

Score

Smoke and Mirrors
Opus 43 (2016)

Peter Jarvis

Smoke and Mirrors
Peter Jarvis, Opus 43 (2016)

Instrumentation

- Drum set: A standard 4 piece drum set with a hi-hat and 2 cymbals is required. The drum set should be amplified.
- Electric Guitar: Effect pedals at the discretion of the performer.
- Electric Bass (7-String – if available): Effect pedals at the discretion of the performer.
- Electric Violin or an amplified traditional violin at the discretion of the performer: Effect pedals at the discretion of the performer.

Performance Notes

General:

- Accidentals apply only to the register in which they appear.
- Cautionary accidentals are often incorporated.

Improvised Solos:

- Each of the 4 performers has an improvised solo, which is indicated to be 8 or 12 bars. The indicated durations do not need to be adhered to.
- During the solos, the 3 non-soloist performers have indicated entrances, which do not need to be adhered to. Please feel free to make these sections your own (while remaining in a supportive roll to the soloist.)

Drums:

- Improvise pitches, articulations, rhythms, dynamics, etc. whenever a note is assigned to the middle line of the staff, the notation does not indicate an obligatory commitment.
- All notes that are assigned to any other space of line of the staff should be played as written.

Bass:

- X noteheads indicate a percussive sound of any pitch or of no pitch.

Duration:

c. 5' 30"

Program Note

Smoke and Mirrors, Opus 43, was completed on January 15, 2016 and is happily dedicated to the CompCord Ensemble. The piece was composed to be performed as part of New West Electronic Arts & Music Festival in San Diego on their concert 'Music & Myth'. The piece was designed to specifically showcase the virtuoso performers; Lynn Bechtold, Dan Cooper, Lukas Ligeti and Gene Pritsker.

- Peter Jarvis

Smoke and Mirrors

Peter Jarvis (2015-16)

Opus 43

♩ = 80

Drum Set *mf*

Electric Guitar *mf*

Bass Guitar

Electric Violin *mf*

♩ = 80

Detailed description: This system contains the first four staves of the score. The Drum Set staff is in 4/4 time with a *mf* dynamic, showing a steady eighth-note pattern. The Electric Guitar staff also has a *mf* dynamic and features a melodic line with a sharp sign on the second measure. The Bass Guitar staff is empty. The Electric Violin staff has a *mf* dynamic and begins with a rest followed by a melodic line with a sharp sign on the second measure.

2 R.S. unis. bass.

Dr. *sfz mf* R.S. ord. *sfz mf* R.S. ord. *sfz mf* R.S. ord.

E. Gtr. percussive sounds unis. drums R.S.

Bass *sfz* *sfz* *sfz*

E. Vln.

Detailed description: This system contains the next four staves. The Drums staff is marked with a '2' and 'R.S. unis. bass.' and shows a pattern of *sfz* and *mf* dynamics with 'R.S. ord.' markings. The Electric Guitar staff includes 'percussive sounds' and 'unis. drums R.S.' markings. The Bass staff has three *sfz* dynamic markings. The Electric Violin staff continues its melodic line.

Smoke and Mirrors

4

R.S.

solo fill-like

Dr. *sfz* *f*

E. Gtr.

Bass *sfz* *mf*

E. Vln. *f*

6

improvise pitches, add syncopations, rests, articulations, etc. at your discretion

Dr. *mf*

E. Gtr. *f*

Bass

E. Vln.

8 *simile*

Musical score for measures 8-9. The score is for three instruments: Drums (Dr.), Electric Guitar (E. Gtr.), and Electric Violin (E. Vln.). The Drums part consists of a steady eighth-note pattern. The Electric Guitar and Electric Violin parts feature melodic lines with slurs and dynamic markings. The Electric Violin part starts with a *ff* marking. The Electric Guitar part has a *f* marking. The Electric Violin part has a *ff* marking.

