

UCLA

Contemporary Music Score Collection

Title

9*9

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2020

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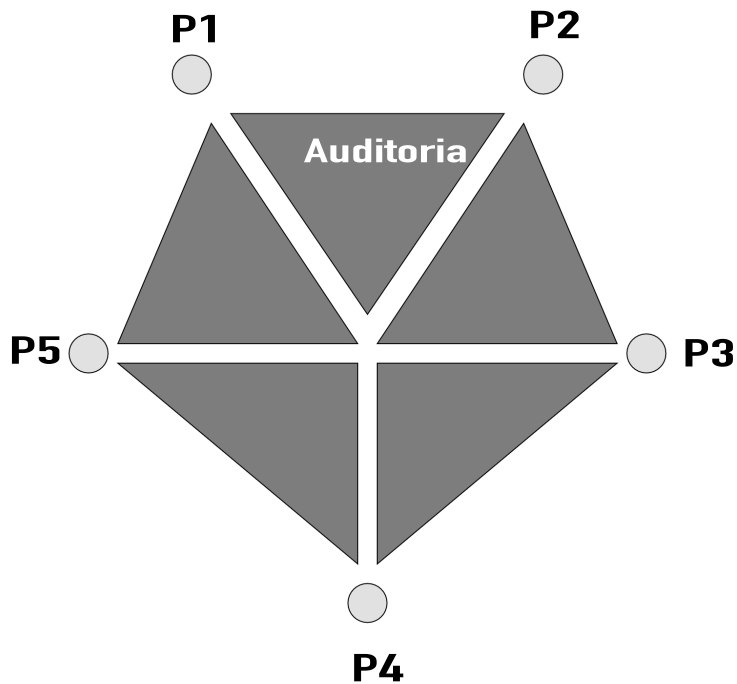
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9 * 9

N i S h a n

F o r S t r i n g s

Stage Settings



Prepare Open Strings

Tuning Mode 1:

1st String: 100 cents lower
2nd String: 75 cents lower
3rd String: 50 cents lower
4th String: 25 cents lower

Tuning Mode 2:

1st String: 75 cents lower
2nd String: 50 cents lower
3rd String: 25 cents lower
4th String: 0 cents lower

Same instruments need to separate their tuning modes.

Instructions

Stroke Color

Red: The First String	
Yellow: The Second String	
Blue: The Third String	
Green: The Fourth String	

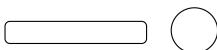
Techniques



When the gray brush is doubling colored note, add fingerwrap against the string while vibrating, to creat extra faint texture.



Single Gray brush means scrath with no pitch, when the color changing into black, indicates harmonics, slowly add bowling and the bowl pressure changes. Choose strings freely or follow the previous note.



Notes circled with outline means harmonics.



Pizzicato, colored dot indicates the note pitch, gray note indicate open string, choose the same string as the previous note.



Trem

Dynamics



Performance Log

CalArts Music School Concert 1

Location:

Date:

Time:

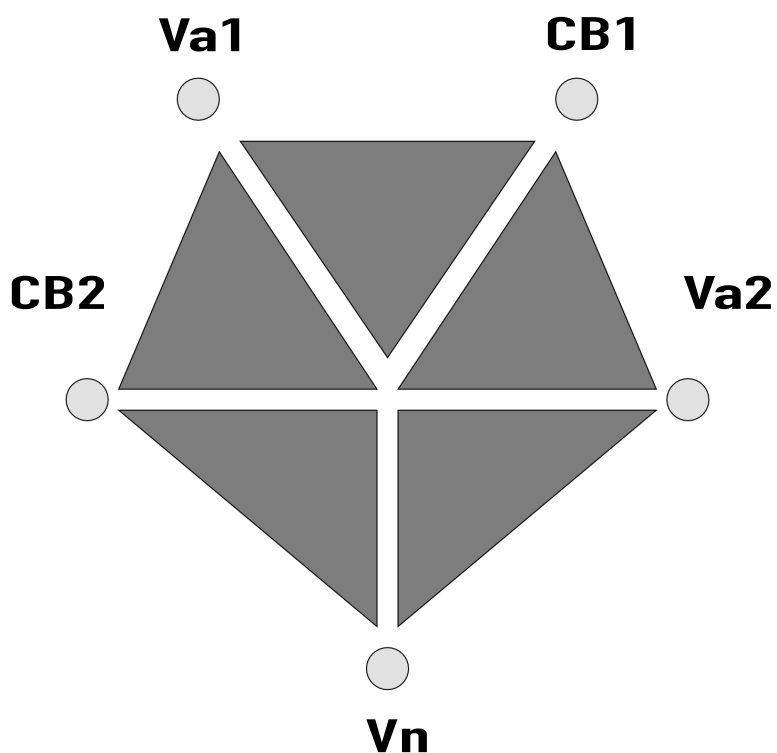
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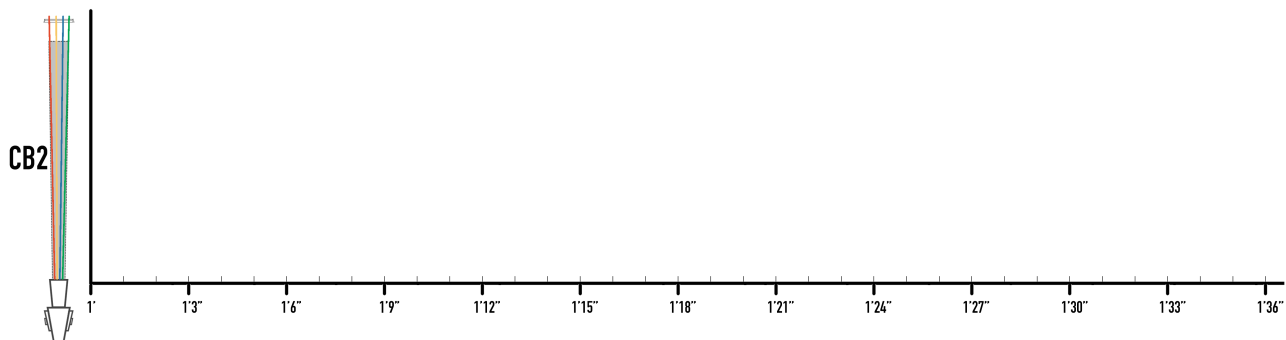
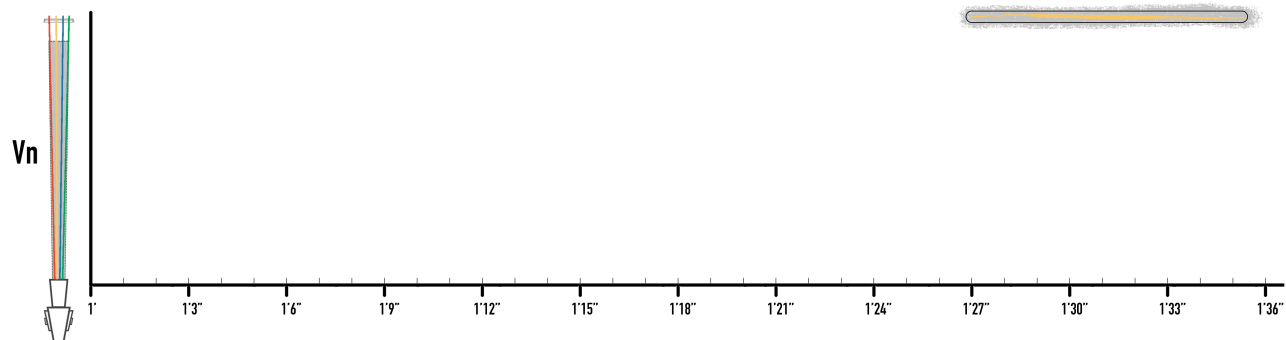
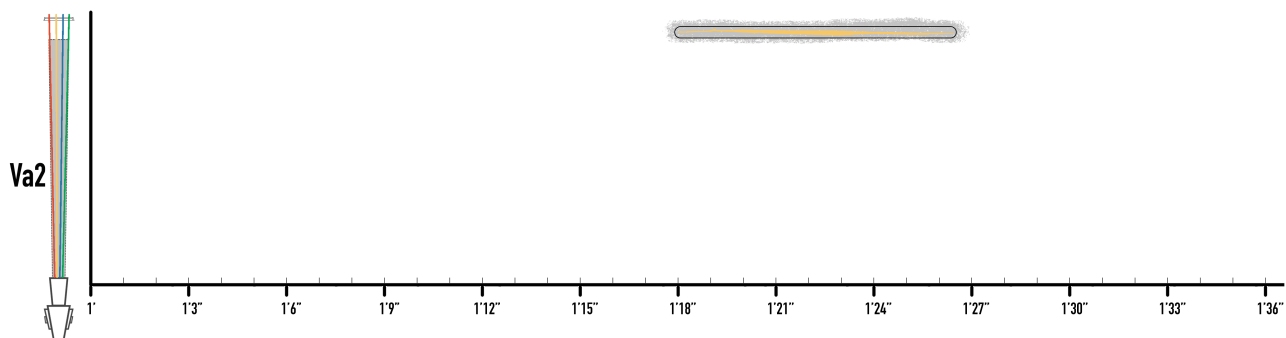
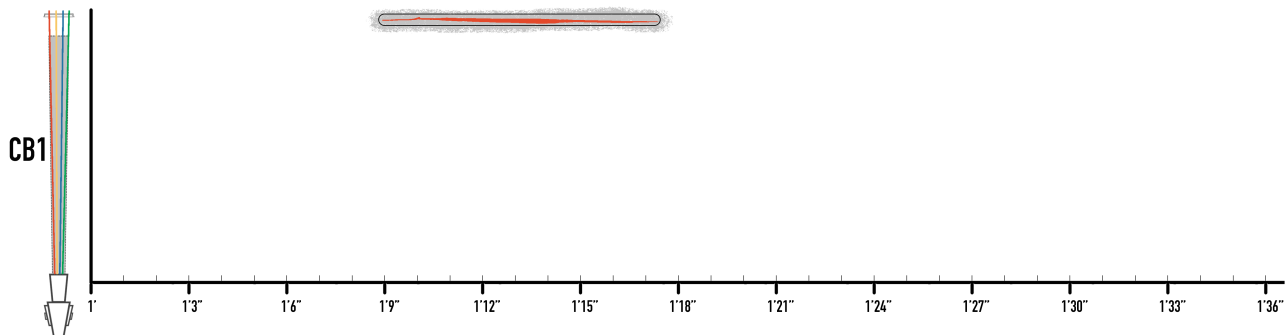
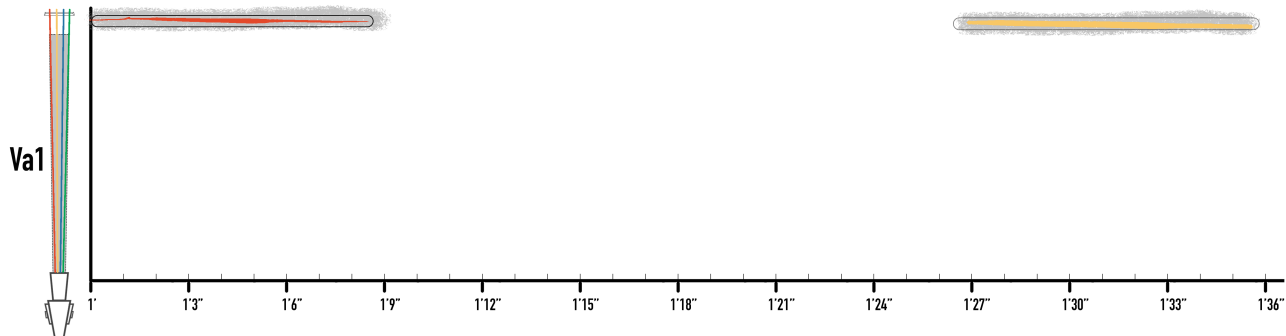
Part 2: Contra Bass 1

