Performance notes

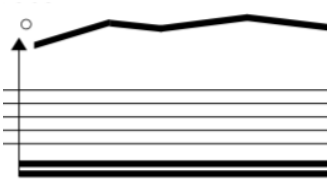
Relative bow pressure

X noteheads indicate to bow across the bridge

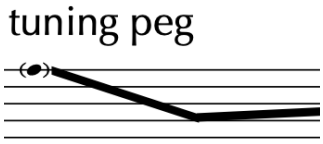
Arrow noteheads indicate to play very high or above the fingerboard on the string(s) notated (I, II, III or IV)

Triangle noteheads indicate to use ricochet bowing

Slashed noteheads indicate to air bow.



Harmonic glissando high or above the fingerboard while following the beam above the stave as an indication where to gliss.



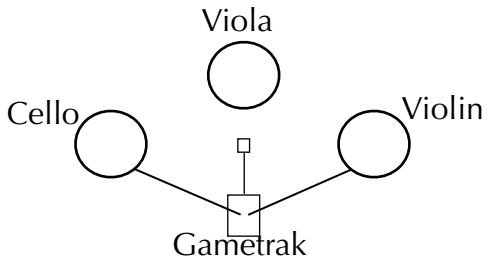
This notation asks the performer to control the tuning peg of the string notated in brackets. The beam indicates an approximate pitch of the string. An adjacent string is some -times used as an accompanying drone.

Relative finger pressure on strings across bridge.

Abbreviations:

N = normale SP = sulponticello

Gametrak and electronics setup



The ensemble should be arranged as so. The cellist and violinist each have a glove on their bowing hand such that a down bow increases the value of the x-coordinate on the Gametrak.

The Gametrak controls an overdrive effect. There are two elements which are controlled.

Drive: This sets the amount of distortion applied to the signal.

Tone: This acts as a post-distortion EQ control. At higher values, the signal has more high-frequency content.

The *x*-coordinate of the violin's joystick is MIDI-mapped to drive.
The *x*-coordinate of the cello's joystick is MIDI-mapped to tone.

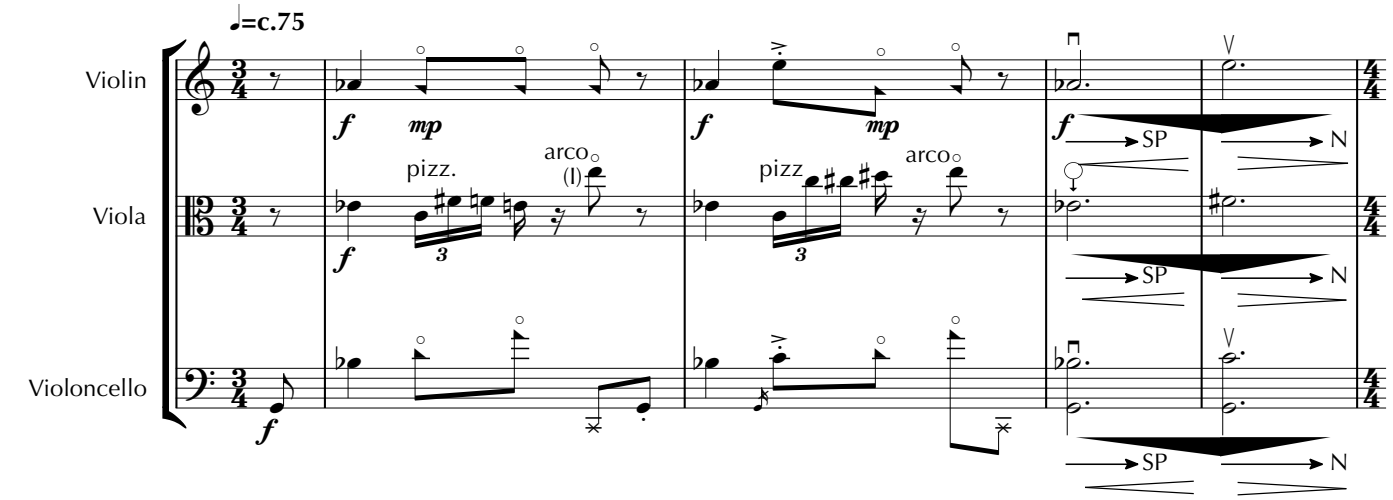
The violist is to trigger the on/off pedal.