10

Musical score for measures 10-11. The score is for three instruments: Drums (Dr.), Electric Guitar (E. Gtr.), and Electric Violin (E. Vln.). The Drums part consists of a steady eighth-note pattern. The Electric Guitar and Electric Violin parts feature melodic lines with slurs and dynamic markings. The Electric Violin part has a *ff* marking. The Electric Guitar part has a *f* marking.

12

Dr.

E. Gtr.

Bass

E. Vln.

14

Dr.

E. Gtr.

Bass

E. Vln.

solo fill-like

ff

mf

mf

mf

16

Dr. *fill-like*

ff

E. Gtr.

Bass

E. Vln.

18

Dr. *as written* *improvise as before*

mf


E. Gtr.

Bass

E. Vln.

20

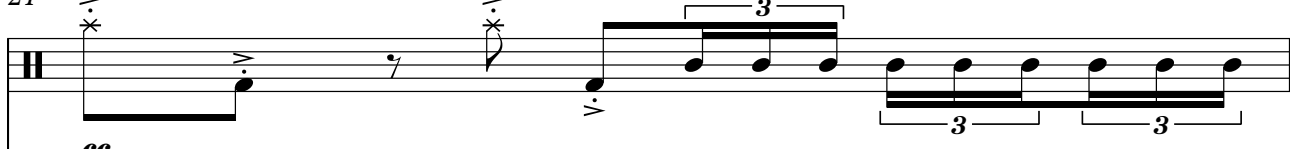
Dr. 

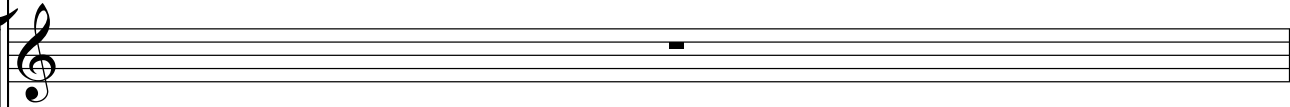
E. Gtr. 


Bass 


E. Vln. 

21

Dr. 

E. Gtr. 

Bass 

E. Vln. 

unis. violin

unis. drums

Smoke and Mirrors

22 unis. change cymbal change cymbal

Dr. *fff*

E. Gtr. *fff* any cluster but do not change it after the downbeat change cluster change cluster

Bass *fff* any cluster but do not change it after the downbeat change cluster change cluster

E. Vln. *fff* unis. any cluster but do not change it after the downbeat change cluster change cluster

24 drum solo (open)

Dr. drum solo (open) (sporadically add fills throughout, feel free to use effects)

E. Gtr. drum solo (open) (sporadically add fills throughout, feel free to use effects)


Bass drum solo (open) (sporadically add fills throughout, feel free to use effects)

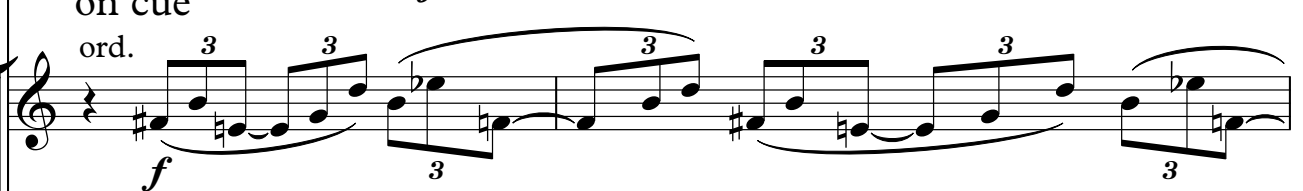
E. Vln. drum solo (open) (sporadically add fills throughout, feel free to use effects)