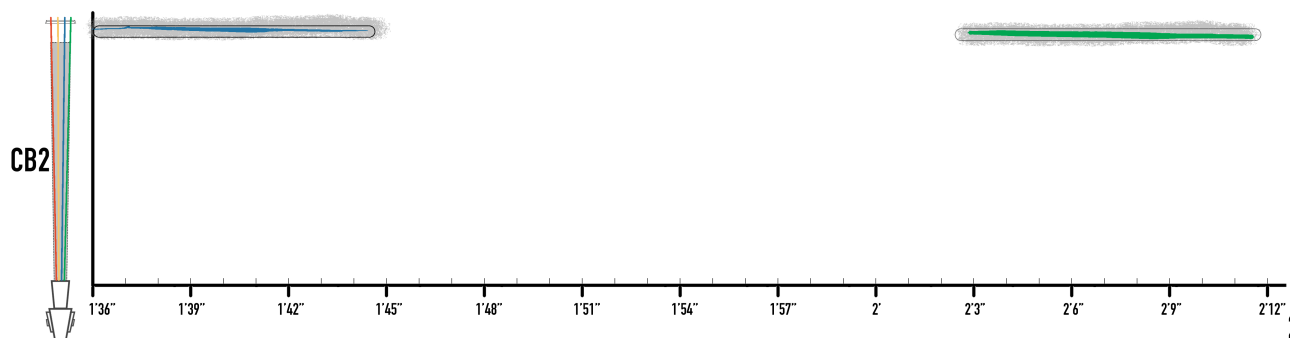
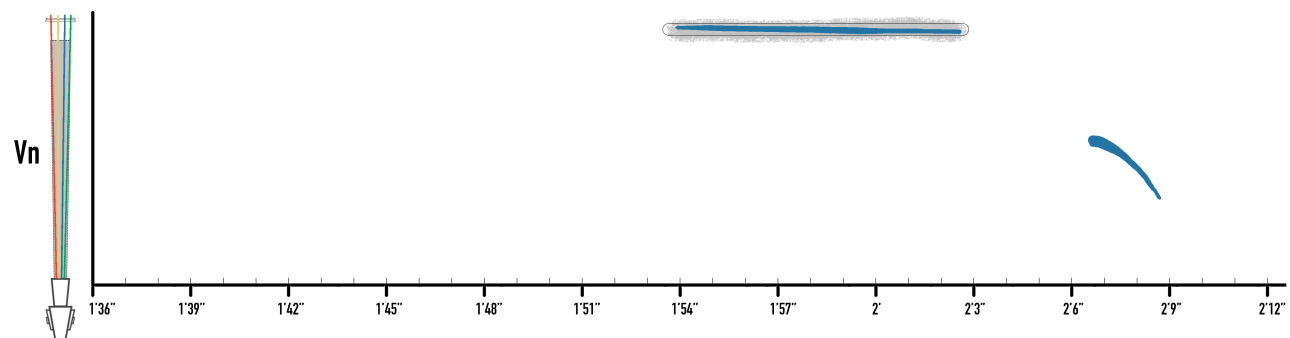
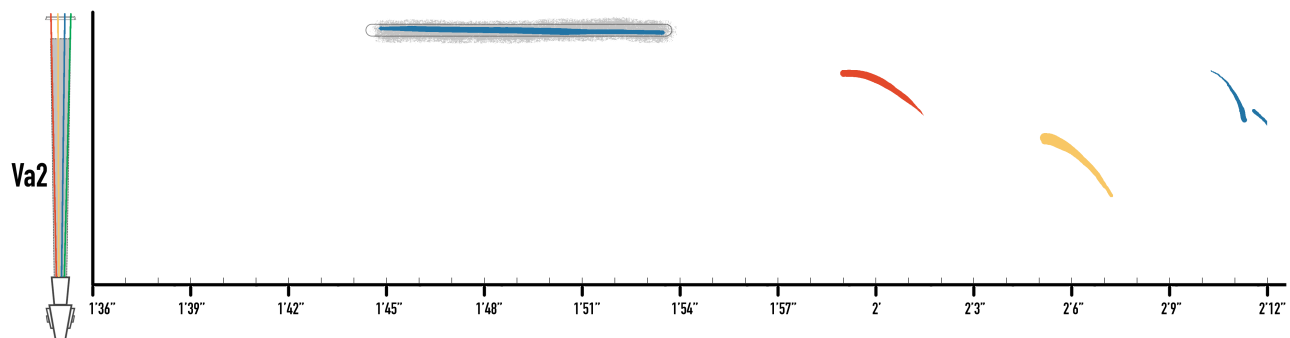
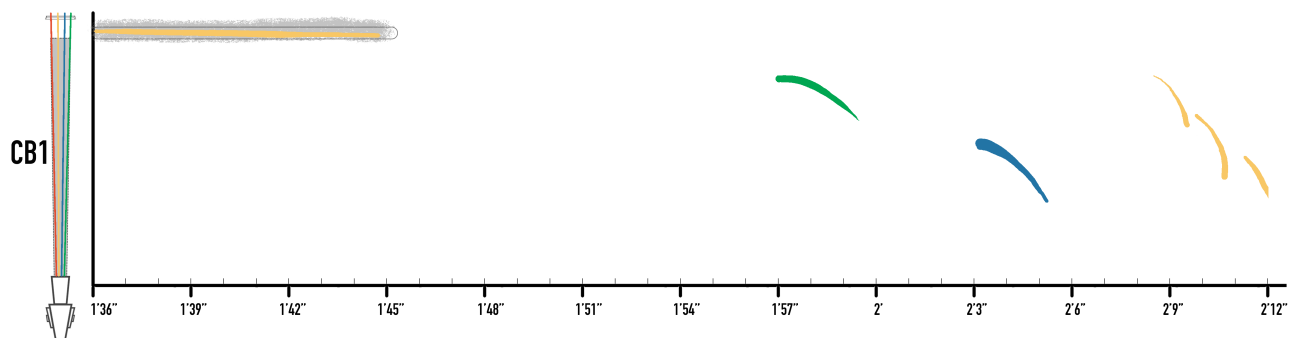
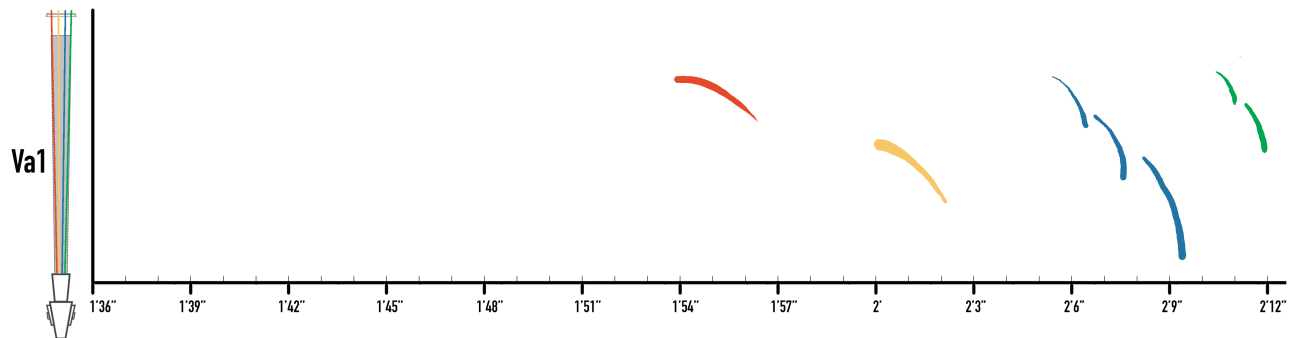
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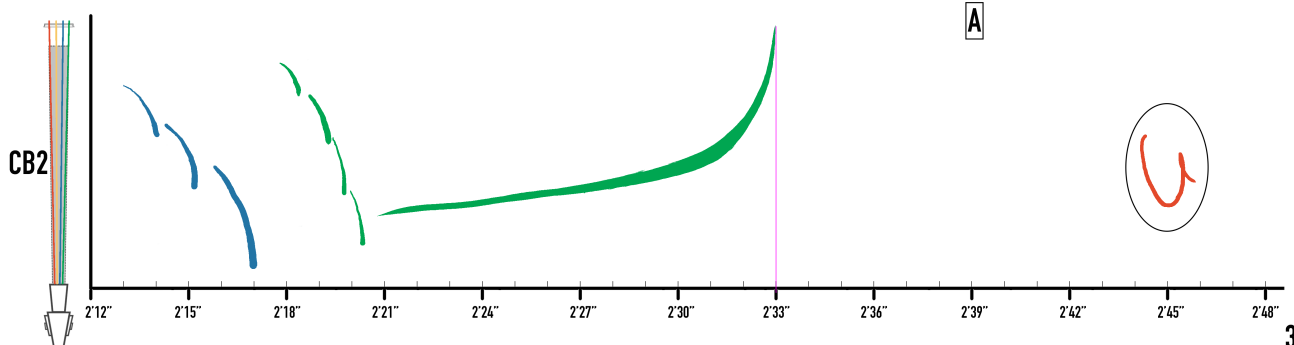
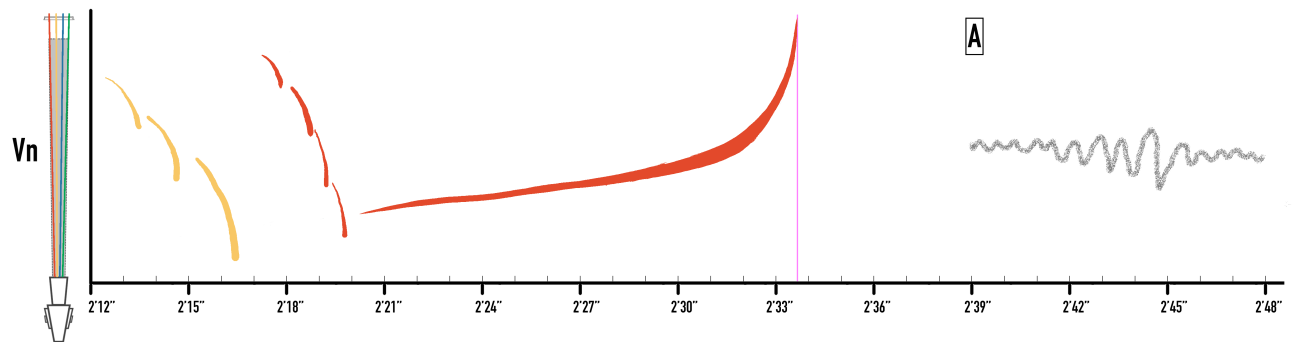
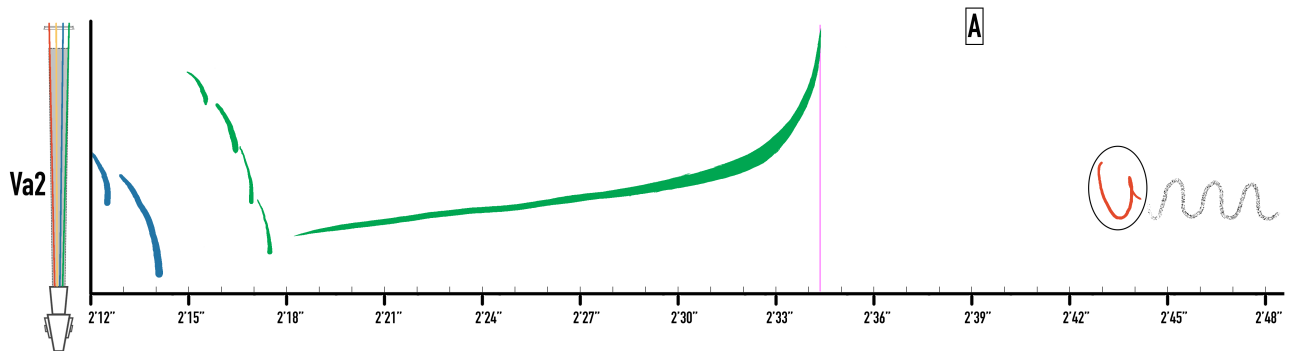
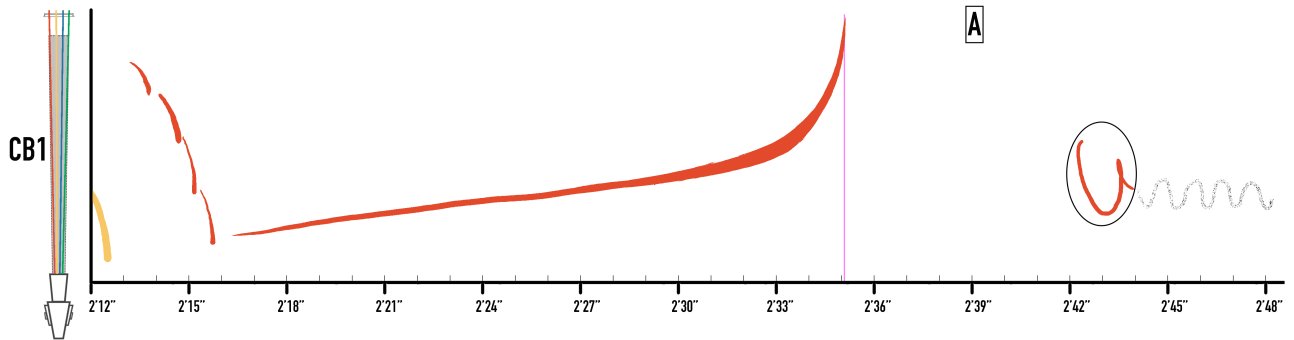
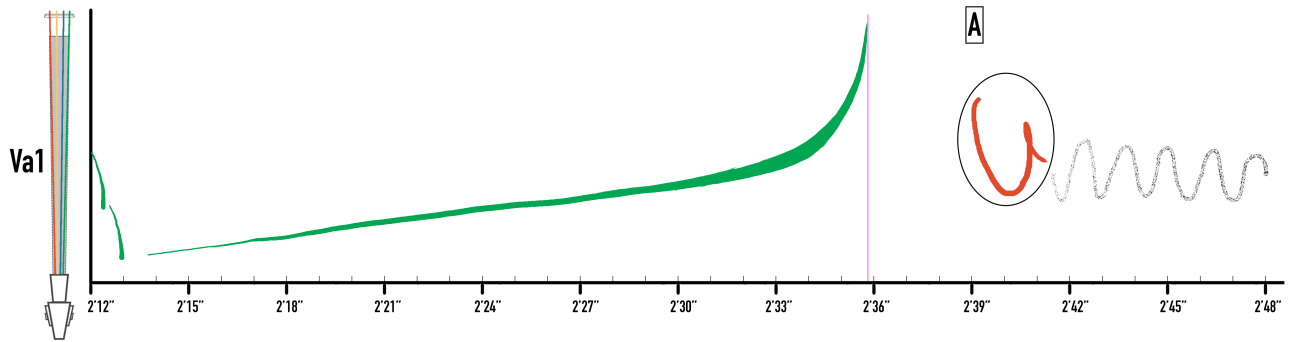
Part 4: Violin