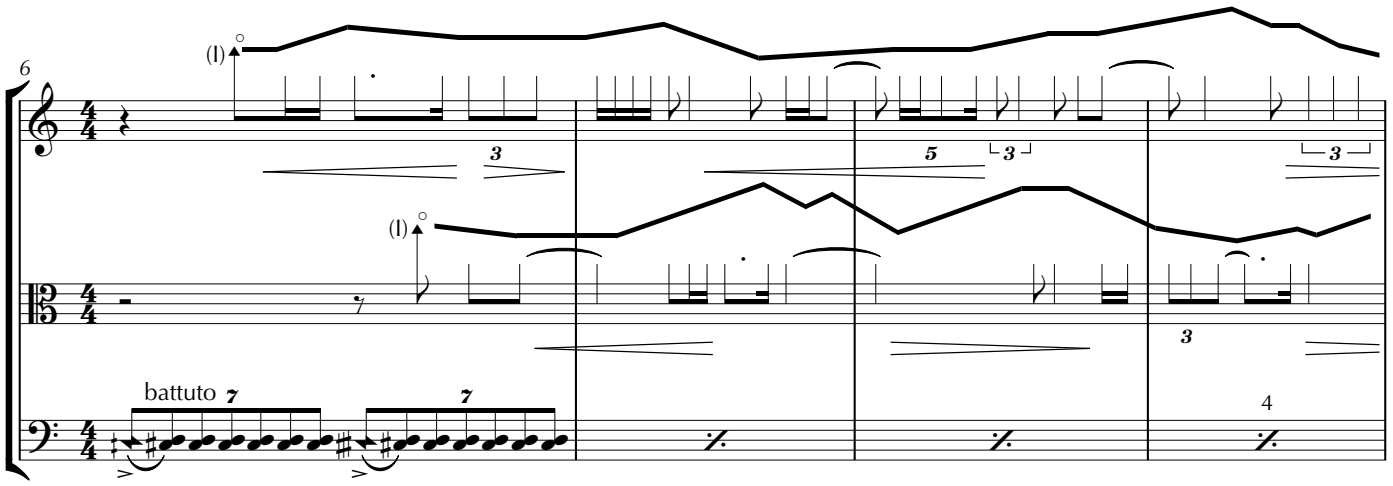
The down arrow indicates to turn on the overdrive.

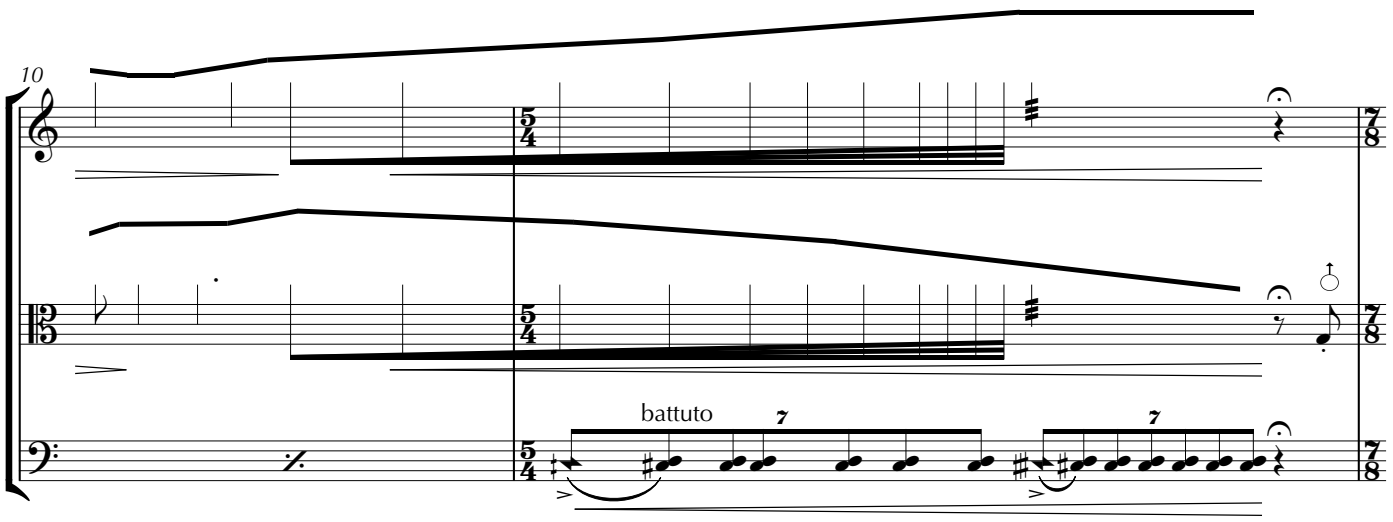
The up arrow indicates to turn off the overdrive.