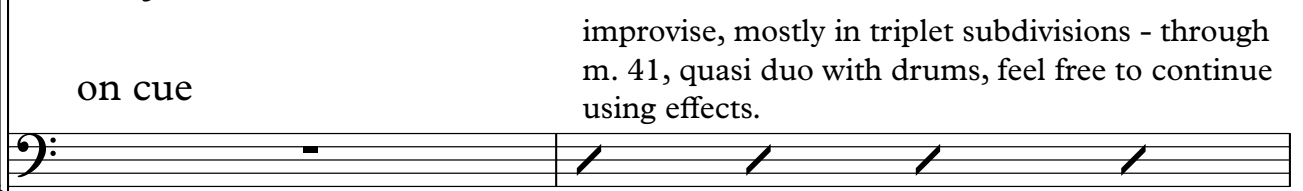
Smoke and Mirrors

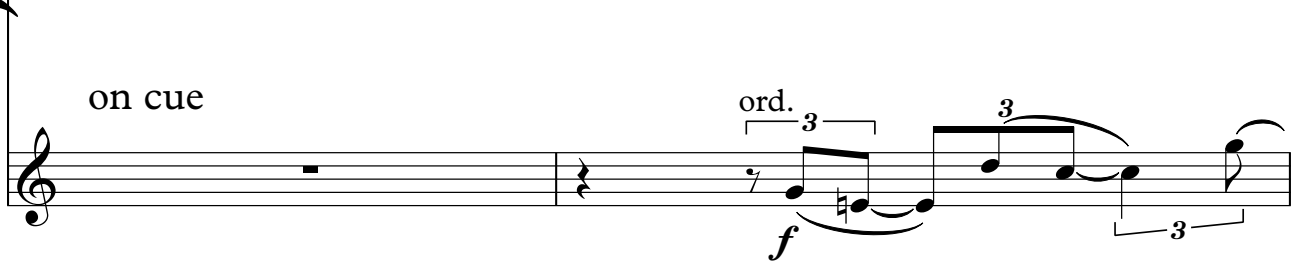
improvise, mostly in triplet subdivisions, quasi duo with bass - through m. 41 (the notated music in mm. 28-31 is only an example and in no way is it obligatory.)

28 on cue

Dr. 

E. Gtr. 

Bass 

E. Vln. 

on cue
ord. 3 3 3 3 3
mf 3 3 3 3 3
f 3 3 3 3 3
on cue
on cue
on cue
ord. 3 3
f 3 3

improvise, mostly in triplet subdivisions - through m. 41, quasi duo with drums, feel free to continue using effects.

30

Dr. 


E. Gtr. 

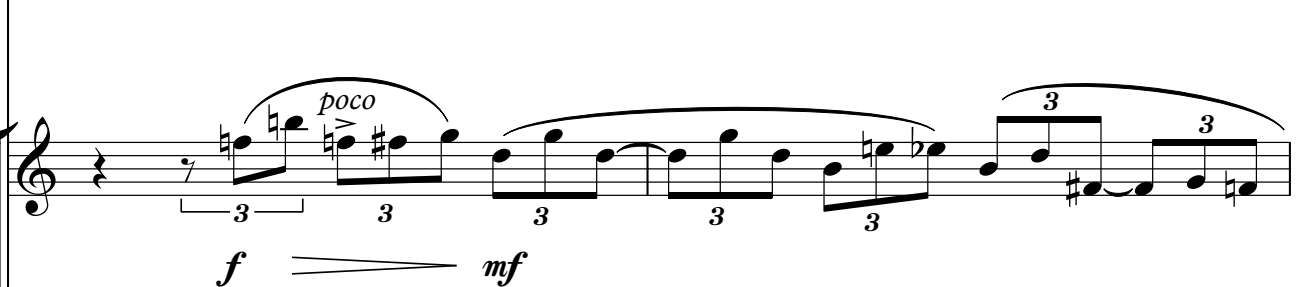
Bass 

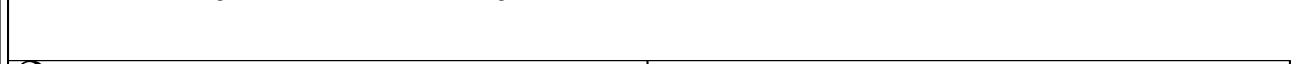
E. Vln. 