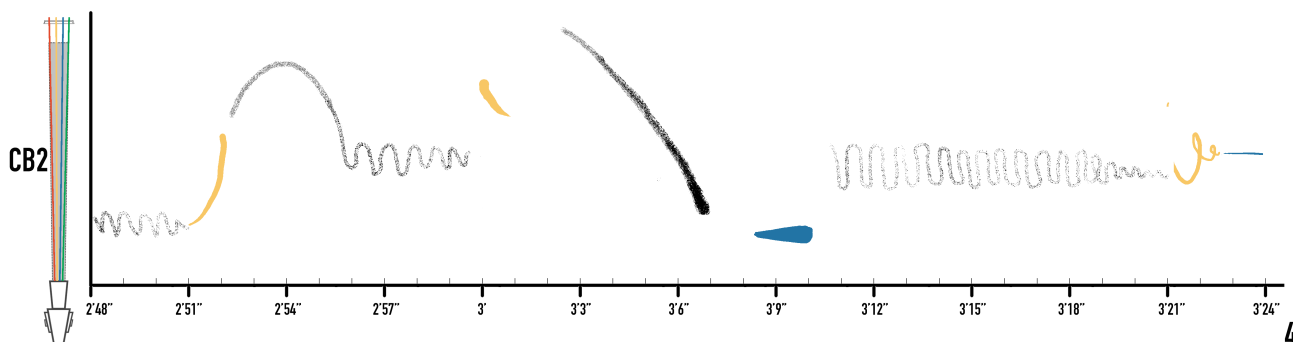
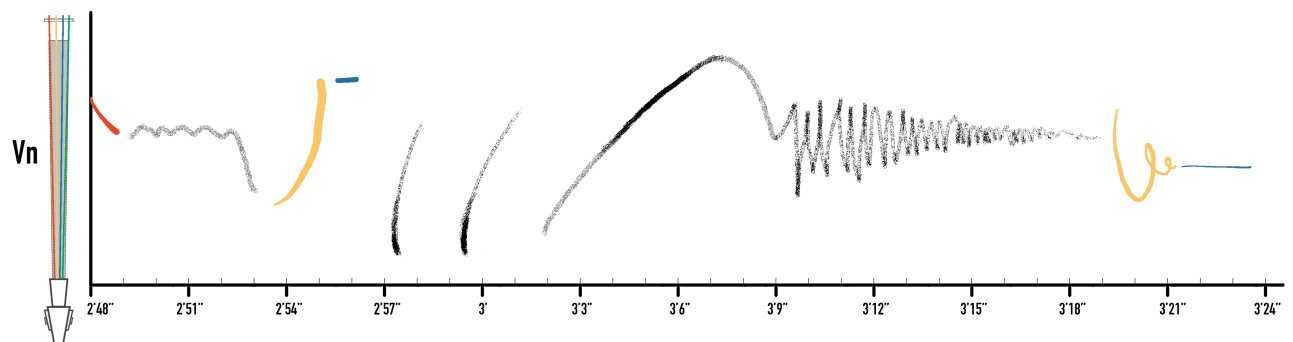
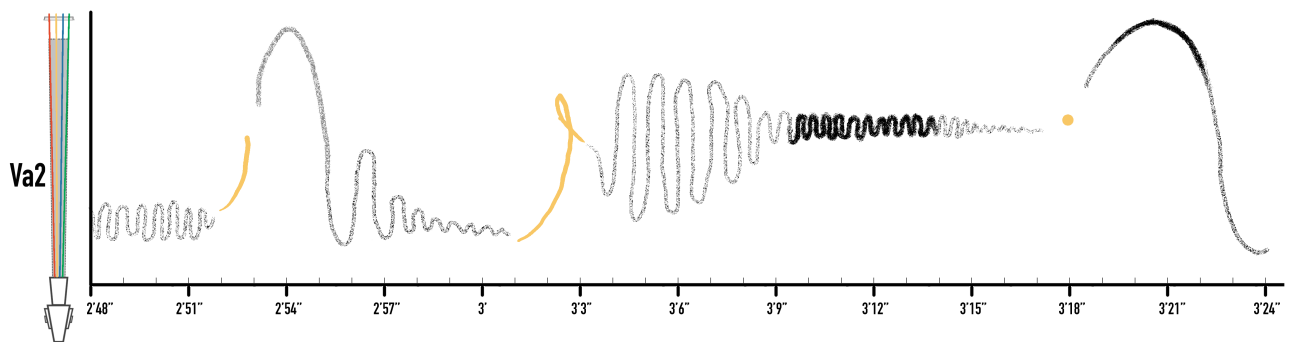
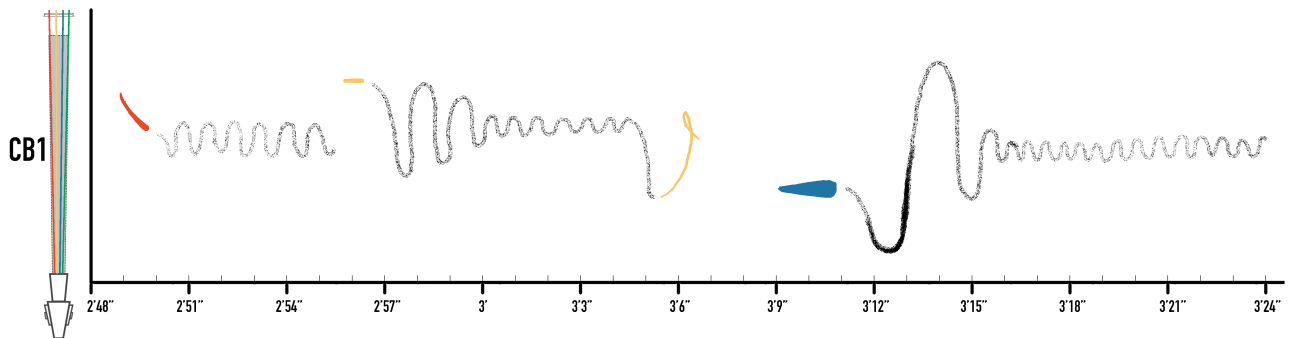
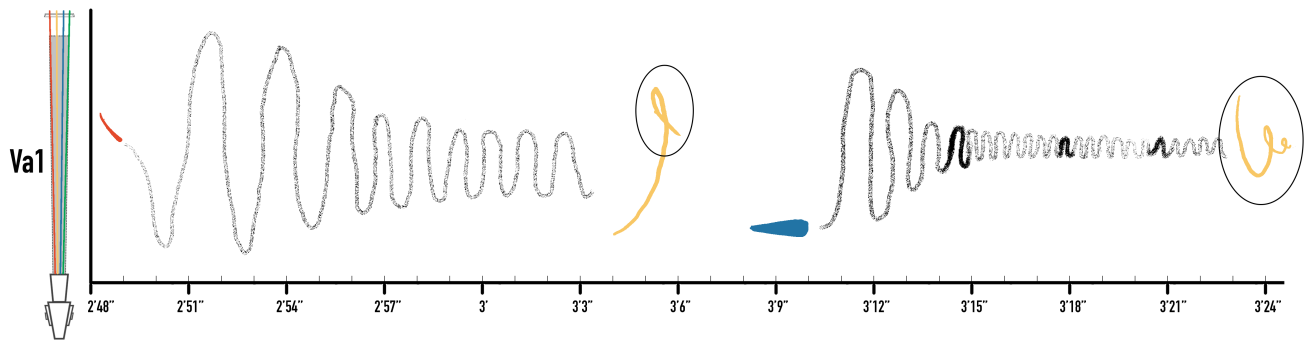
Part 5: Contra Bass 2

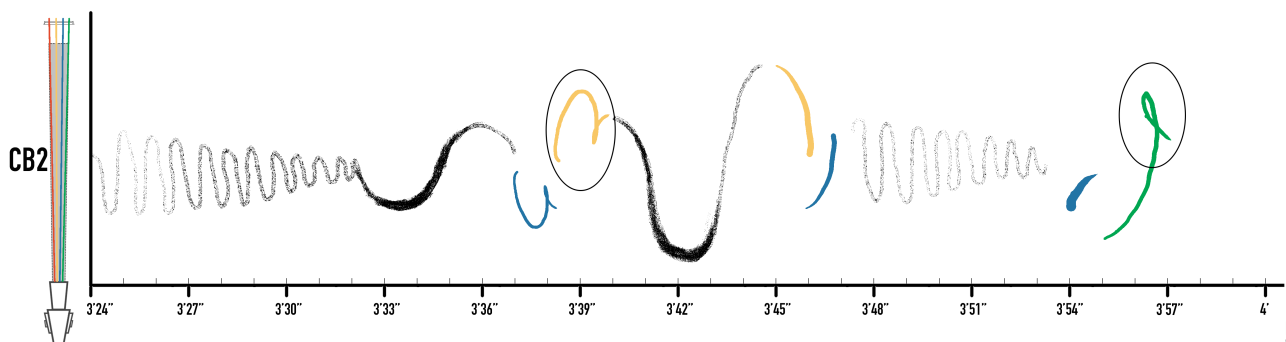
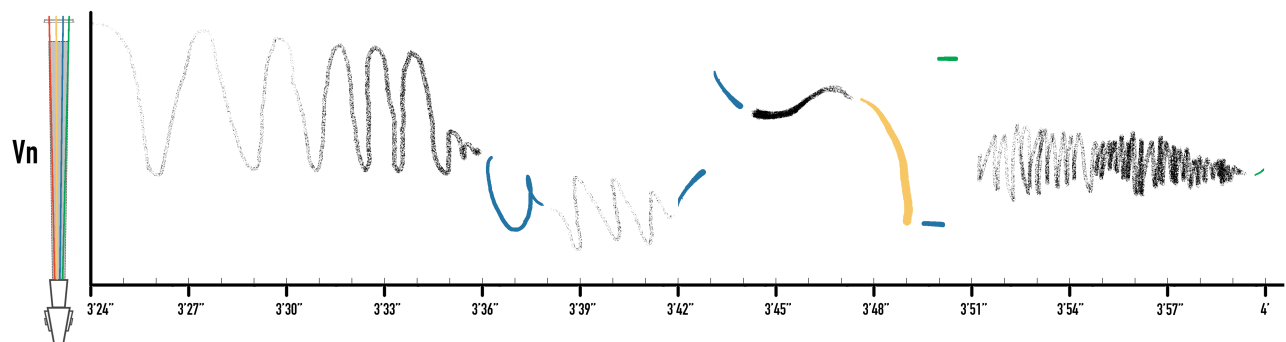
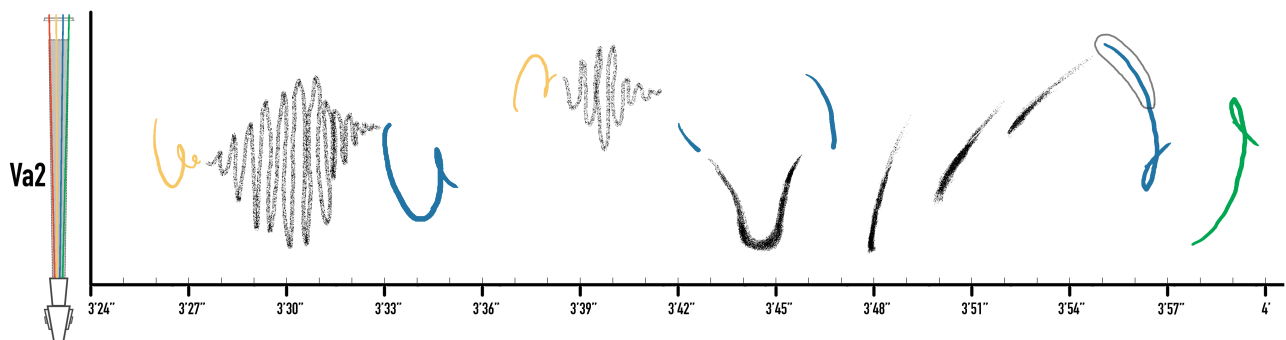
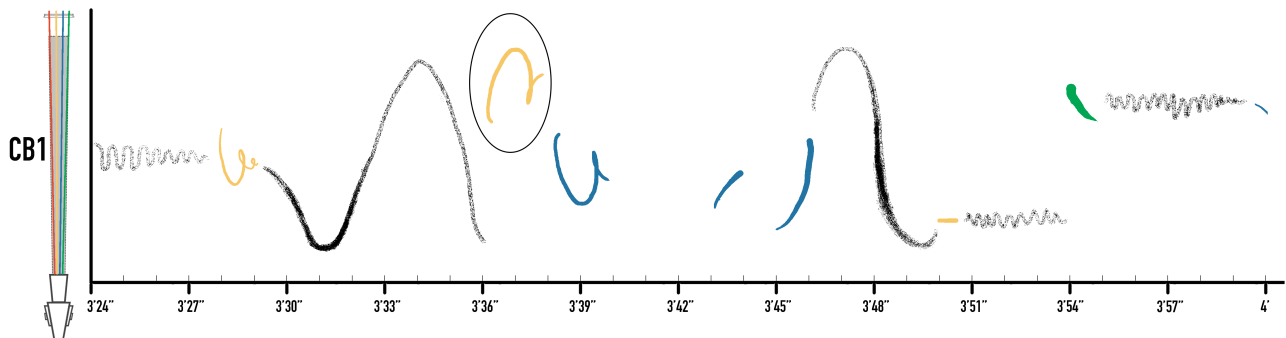
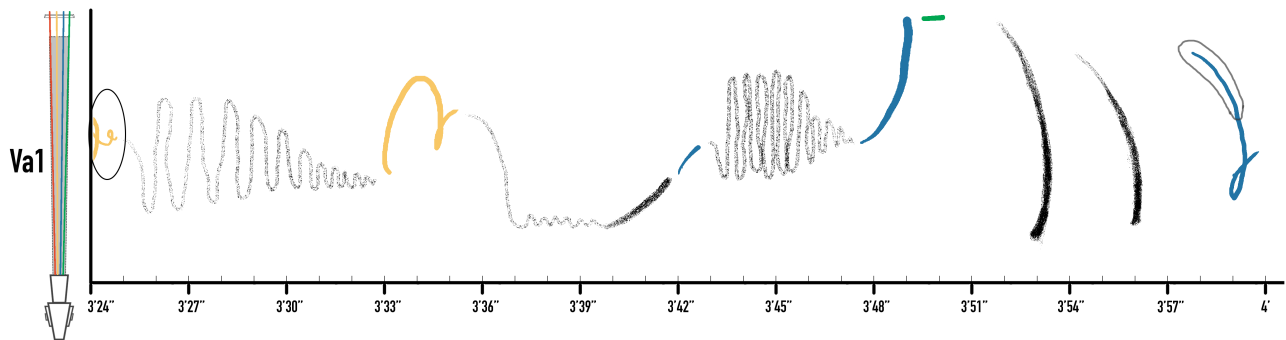