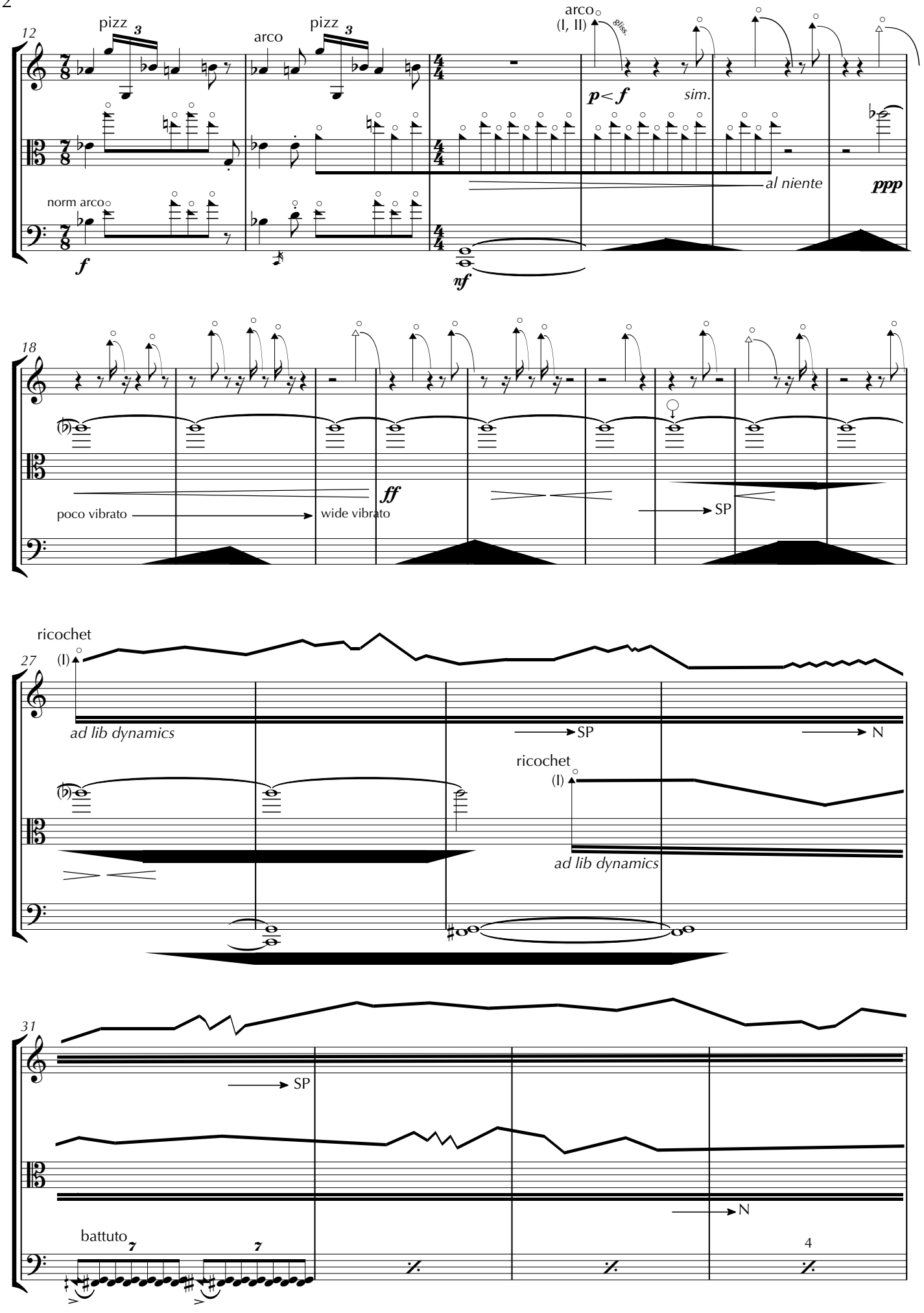
Marooned

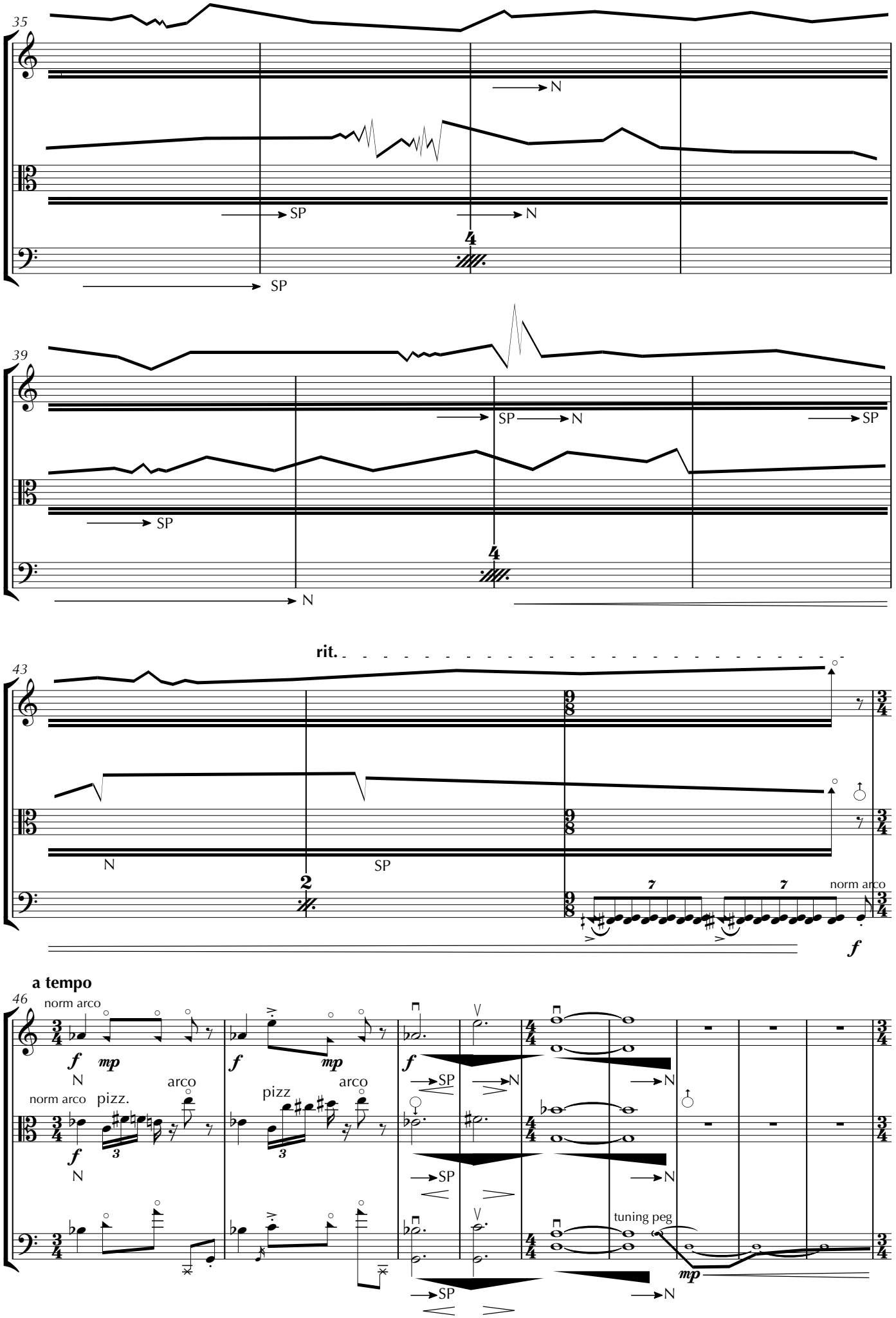
Richard Hughes

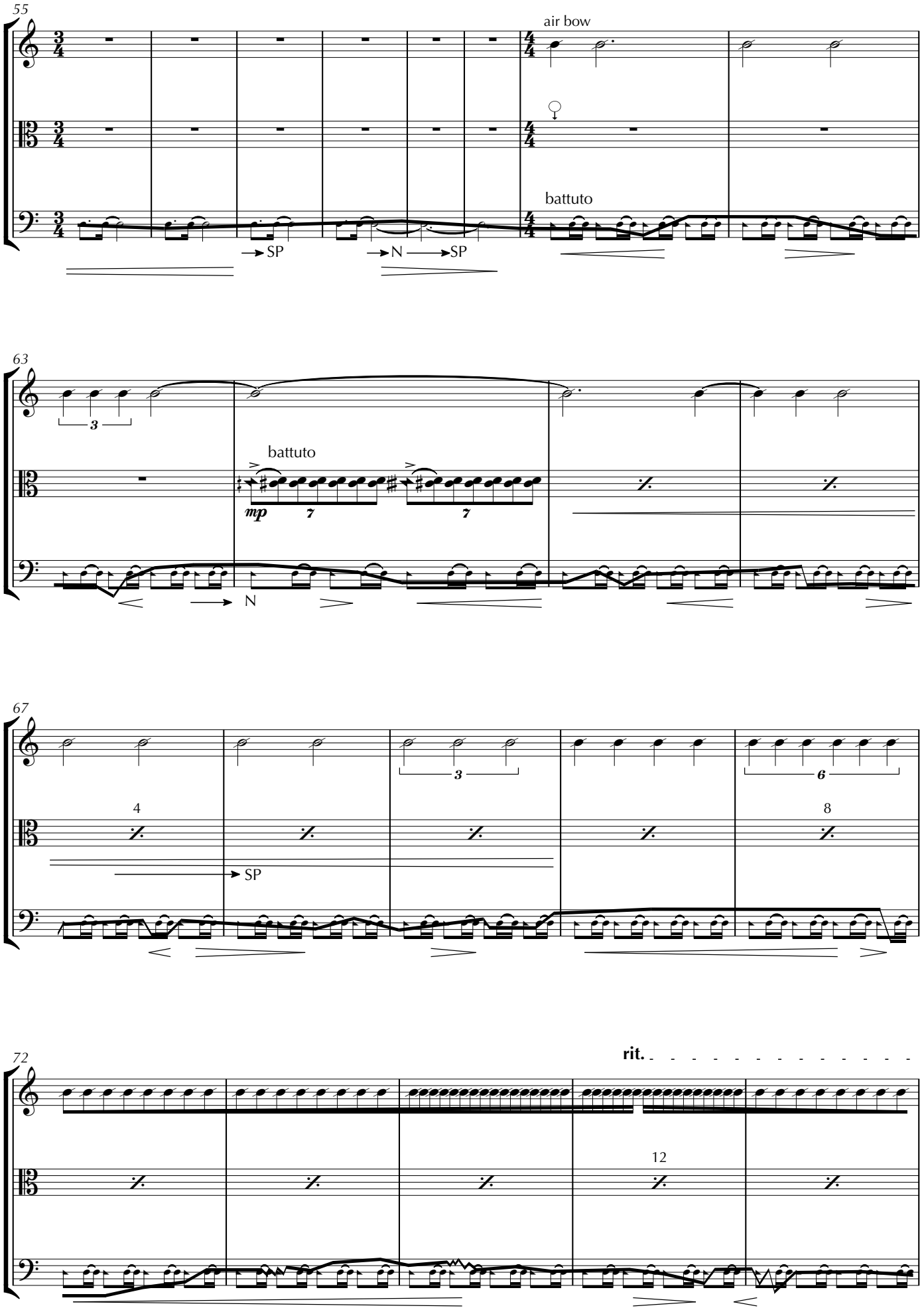


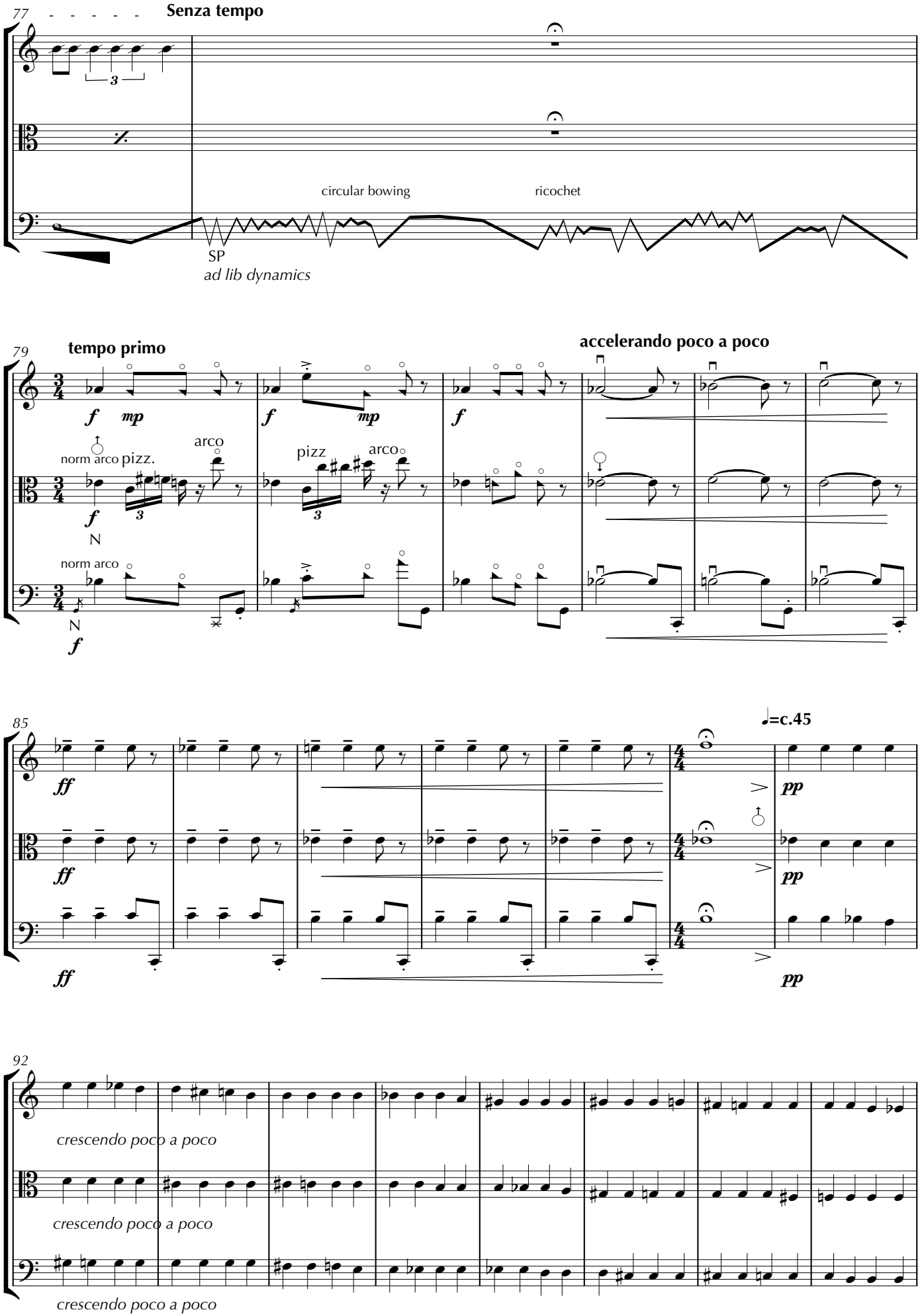