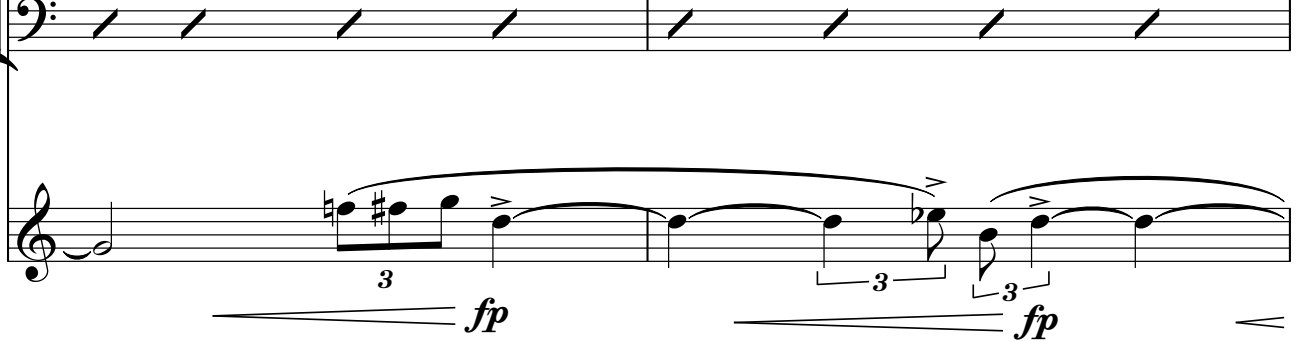
simile
f
fp *fp*

32 *simile*

Dr. 

E. Gtr. 

Bass 

E. Vln. 

34

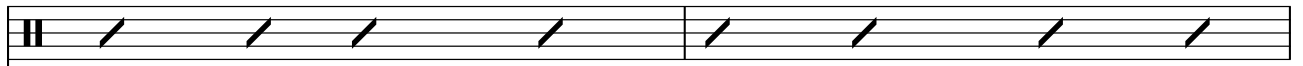
Dr. 

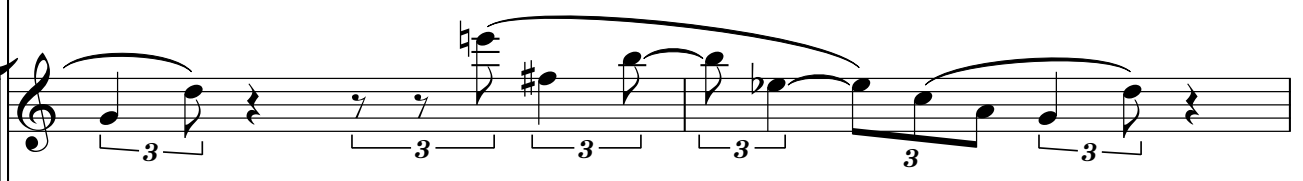
E. Gtr. 

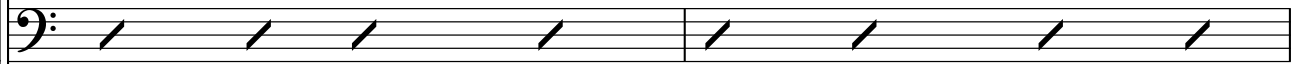
Bass 

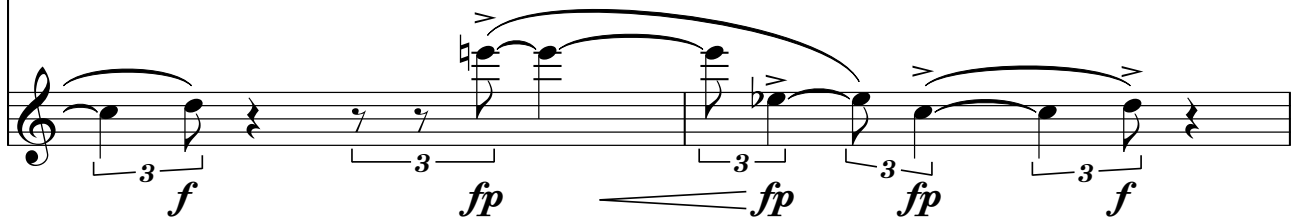
E. Vln. 