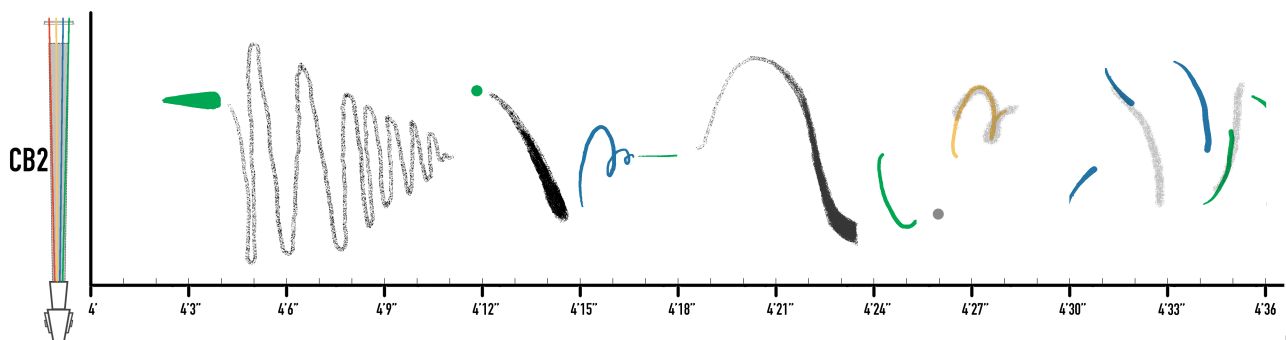
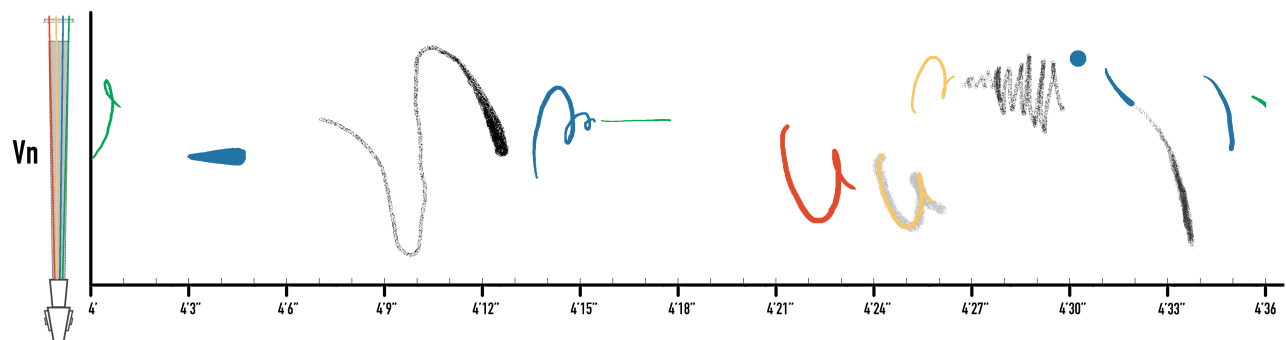
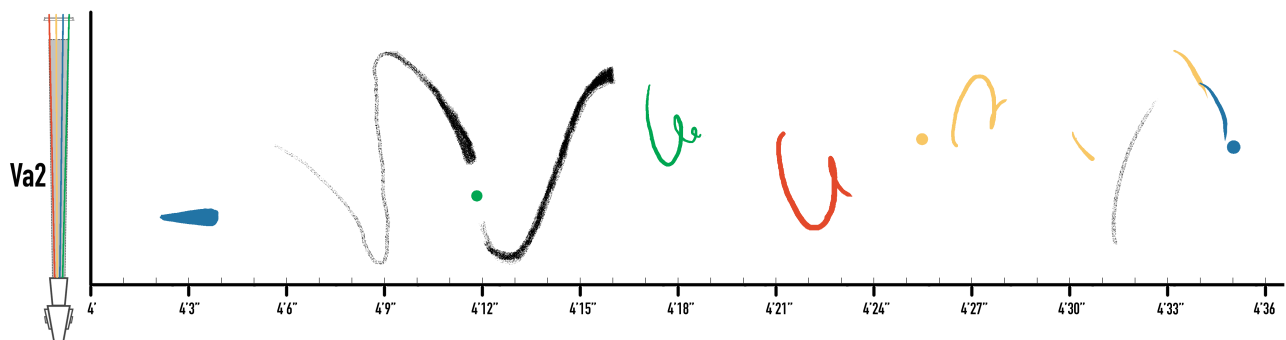
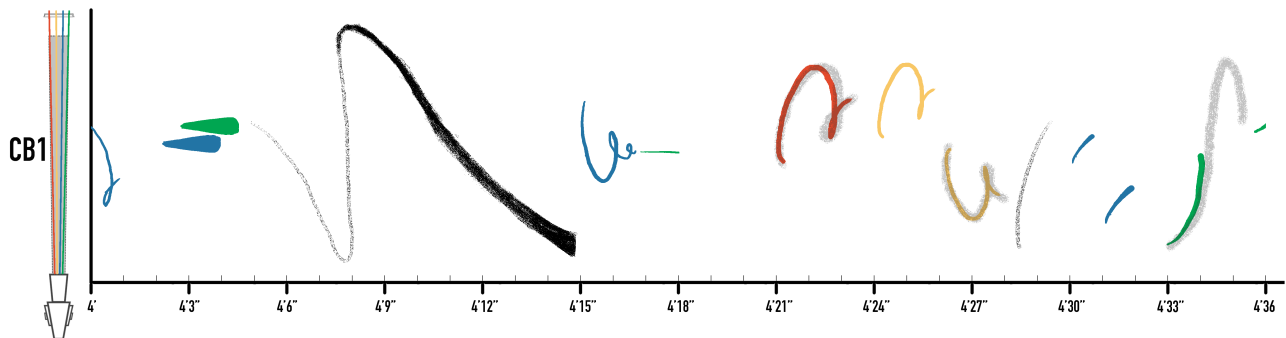
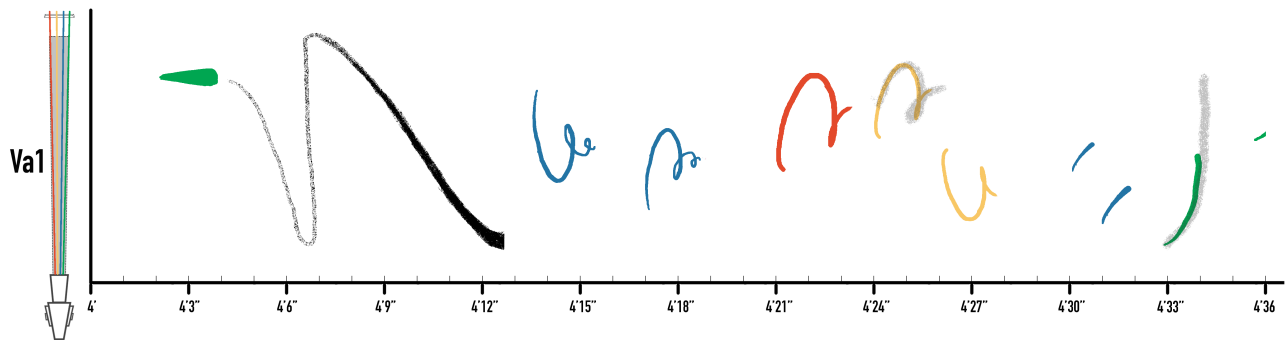


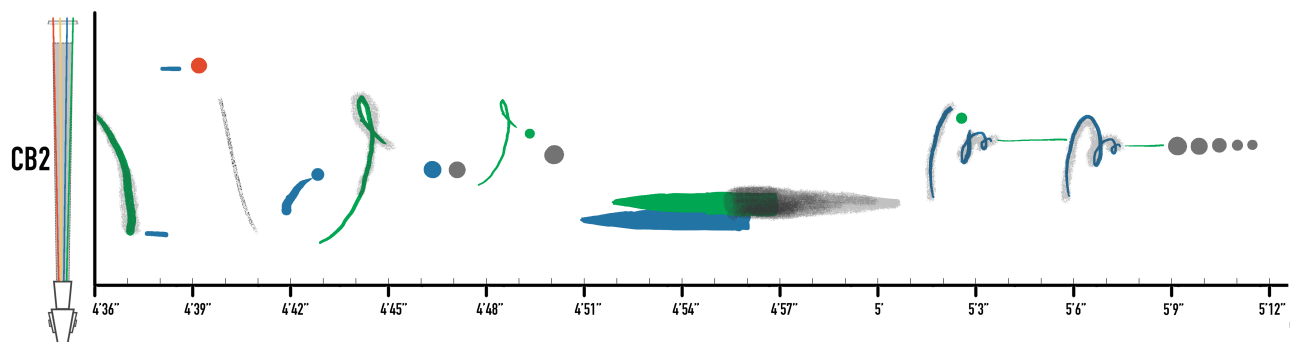
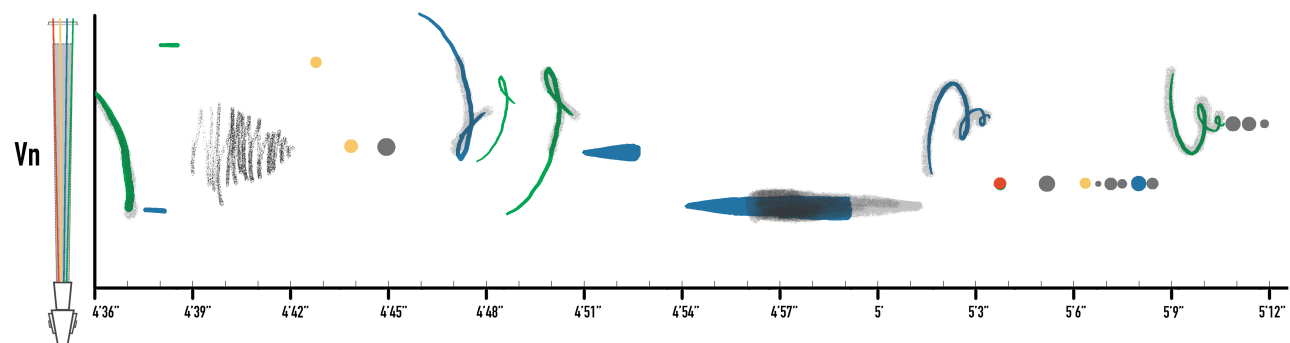
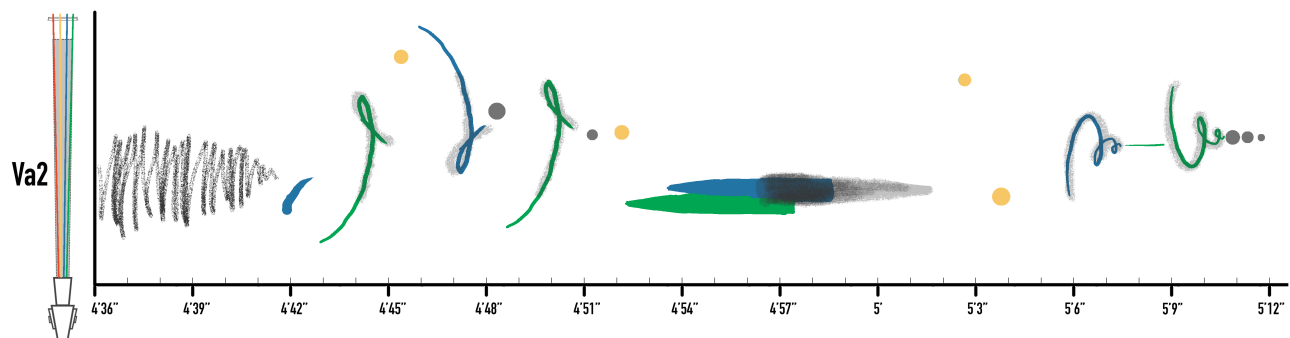
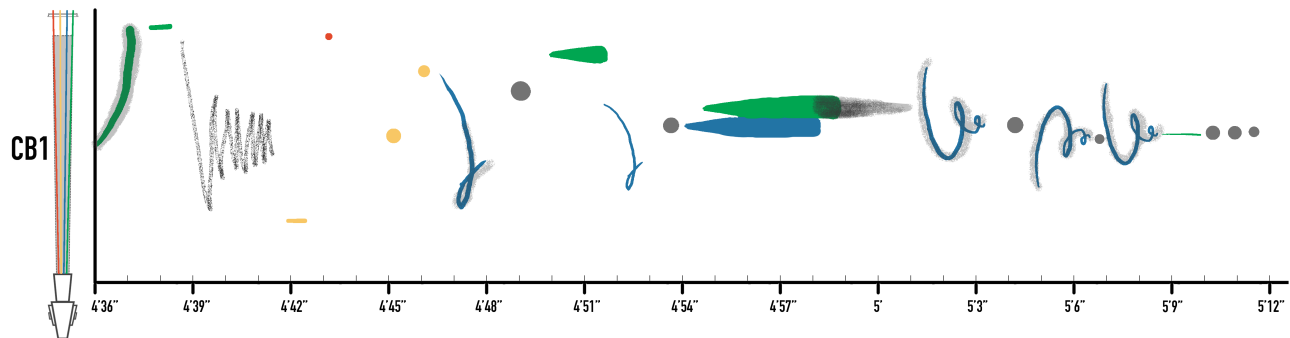
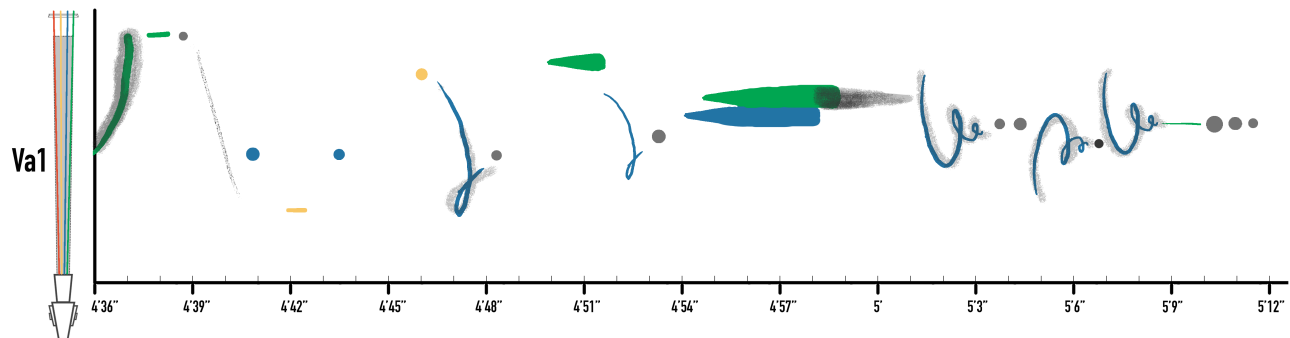