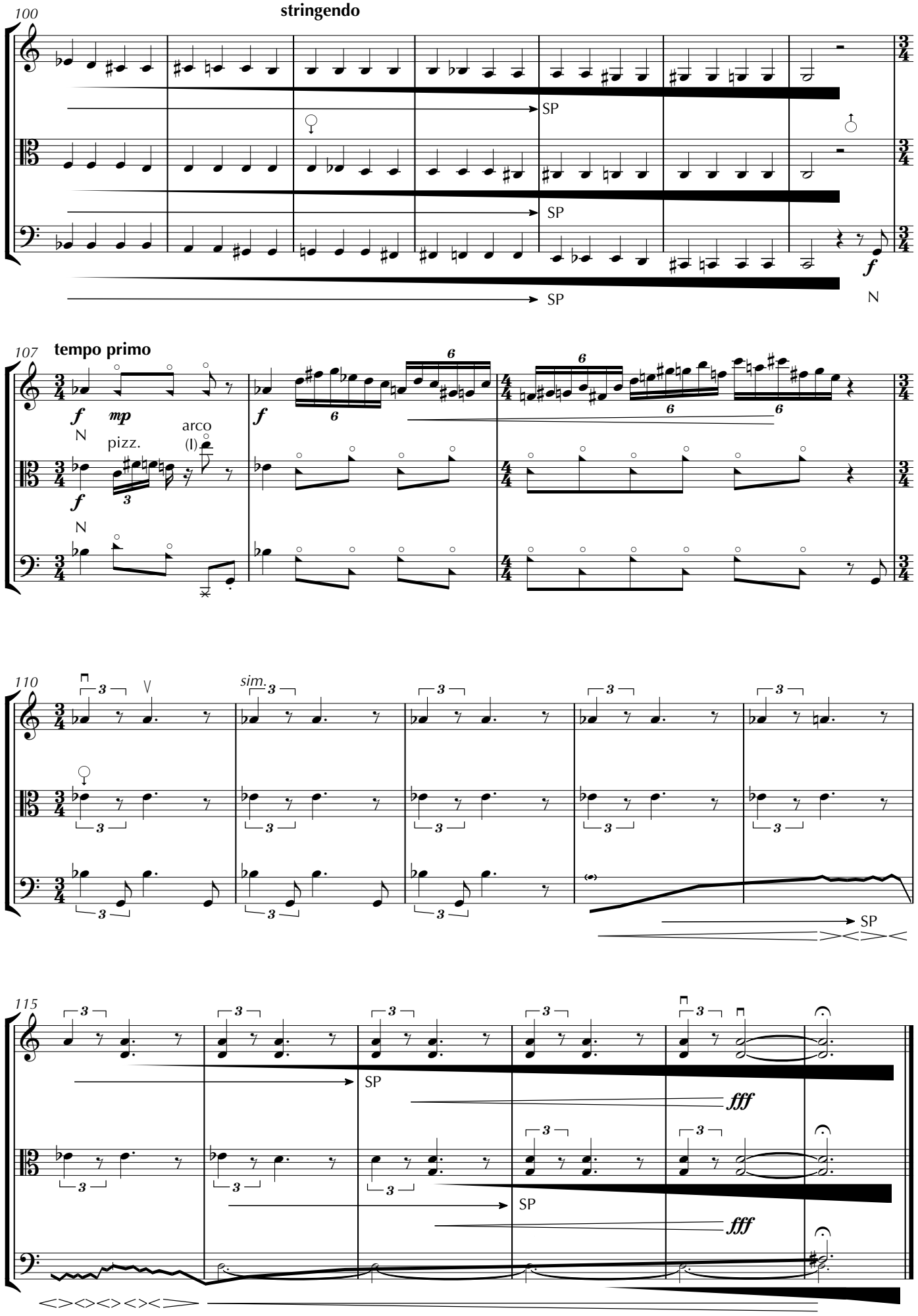



12
pizz
arco
pizz
arco
(I, II)
gliss.
p < f
sim.
al niente
ppp
norm arco
f
nf
18
ff
poco vibrato
wide vibrato
SP
ricochet
27
(I)
ad lib dynamics
SP
N
ricochet
(I)
ad lib dynamics
31
SP
N
battuto
7
7
4


35
N
SP
N
SP
39
SP
N
SP
SP
N
43
rit.
N
SP
norm arco
a tempo
46
norm arco
arco
norm arco
pizz.
pizz
arco
tuning peg


55
air bow
battuto
SP
N
SP
63
battuto
mp
7
7
N
67
4
SP
8
72
rit.
12


77
Senza tempo
circular bowing
ricochet
SP
ad lib dynamics
79
tempo primo
accelerando poco a poco
norm arco
pizz.
arco
pizz
arco
N
norm arco
N
85
=c.45
92
crescendo poco a poco
crescendo poco a poco
crescendo poco a poco


100
stringendo
SP
SP
SP
f
N
107
tempo primo
f
mp
N
pizz.
arco
(I)
f
f
N
110
sim.
SP
115
SP
fff
SP
fff