36

Dr. 

E. Gtr. 

Bass 

E. Vln. 

38

Dr. 

E. Gtr. 

Bass 

E. Vln. 

40

Dr.

E. Gtr.

Bass

E. Vln.

42

Dr.

E. Gtr.

Bass

E. Vln.


change cluster


change cluster

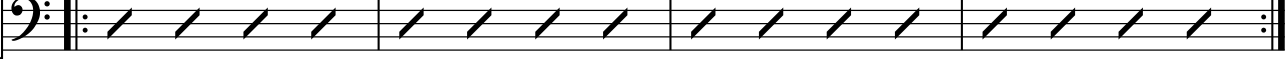
change cluster

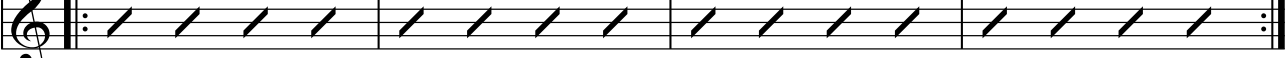
change cluster

44 bass solo (open)
spoadically add fills throughout

Dr. 

E. Gtr. 

Bass 

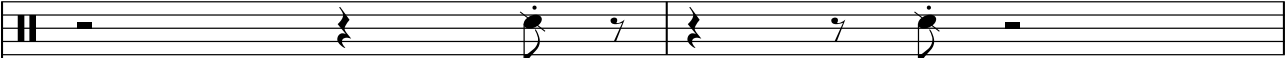
E. Vln. 


bass solo (open)
spoadically add fills throughout, feel free to use effects


bass solo (open)
feel free to use effects


bass solo (open)
spoadically add fills throughout, feel free to use effects

48 on cue

Dr. 

E. Gtr. 

Bass 

E. Vln. 

unis. bass rim shot *sfz* *sim.* *sfz*

on cue *ff* ord. *f*

on cue percussive sounds unis. drums R.S. *sfz* *sim.* *sfz*

on cue *ff* ord.

50 *sim.*

Dr. *sfz* *sfz* *sfz* *sfz*

E. Gtr.

Bass *sim.* *sim.* *sim.* *sim.*
sfz *sfz* *sfz* *sfz*

E. Vln. *f*

52

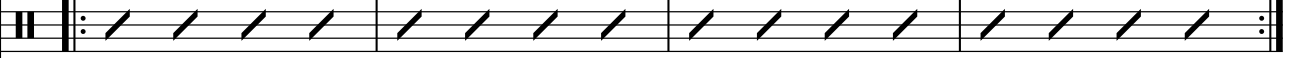
Dr. *sfz* *sfz* *fff* change cymbal

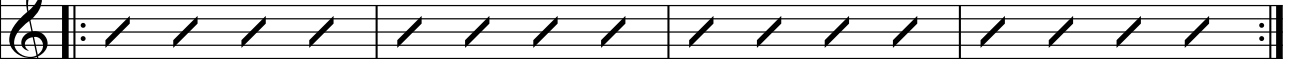
E. Gtr. *fff* change cluster change cluster

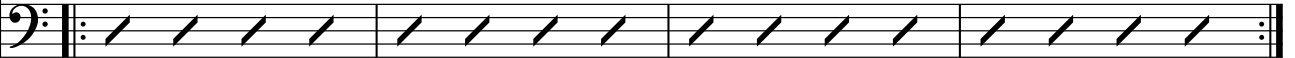
Bass *sim.* *sim.* *fff* any cluster ord. change cluster change cluster

