

# the veldt

Rhys Gray

**Lent**

Bridge

Sounding Pitch

Contrabass

bounce the bow, with no horizontal movement

*pp*

3

3

15"

30"

*p*

15"

15"

tip of the bow

normale

15"

15"

repeat in any order

*poco a poco cresc.* - - - - - *mp* - - - - -

bring out different partials 15" 15" 4"

begin to add horizontal movement

*mf* - - - - - *f* *fp* tremolo

oscillate around smoothly, bringing out different partials 15" 15"

like the bow is 'skipping'

*p* *mp*

5" 10" 15" 15"

lightly touch string, to activate harmonics

*gliss.* *gliss.*

15" 15" (at whatever position works)

find a multiphonic, then drone

*gliss.* *gliss.*

Musical score for a piece, likely for a double bass, featuring various dynamics, articulations, and fingerings.

**First System:** Bass clef. Dynamics: *fff*, *mf*, *f*, *p*.

**Second System:** Treble clef. Dynamics: *mp*, *f*. Includes a trill marked "M" and a dynamic change to *ff*.

**Third System:** Bass clef. Dynamics: *mp*, *mf*, *ff*. Includes articulations: *pizz* (pizzicato), *arco* (arco), *op* (open), *sh* (sharpened).

**Fourth System:** Treble clef. Dynamics: *mp*, *p*, *mp*, *f*. Includes fingerings: *n* (natural), *III* (third finger), *II* (second finger), *sp* (spiccato).

**Fifth System:** Bass clef. Dynamics: *mp*, *p*, *mp*, *f*. Includes fingerings: *n* (natural), *III* (third finger), *II* (second finger), *sp* (spiccato).

sp → sh

*p* → *f*

sp → sh

*p* → *f*

III

III

II

*gliss.*

*fp*

sp

sp

*fp*

*fp*

*p*

3

3

sh

*f*

*sweetly I*

*mp*

+51¢  
+0¢  
+2¢

M  
+51¢

sp

sp

3

$+41\text{¢}$   
 $+4\text{¢}$   
 $-14\text{¢}$   
 $+0\text{¢}$

M  $+55\text{¢}$

I  $\rightarrow$  sp

*fp*

*poco accel.*

sh

*poco a poco cresc.*

*mf*

$+51\text{¢}$   
 $+0\text{¢}$   
 $+2\text{¢}$

$-18\text{¢}$

M

*f*

bounce the bow, with no horizontal movement

*pp*

improvise for up to a minute, adding extended techniques as desired

15"