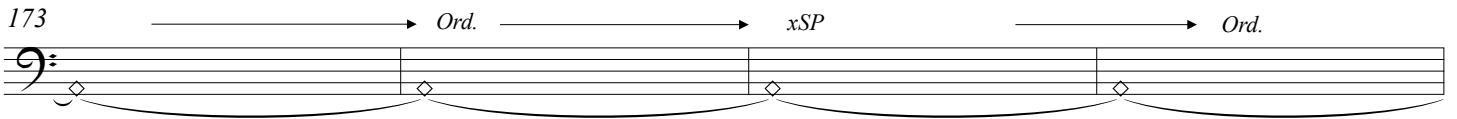
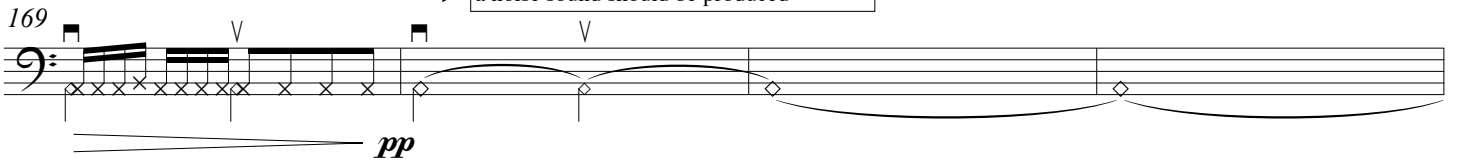
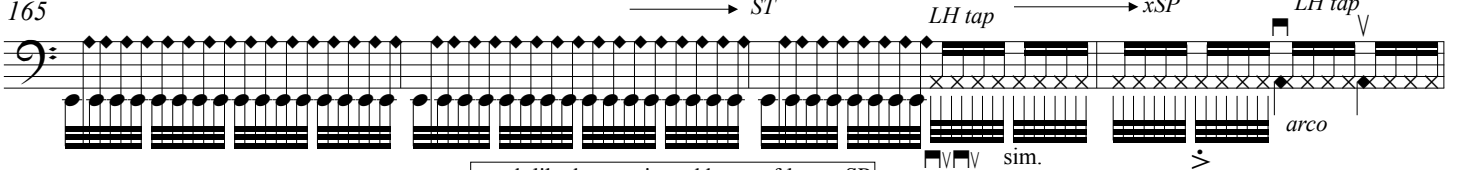
145 *LH tap the string but don't press it down to the fingerboard* *LH tap* *xSP* *LH tap* *chooga pulse* $\square \vee \square \vee \square \vee \square \vee$ *sim.*

149 *Ord.* *LH slap* *>LH tap* *chooga pulse* *ST*

153 *chooga pulse* $\square \vee \square \vee \square \vee \square \vee$ *sim.* *Ord.*

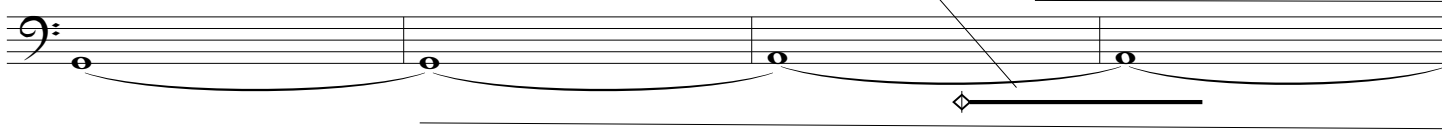
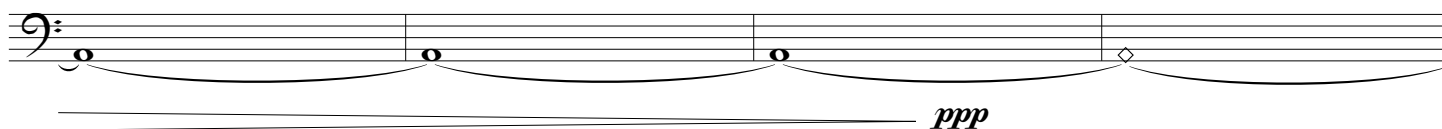
157 *xSP**Open string trem*tremolo between open E string and diamond
noteheads (touch as harmonic). bow ad lib**Monophonic Lament**

161

165 *xSP*

197

loosen the LH finger (to harmonic) and touch the string as long as it is indicated. The sound should become more unstable and noisy.

201 → *ST*

205

loosen the LH finger (to harmonic) and touch the string as long as it is indicated. The sound should become more unstable and noisy.



209

gradually slow down the bow to stop