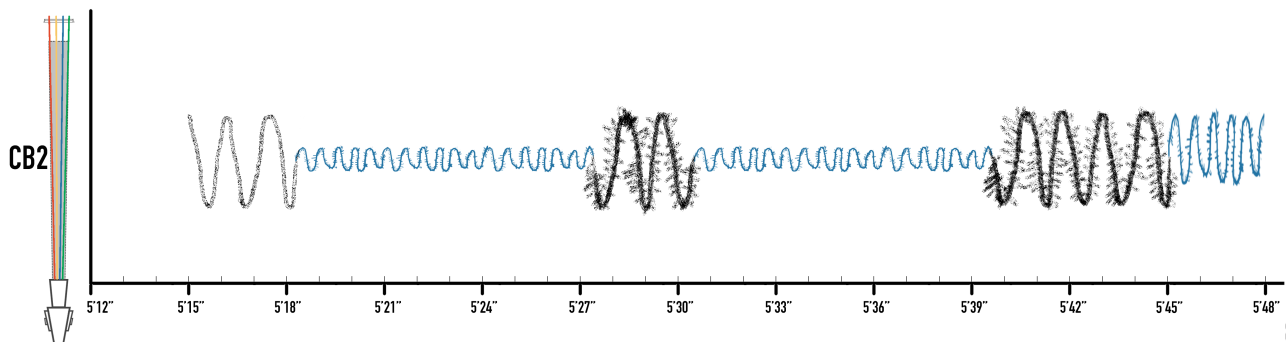
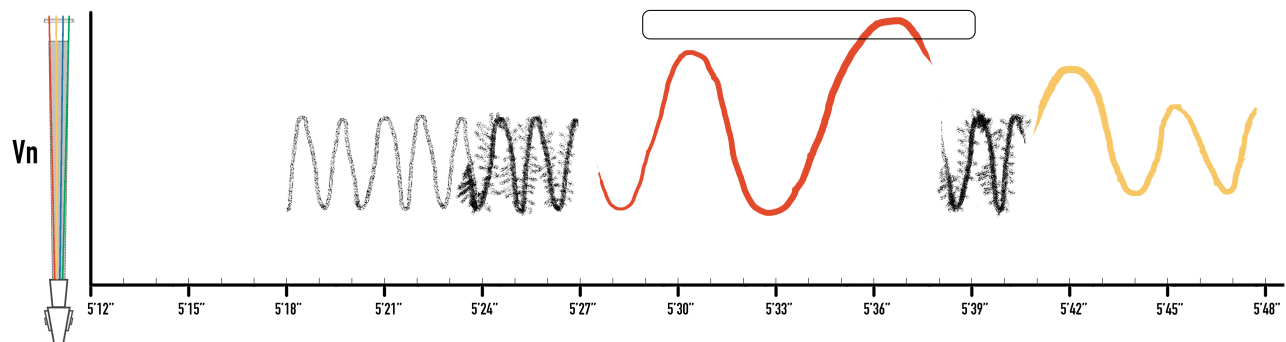
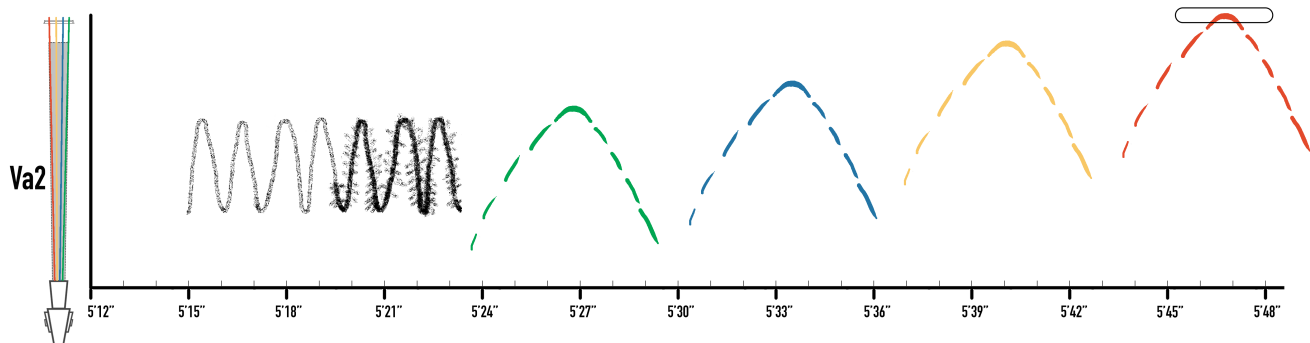
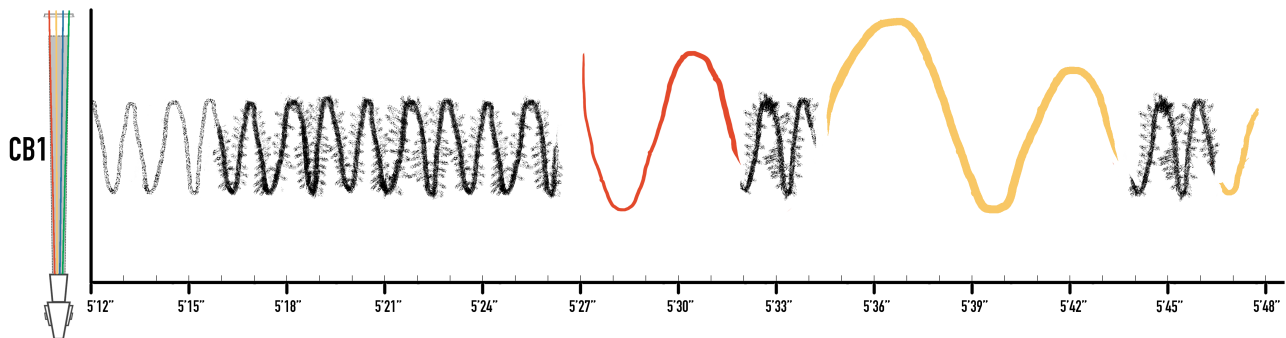
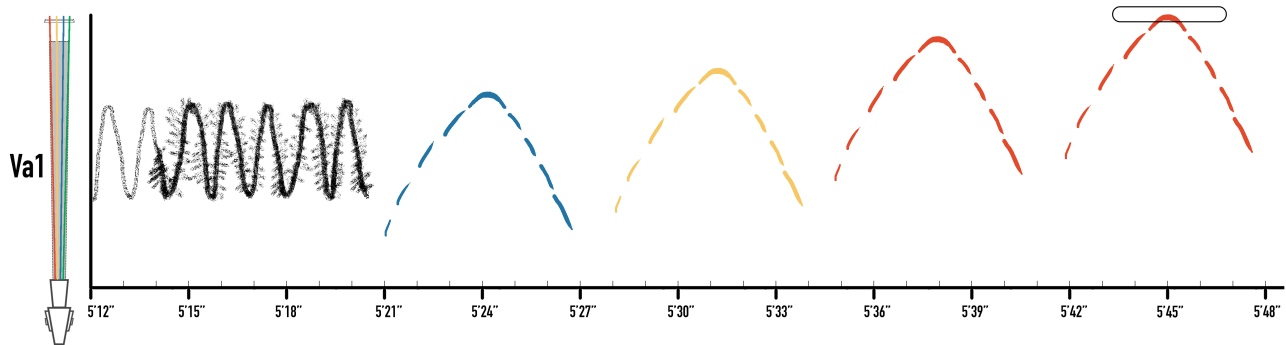


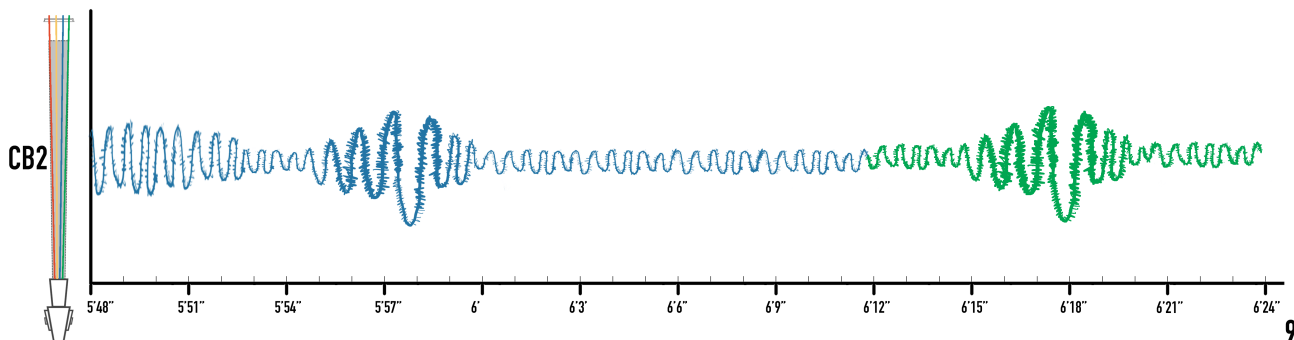
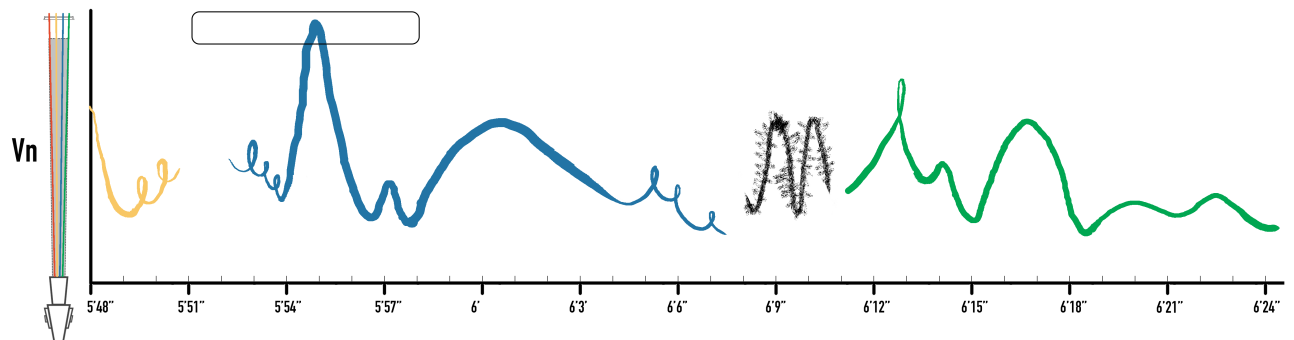
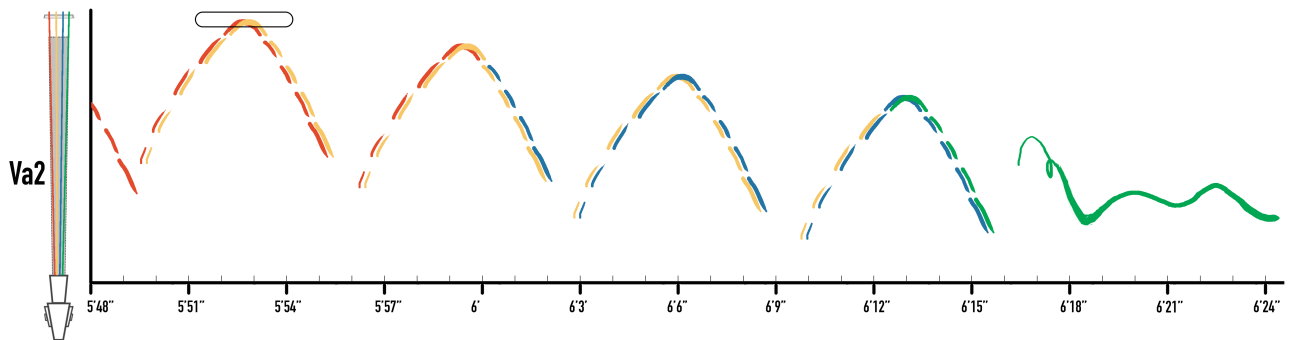
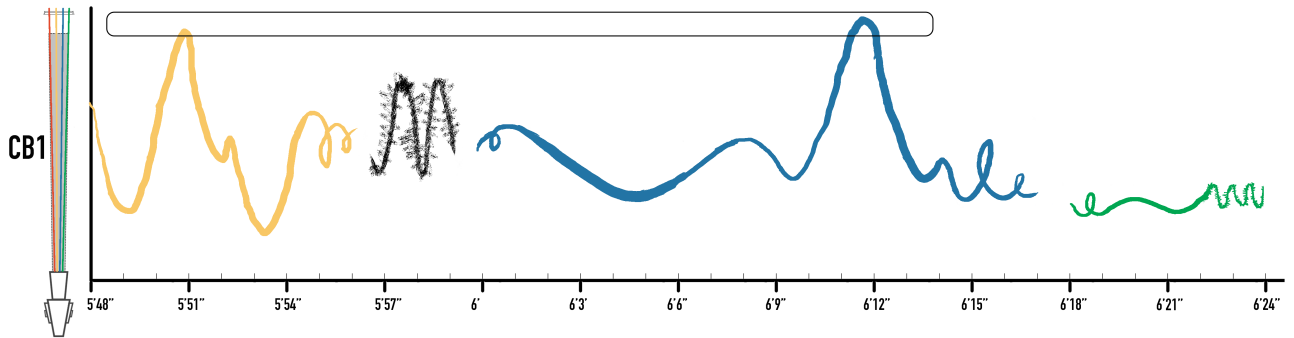
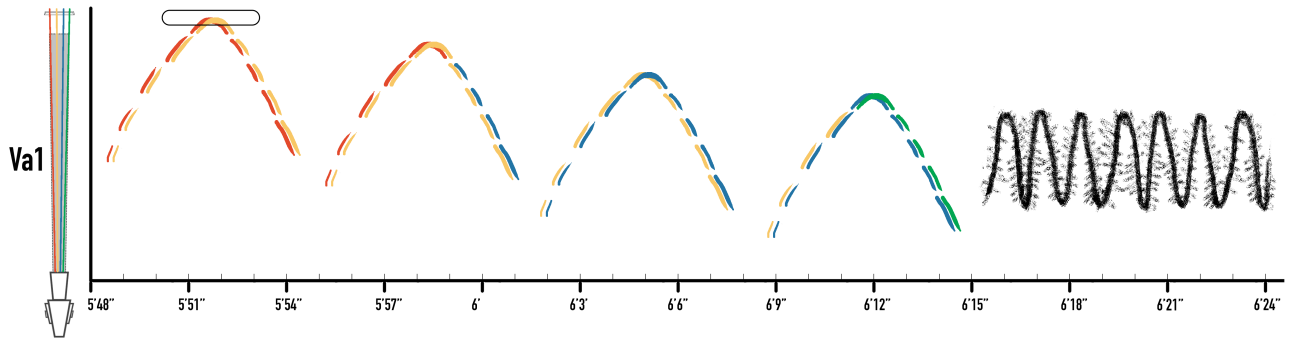


