

Double Helix III

for Fretless Guitar and Double Bass (+ effects)

Rich Perks

Double Helix III – Performance Notes

Instructions:

- A nominated 'Player 1' begins improvising from model (i.).
- 'Player 2' enters immediately after, improvising from any model other than (i.).
- Both players move in a clockwise fashion performing each model in turn.
- As a player moves from one section to another, the other is to move on also. (Both players are entitled to move first).
- The piece concludes with an improvisation on the first model performed, respectively, once all models have been traversed.

Additional notes:

- Model (ii.) is to be played as written respectively: i.e. notes will be different pitches for each instrument.
- Respect dynamic and effects indications.
- Duration and tempo are open.
- The effect of this piece should be that of a 'free extemporaneous fugue'.

(i.) **Microtonal Dissonance** (over 'open' drones) e.g. etc.

etc.

mf

(ii.) **Melody:** Play melody as written in native cleff;
Improvise around melody on repeats.
Open time/ rubato

mf

Double Helix III

'Extemporaneous Fugue'

(v.)

Free Solo

ff

(iii.) **Tone Row:** Play notes in order using any rhythms.

mp _____ *f*

(iv.) **Microtonal Dissonance II** (over 'open' drones) e.g. etc.

p