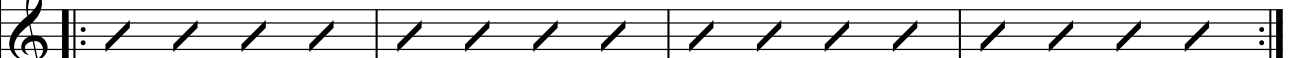
E. Vln. *fff* any cluster change cluster change cluster

54 e. violin solo (open)
spoadically add fills throughout

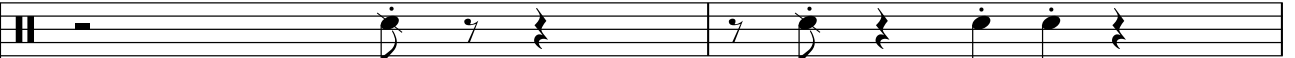
Dr. 

E. Gtr. e. violin solo (open)
spoadically add fills throughout, feel free to use effects


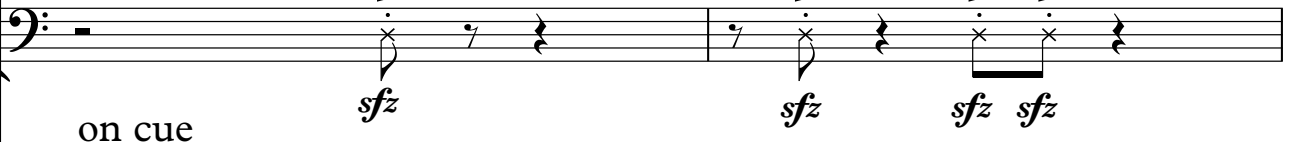
Bass e. violin solo (open)
spoadically add fills throught, feel free to add effects


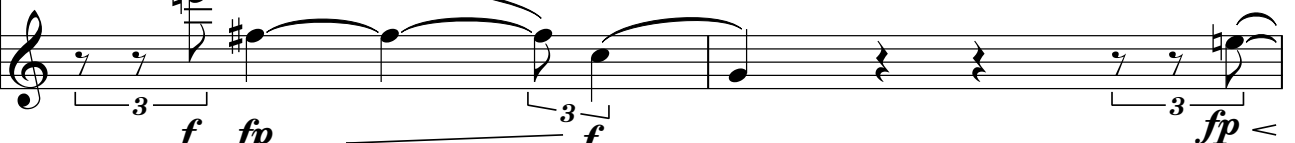
E. Vln. e. violin solo (open)
feel free to use effects


58 on cue R.S. sim. sim. sim.

Dr. 

E. Gtr. on cue ord. 

Bass on cue percussive sound 

E. Vln. on cue ord. 

60

Dr. *sim.* *sfz* *sim.* *sfz* *sim.* *sfz* *fff* change cymbal

E. Gtr. *fff* change cluster any cluster

Bass *sim.* *sfz* *sim.* *sfz* *sim.* *sfz* *fff* change cluster any cluster ord.

E. Vln. *f* *fp* *f* *fff* change cluster any cluster

62 guitar solo (open) spoadically add fills throughout

Dr.

E. Gtr. guitar solo (open) feel free to use effects

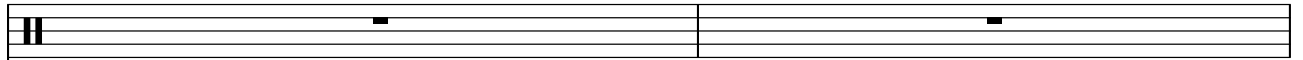
Bass guitar solo (open) spoadically add fills throughout, feel free to use effects

E. Vln. guitar solo (open) spoadically add fills throughout, feel free to use effects

♩ = 96

66 **on cue**

Dr.