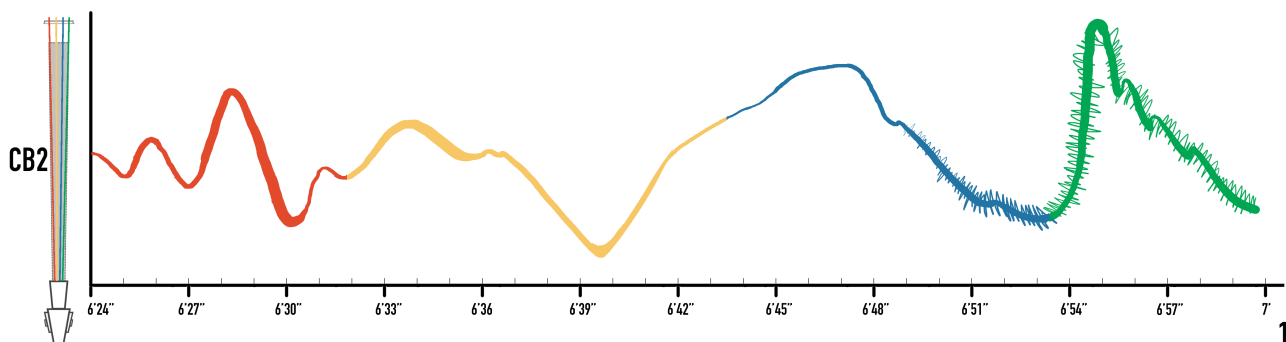
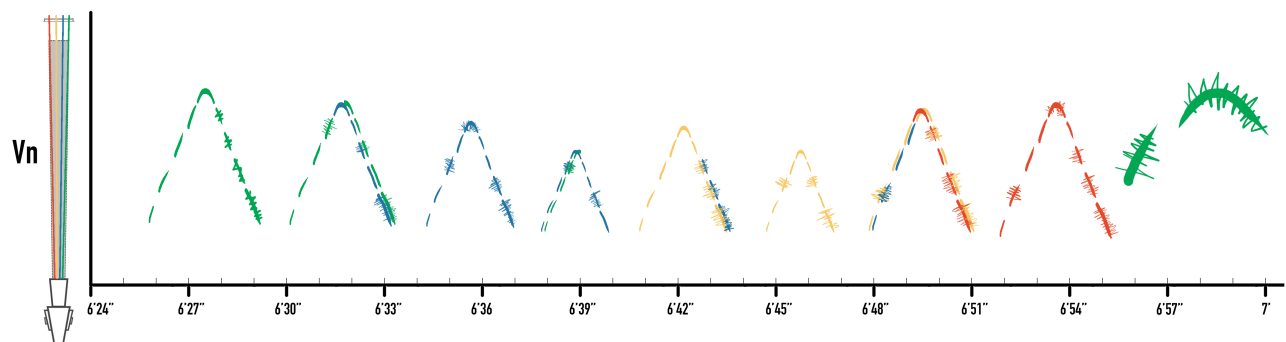
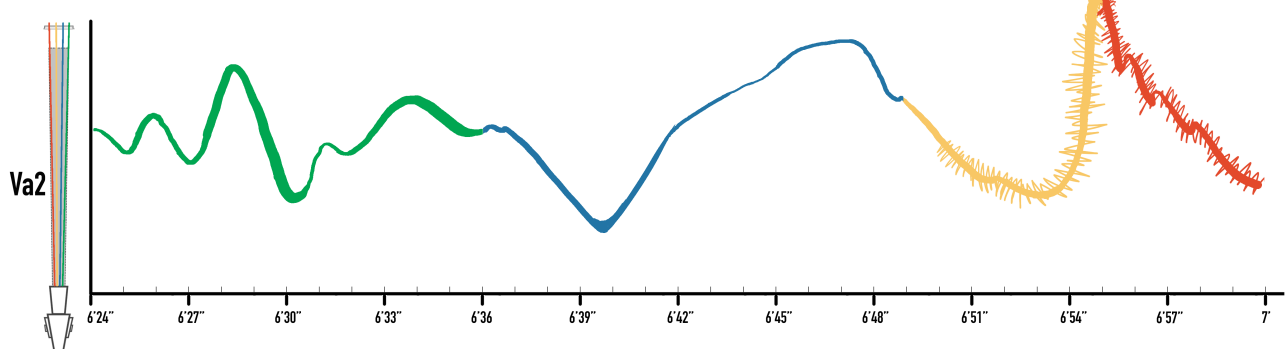
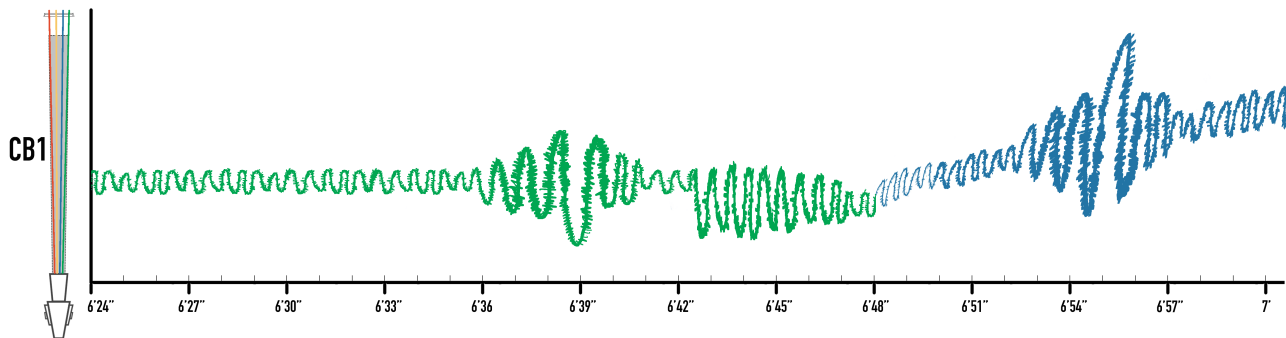
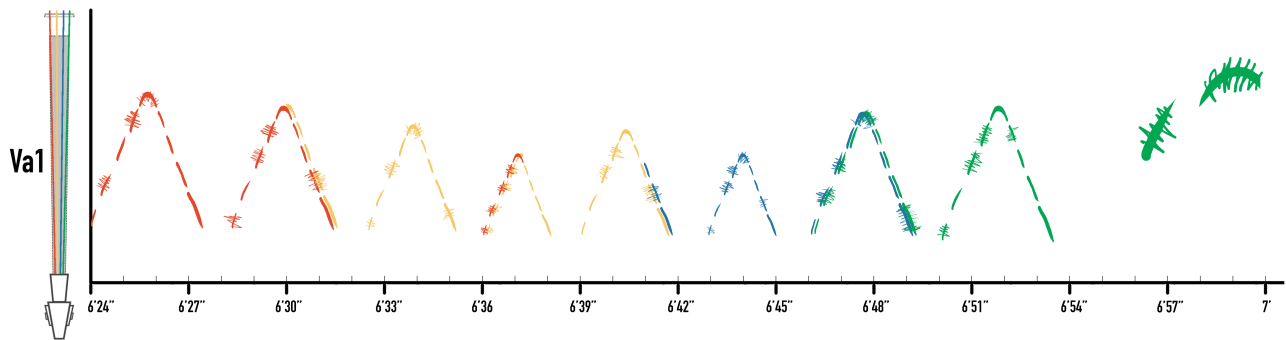


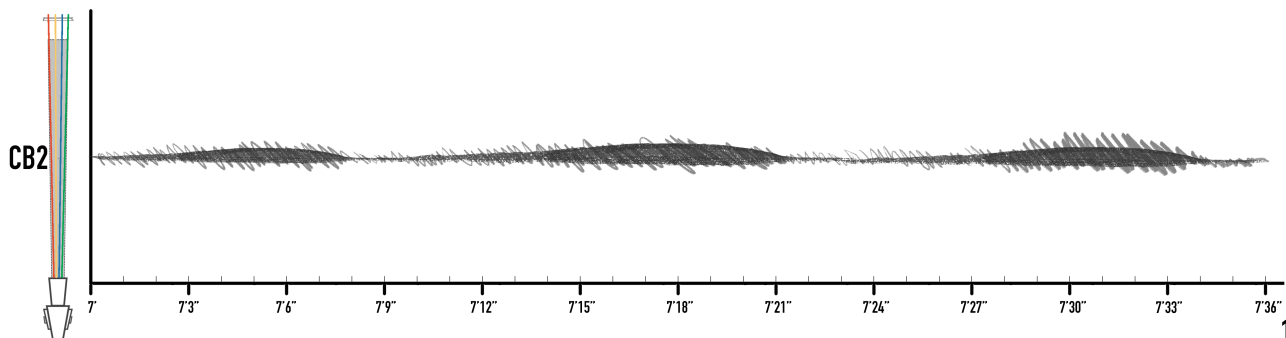
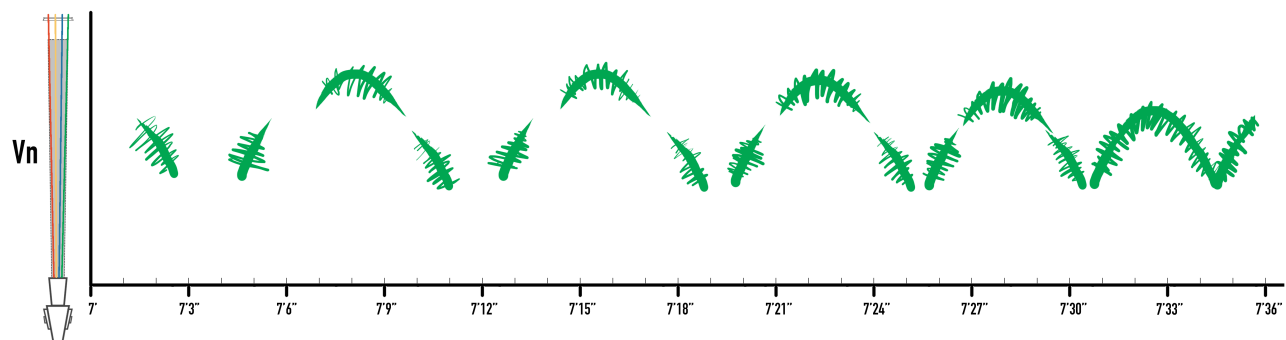
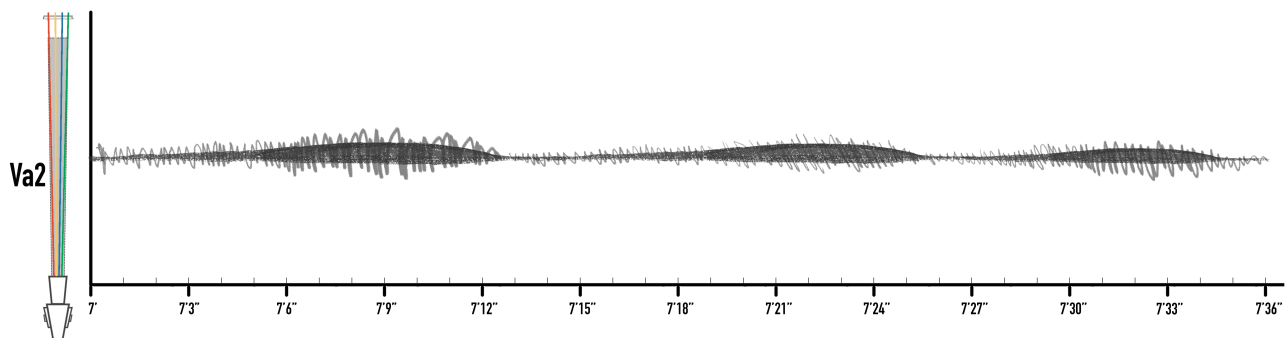
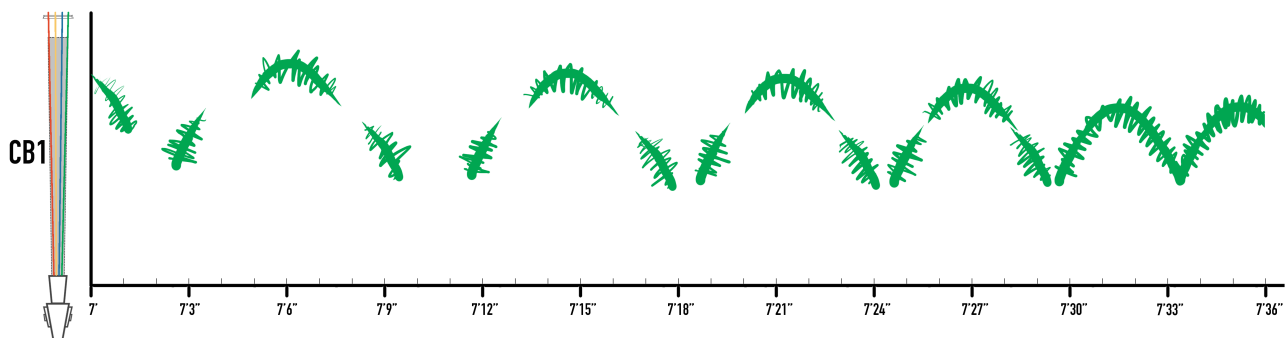
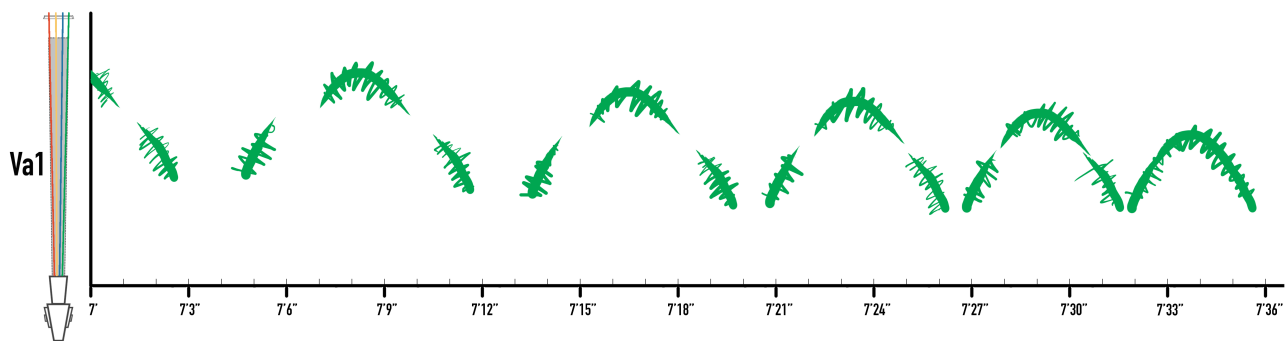


