

UCLA
Contemporary Music Score Collection

Title

6x12

Permalink

<https://escholarship.org/uc/item/1124s427>

Author

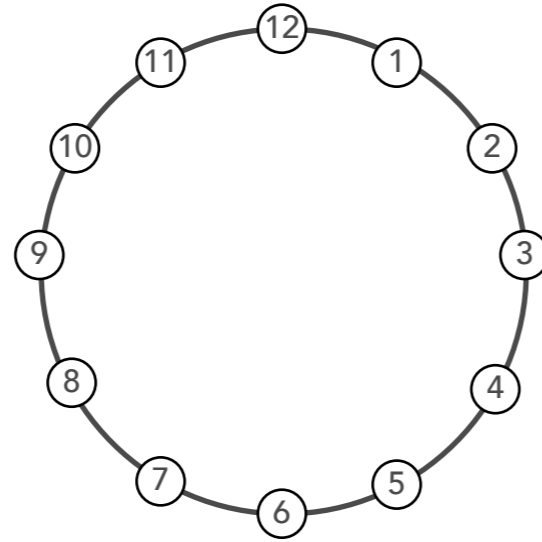
Bonfill, Xavier

Publication Date

2020

General guidelines

This is a piece for 12 acoustic steel-string guitars.
The 12 players are to be spread amongst the hall in a circle. They are referred to with numbers 1 to 12, in the same position as the hours in a clock.
Each musician has a different clicktrack, with different instructions and different tempo than the others. Therefore a computer connected to a soundcard capable of outputting 12 tracks + a dedicated clicktrack system (either wireless or cabled) is needed in order to play the piece (both in concert and rehearsals).

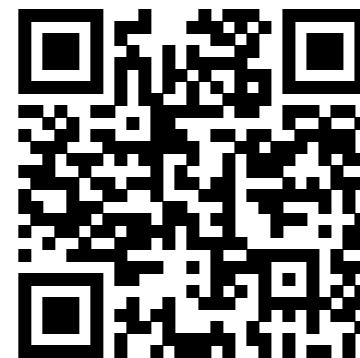


Performance guidelines

The piece uses scordatura **D A D F# A D**.
It consists only on strummed chords, to be played with a pick.
When playing, **listen closely to the clicktrack**, and avoid listening to the other musicians.
You start playing after **"ready? 1, 2, 3, 4 : go!"**
The graphic elements on the score inside are **tempo (in BPM)** and **time (in minutes)**.
The piece is divided in sections: **"Go, A, B, C... up to Q."** Each section consists on a chord and a rhythmic pattern to be played in a loop, as well as an indication in **dynamics**, to be changed smoothly **during the whole section**.
Just **play, follow the tempo and wait for the next indication to change** chord/rhythm/dynamics. Each change is preceded by **"ready? 1, 2, 3, 4, X"**, where "ready?" is 2 bars before, the count-in is the bar before and the corresponding letter is the downbeat where the chord should be changed. FYI, you will also find the exact number of repeats written in your part.
The piece ends when the clicktrack says: **"ready? 1, 2, 3, 4"** after letter **Q**. Please mind that **you might not finish with a full 4/4 bar**. See **on your part (underneath Q-scale)** for that information and remember to **stop at the right time**.

Audio materials

Scan the QR Code or go to xavierbonfill.com/downloads.html
Find the file/s you need and download them.
When opening the .zip file, enter the password shown on this page.



password: ^W8KhuMb739JpV!4

Remember: A sineform is the monodimensional representation of a circle.