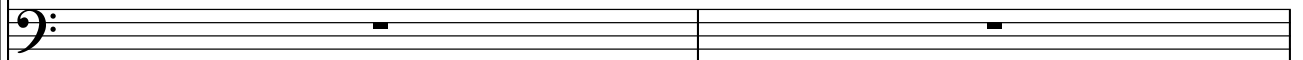
E. Gtr.

on cue



Bass

on cue



E. Vln.

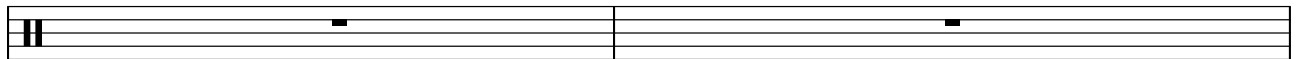
on cue
ord.



f sempre

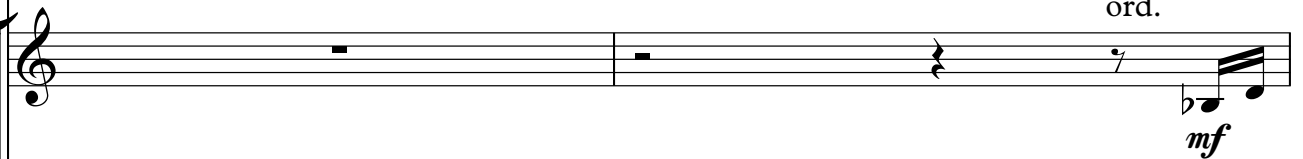
68

Dr.



E. Gtr.

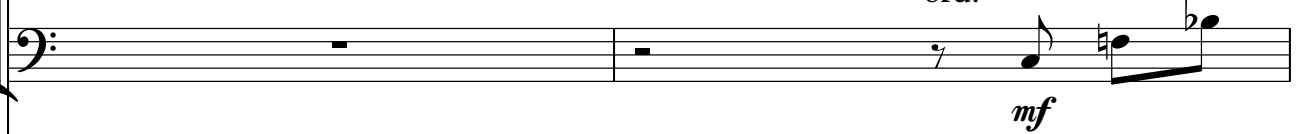
ord.



mf

Bass

ord.



mf

E. Vln.



70

Dr. 

E. Gtr. 

Bass 

E. Vln. 

72


Dr. 
unis. bass al fine
improvise pitches


E. Gtr. 
whammy bar
(if available)


Bass 
unis. drums al fine


E. Vln. 

74

Dr. 

E. Gtr. *ord.* unis. violin al fine
f 

Bass 

E. Vln. unis. guitar al fine 

76

Dr. 

E. Gtr. *ff* 

Bass *ff* 

E. Vln. *ff* 

78

Musical score for measures 78-79. The score is for four instruments: Drums (Dr.), Electric Guitar (E. Gtr.), Bass, and Electric Violin (E. Vln.). The Drums part is in 2/4 time, starting with a double bar line and a half note. The E. Gtr. and E. Vln. parts play a continuous eighth-note pattern with a key signature of one sharp (F#). The Bass part plays a pattern of eighth notes with a key signature of one flat (Bb).

80

Musical score for measures 80-81. The score is for four instruments: Drums (Dr.), Electric Guitar (E. Gtr.), Bass, and Electric Violin (E. Vln.). The Drums part continues with a pattern of eighth notes. The E. Gtr., Bass, and E. Vln. parts are marked with a fortissimo (*fff*) dynamic. The E. Gtr. and E. Vln. parts play a continuous eighth-note pattern with a key signature of one sharp (F#). The Bass part plays a pattern of eighth notes with a key signature of one flat (Bb).

82

Dr. E. Gtr. Bass E. Vln.

The musical score consists of four staves. The top staff is for Drums (Dr.), the second for Electric Guitar (E. Gtr.), the third for Bass, and the fourth for Electric Violin (E. Vln.). The music is in 4/4 time and features a complex, syncopated rhythm. The guitar and violin parts play a fast, repetitive eighth-note pattern, while the bass provides a steady, syncopated accompaniment. The drum part features a mix of eighth and sixteenth notes with rests.

January 15, 2016
Woodland Park, New Jersey