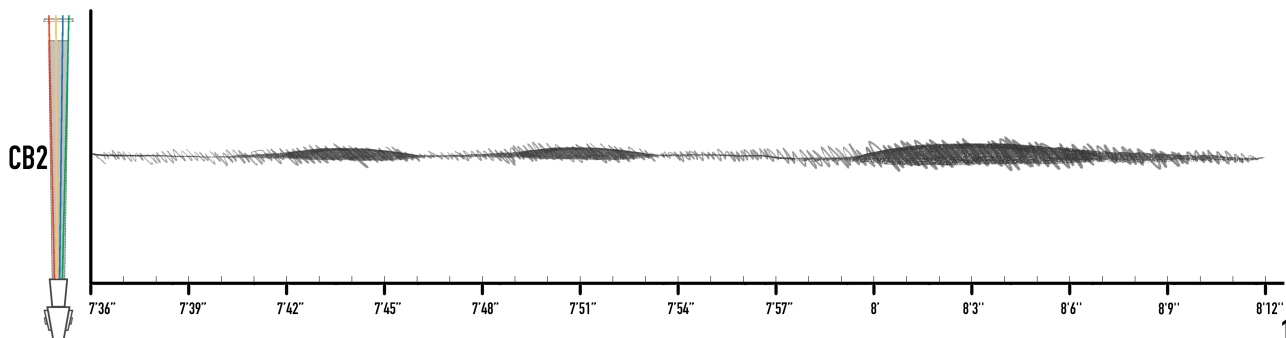
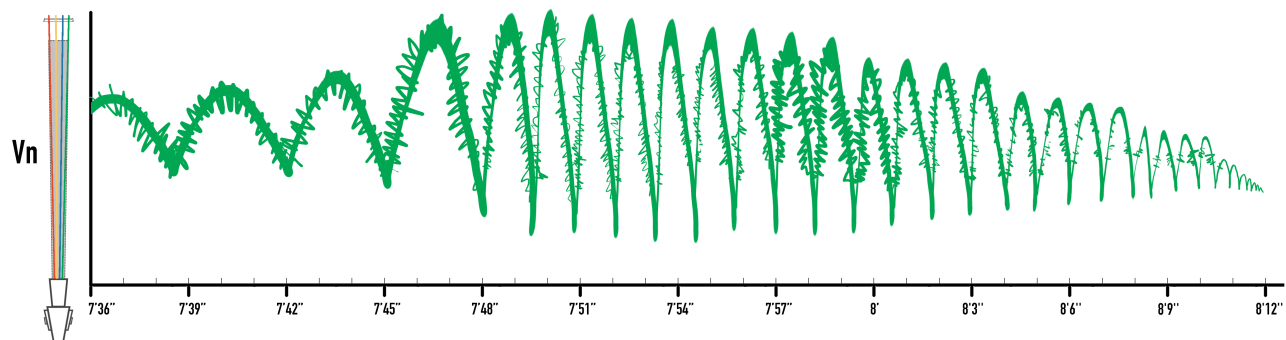
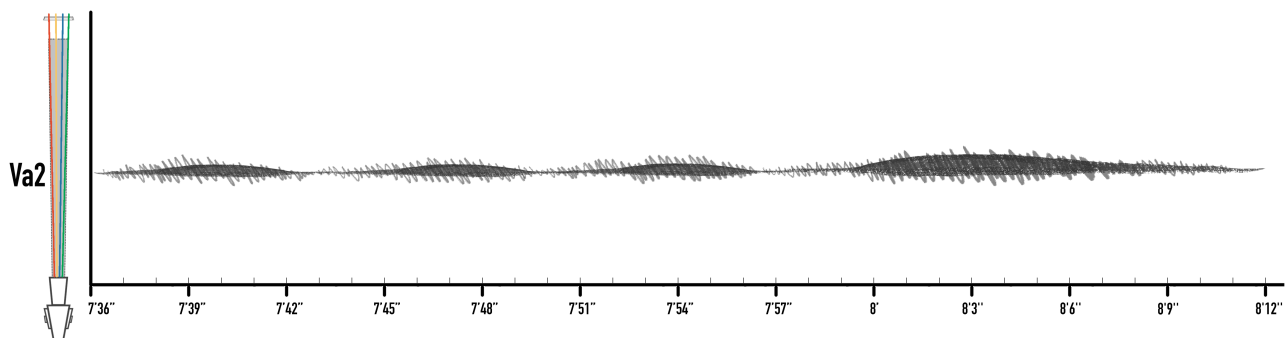
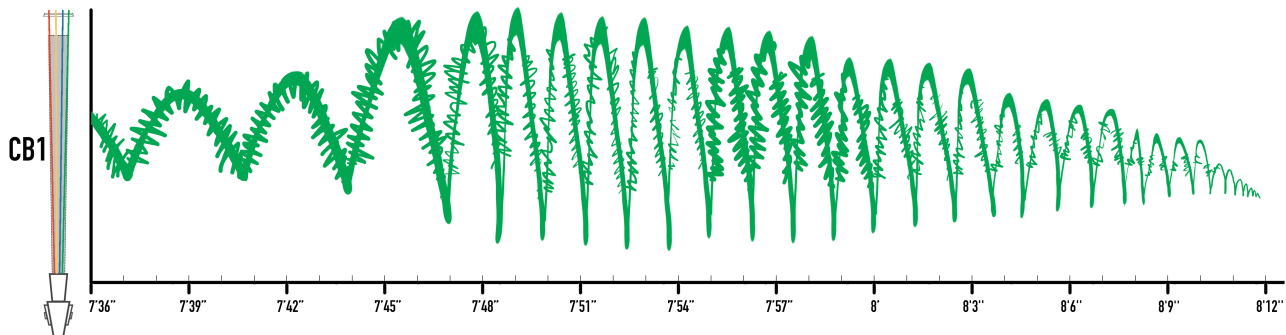
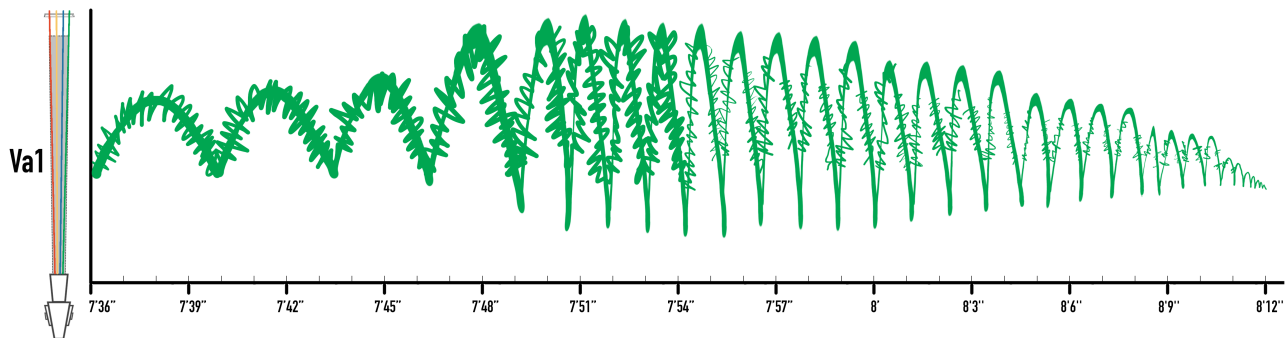