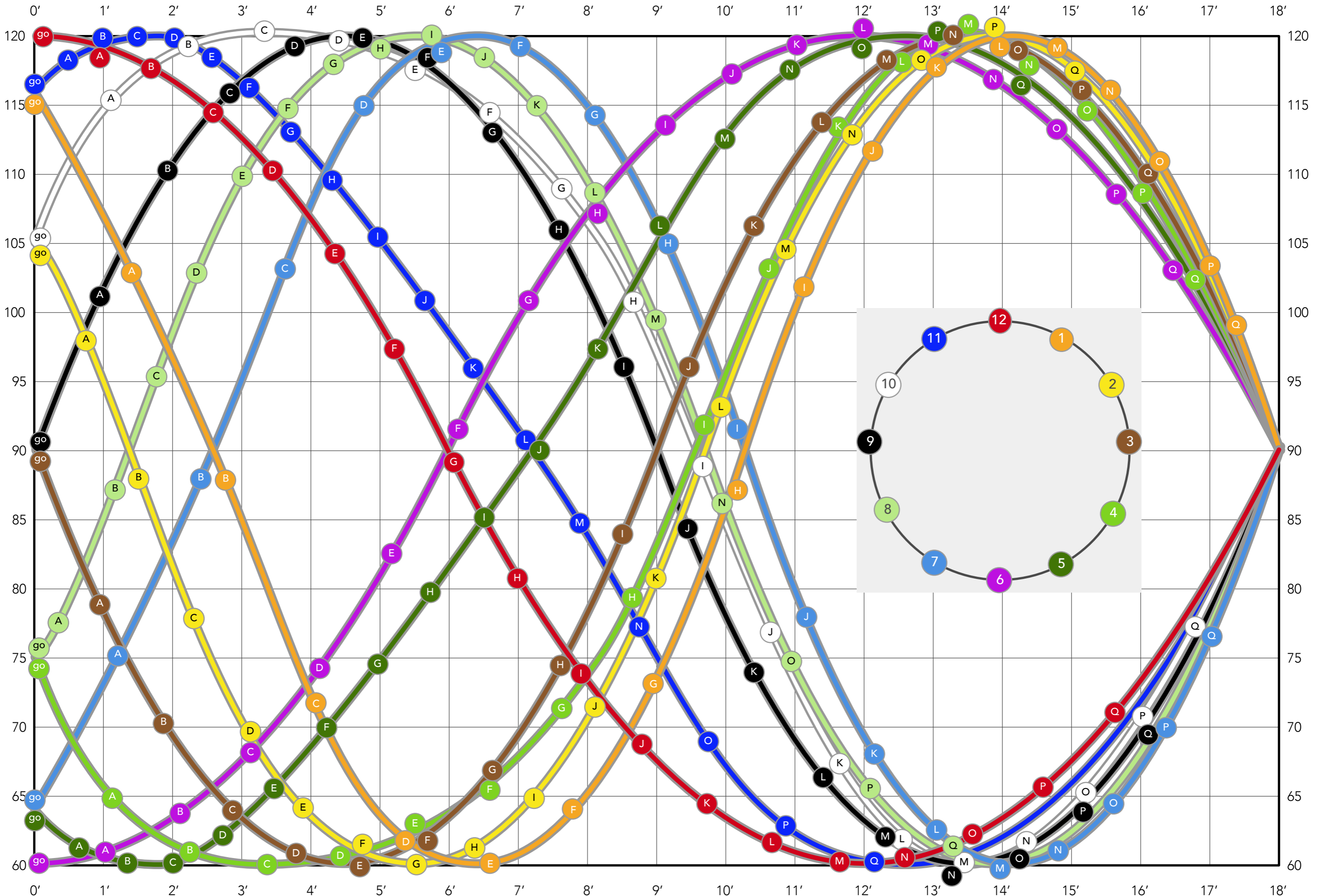
Rehearsal marks

The letters (starting with Go, and then alphabetical) are NOT rehearsal marks but individual marks to move to the next section (that are different for each player).
For practical purposes, clicktracks starting after 3, 6, 9 and 12 minutes are available (those would be, to a practical extent, the rehearsal marks).
When playing from a rehearsal mark point, the musicians will start progressively when they have their next section.
After aprox 1' all musicians will be playing again.

6 x 1 2



f o r 1 2 g u i t a r s
f u l l s c o r e



GO!

4/4 $\text{mf} \text{---} \text{pp}$

A

4/4 $\text{pp} \text{---} \text{mp}$

B

4/4 $\text{mp} \text{---} \text{mf}$

C

4/4 $\text{mf} \text{---} \text{p}$

D

4/4 $\text{p} \text{---} \text{f}$

E

4/4 $\text{f} \text{---} \text{mp}$

F

4/4 $\text{mp} \text{---} \text{mf}$

G

4/4 $\text{mf} \text{---} \text{f}$

H

4/4 $\text{f} \text{---} \text{mp}$

I

4/4 $\text{mp} \text{---} \text{mf}$

J

4/4 $\text{mf} \text{---} \text{p}$

K

4/4 $\text{p} \text{---} \text{f}$

L

4/4 $\text{f} \text{---} \text{mf}$

M

4/4 $\text{mf} \text{---} \text{mp}$

N

4/4 $\text{mp} \text{---} \text{p}$

O

4/4 $\text{p} \text{---} \text{f}$

P

4/4 mf

Q - scale

GO!

B

C

D

E

F

G

H

GO! B C D E F G H

$\text{p} \text{---} \text{ff}$