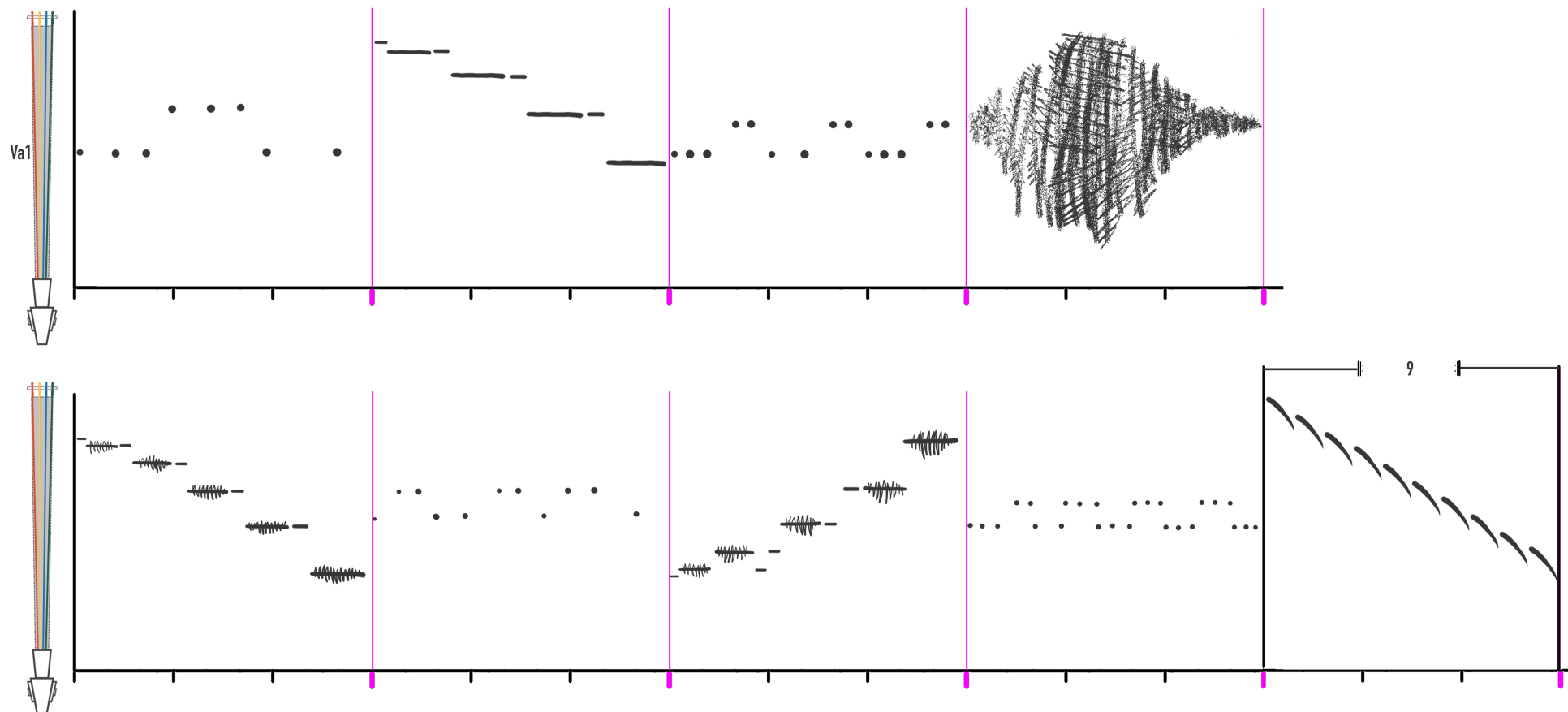






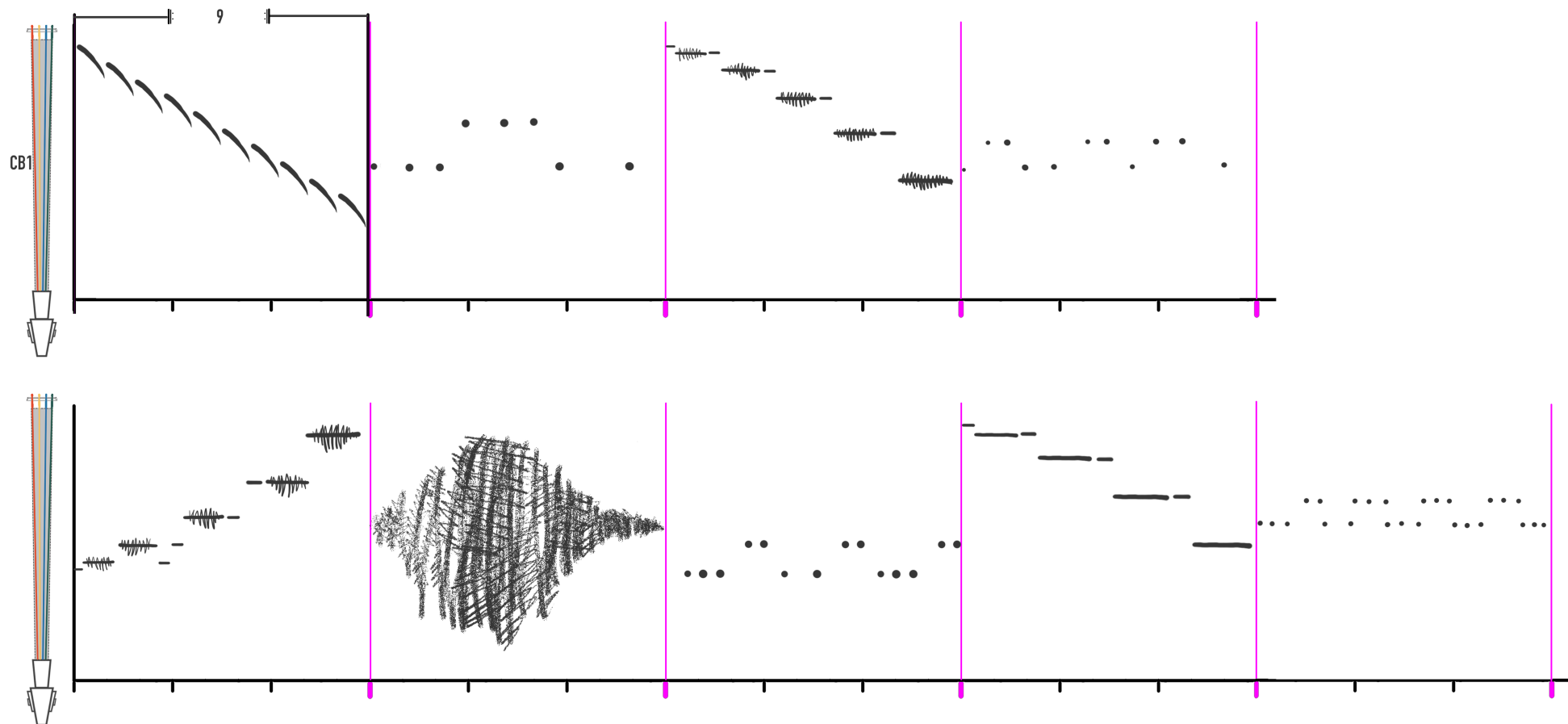






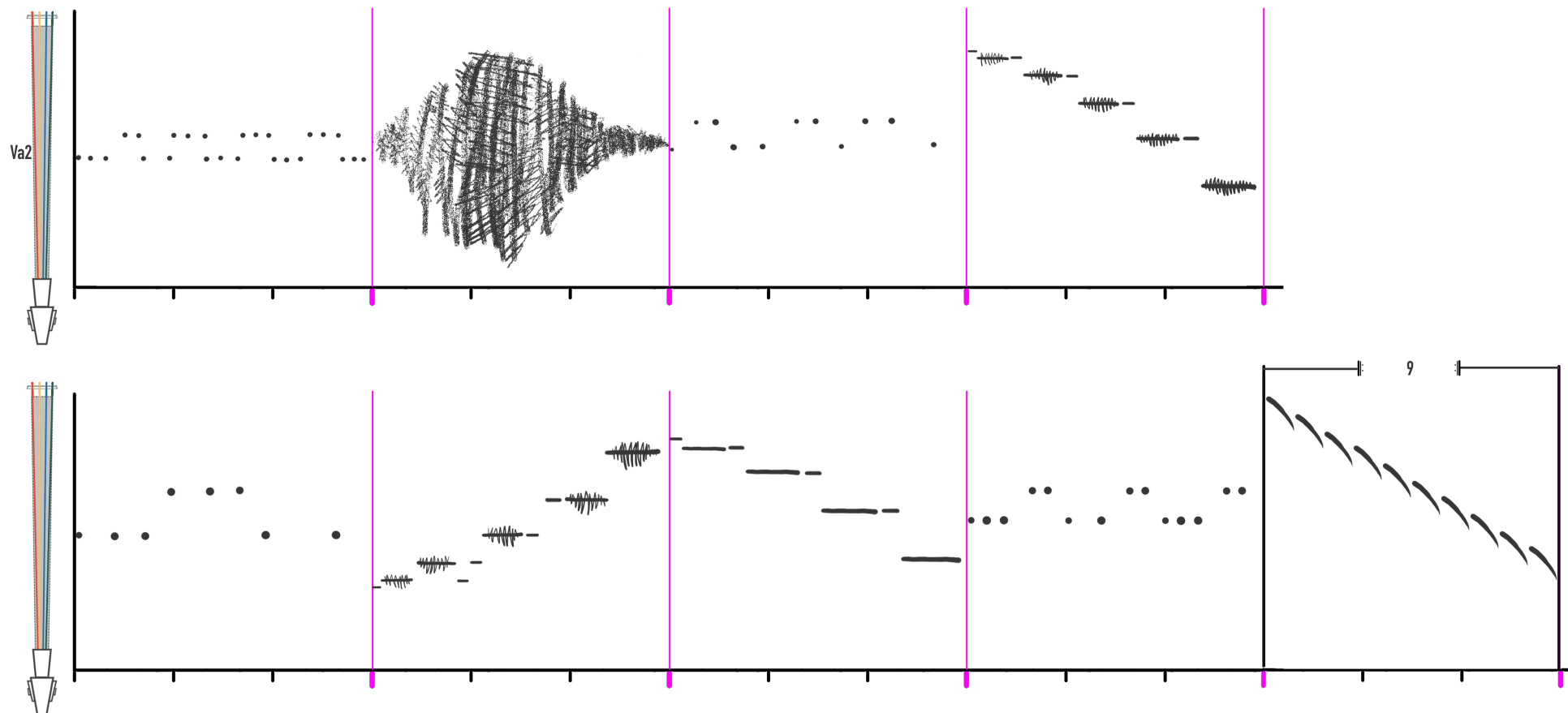
Section C (Mixed Loops) 8'12" - 10'54"

1. Big loops, every block is 3", repeat 8 times, always dump the first block when repeating, till only the last block remains.
2. Big loops pitch rule, strings change direction: 1-2-3-4. Every cycle needs to be end on the fourth string, strings change points are free, however, once move to the next string, cannot go back again.
3. Small loops, when the big loops complete, repeat the last block for 9 times, string direction 1-2-3-4, when reaching the fourth string, players can go back to the first one any time. End on the fourth string.
4. Add smorzando in the end part of small loops, around 12", till silence.



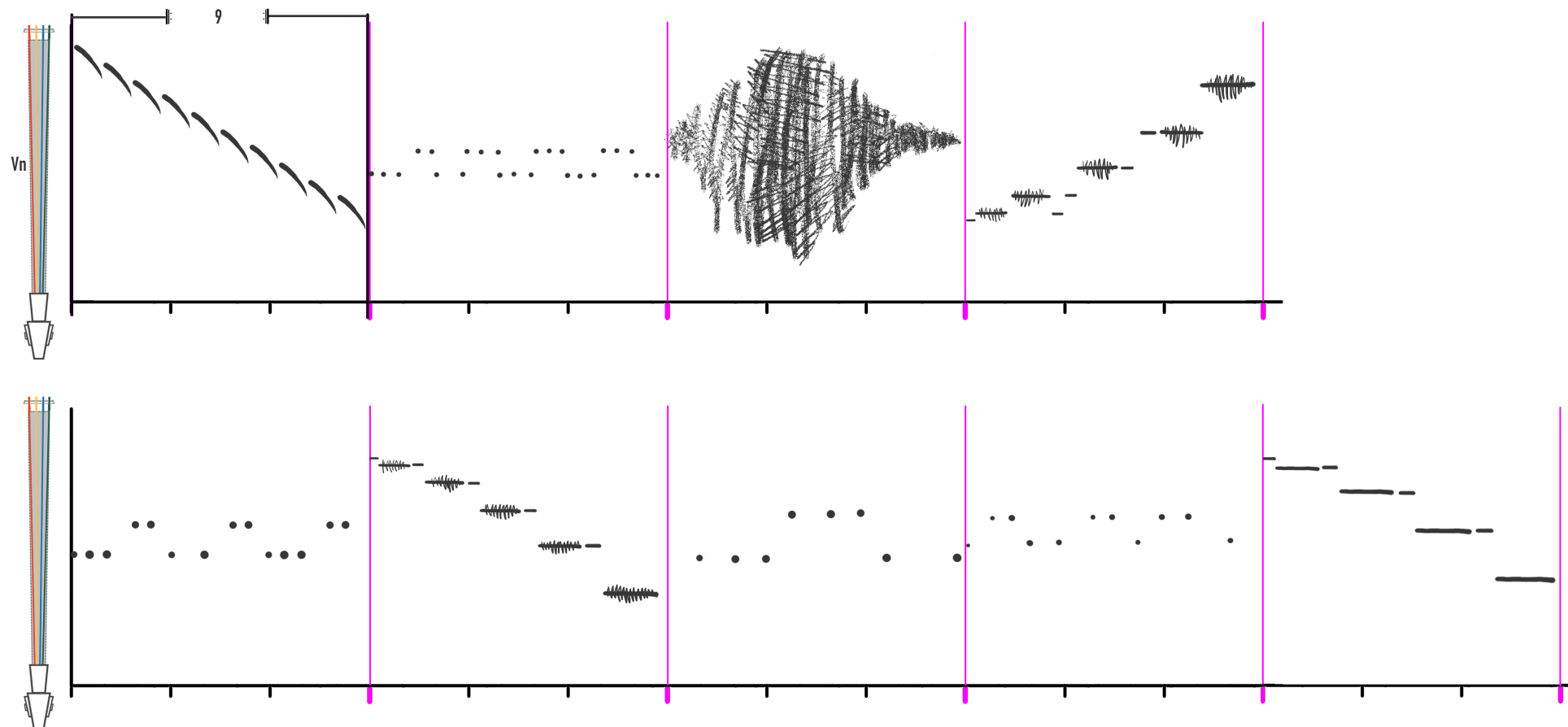
Section C (Special Loop) 8'12"-10'54"

1. Big loops, every block is 3", repeat 8 times, always dump the last block when repeating, till only the first block remains.
2. Big loops pitch rule, strings change direction:1-2-3-4. Every cycle needs to be end on the fourth string, strings change points are free, however, once move to the next string, cannot go back again.
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4. Add smozando in the end part of small loops, around 12", till silence.



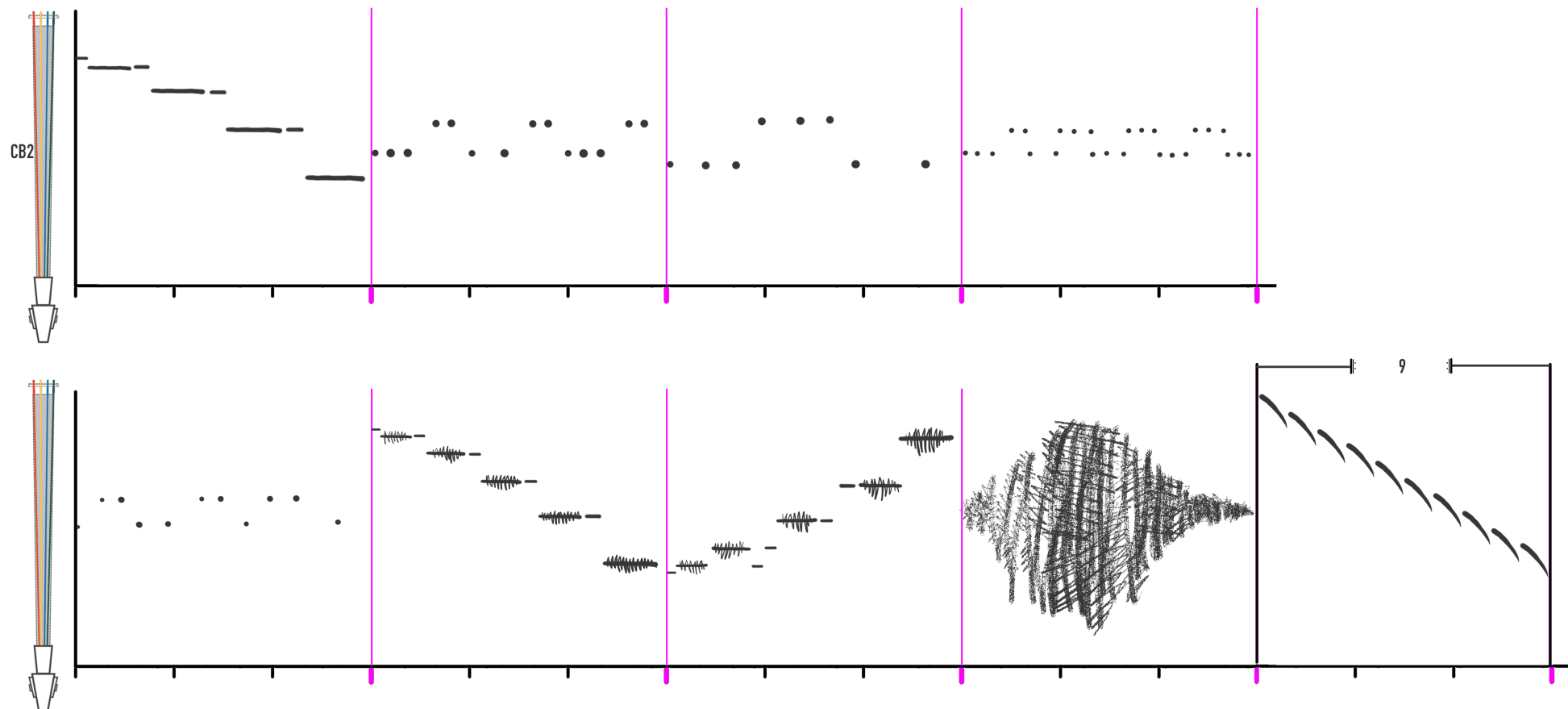
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