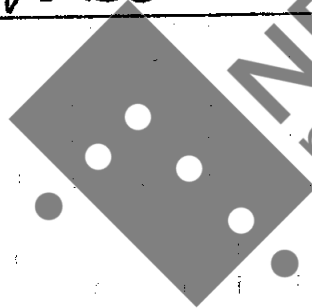


939 HARDLORE VOL. IV

JAKOB THOMANDER GLANS

MÖLNDAL, SWEDEN (2020)



This music is copyright protected

Instrumentation:

Flute
Clarinet in Bb
Percussion
- tam tam
 empty wine bottle
- floor tom
Violin
Viola
Cello

Percussion shall always use snare-drum-sticks on wine bottle and floor tom, what sticks to use on tam-tam is optional.

The piece can be performed with or without conductor. But the composer recommends to play it with a conductor.

Program notes:

I finished this motherfucker on my 22th birthday. Cheers to that.

Performance notes:

◡ = means extremely long fermata. Usually as in wait until all ambience is gone.

∧ means very long fermata.

∧ = means normal "short" fermata.

~~~~~~~~~ = means harsh tremolo/fast notes in "open" register indicated by the wave.

~~~~~~~~~ = means harsh tremolo/fast notes in very ~~XXXX~~ high register. Always followed by a wave.

Several parts of the piece features chaos/graphic notation. These parts are to be interpreted freely and should be repeated *durata ad lib.* The conductor chooses how long they last, if no conductor is present the percussionist chooses.

The text in the piece should be recited in Swedish. G B G refers to the letters with Swedish pronunciation: ge be ge.

The whisper should be very breathy. The spoken parts and shouting can be closer to normal speech.

The septuplets in strings should always be *sul pont.*

Its perfectly okay if crescendo to FFFF becomes overpressure. This is up to the players and the conductor.

This piece is to be played as harsh, heavy and loud as possible. Energy and extreme dynamics are always more important than pitch and tone. play as if the world is ending.

Above all ~~XXXX~~ else what matters the most is the energy of the music.

Special thanks to Natalia Gawryś for composing part of the graphic notation.

GBG Hardcore vol. IV

JAKOB THOMANDER GLANS (2020)

transposed score

Measures 1-12 of the score. The tempo is marked $\text{♩} = 90$. The score includes parts for Flute, Clarinet in B \flat , Percussion (tamtam, empty winebottle, floor tom), Piano, Violin, Viola, and Cello. The Violin and Viola parts feature septuplets with the instruction "septuples always sul pont." and dynamic markings of *ffff*. Percussion has *fff* markings. A rehearsal mark 'A' is present at measure 10.

Measures 5-12 of the score. The tempo is marked $\text{♩} = 90$. A section from measure 7 to 10 is marked "durata ad lib. nice and slowly." with a tempo change to $\text{♩} = 60$. Measure 11 is marked "(shout)" with a tempo change to $\text{♩} = 90$. The score includes parts for Flute (FL), Clarinet (CL), Percussion (Perc.), Piano (Pno.), Violin (Vln.), Viola (Vla.), and Cello (Vc.). The Percussion part includes the instruction "ultra rubato ad lib. become trem." and a cue for the strings: "percussionist cues strings if no conductor is present." The Violin and Viola parts have dynamic markings of *fff* and *ppp*. The Cello part has a cue: "viola cues violin if no conductor is present." The vocal line (implied by the lyrics) has the lyrics "GI BI GI hard core!" repeated in measures 11 and 12.

Measures 13-16 of the score. The score includes parts for Flute (FL), Clarinet (CL), Percussion (Perc.), Piano (Pno.), Violin (Vln.), Viola (Vla.), and Cello (Vc.). The Percussion part starts with a dynamic marking of *p* and has *fff* markings in measures 14 and 16. The Piano part has a dynamic marking of *p* and *fff* markings. The Violin and Viola parts have dynamic markings of *p*, *fff*, and *pp*. The Cello part has a dynamic marking of *p* and *fff* markings. A rehearsal mark is present at measure 14. The Percussion part includes the instruction "rubato ad lib." in measure 16. The Piano part includes the instruction "keep ped down until next time you play." in measure 15.

18 B

FL. *fff*

CL. *f* *fff*

Perc. *fff*

Pno. *p*

Vln. *p*

Vla. *p*

Vc. *p*

22 C $\text{♩} = 50$ **DEATH RENAISSANCE**

FL. *fff*

CL. *fff*

Perc. *fff* **G! B! G! HARDCORE! G! B! G! HARDCORE!**

Pno. *fff*

Vln. *fff* non vib.

Vla. *fff* non vib.

Vc. *fff* non vib.

KEEP CHAOS GOING!!!!!
If no conductor is present percussionist cues when to end chaos.

REPEAT

REPEAT

REPEAT

REPEAT

REPEAT

REPEAT

REPEAT

REPEAT

REPEAT

32

FL. *fff*

CL. *fff*

Perc. *fff*

Pno. *fff* *sempre ultra rubato ad lib.*

Vln. *fff*

Vla. *fff*

Vc. *fff*

40 **Molto accel** $\text{♩} = 70$ molto accel $\text{♩} = 100$ 3

FL.
 CL.
 Perc.
 Pno.
 Vln.
 Vla.
 Vc.

44

FL.
 CL.
 Perc.
 Pno.
 Vln.
 Vla.
 Vc.

49 **D** $\text{♩} = 100$

FL.
 CL.
 Perc.
 Pno.
 Vln.
 Vla.
 Vc.

55

FL

CL

Perc.

Pno.

Vln.

Vla.

Vc.

60

FL

CL

Perc.

Pno.

Vln.

Vla.

Vc.

== NATALIA GAURYŚ (2020)

64

FL

CL

Perc.

Pno.

Vln.

Vla.

Vc.

if no conductor is present percussionist cues when to end chaos.

REPEAT

E♭ = 60

(whisper)

pppp

(whisper)

pppp

fff

(whisper)

pppp

(whisper)

pppp

(whisper)

pppp

77 (speaking voice) *mf*

FL. *mf*

CL. *mf*

Perc. *mf* *sempre ultra rubato ad lib.* *fff*

Pno.

Vln. *mf* *arco.* *fff*

Vla. *mf*

Vc. *mf* *overpressure.* *ff* *fff*

82 **F** (shout) *fff*

FL. *fff*

CL. *fff*

Perc. *A tempo.* *fff* (snare sticks on tom and tam tam) *fff* (shout) *fff*

Pno. *fff*

Vln. *fff* (shout) *fff*

Vla. *fff* (shout) *fff*

Vc. *overpressure.* *fff* *overpressure.* *fff* (shout) *fff*

85 *fff*

FL. *fff*

CL. *fff*

Perc. *fff*

Pno. *fff*

Vln. *fff*

Vla. *fff*

Vc. *fff*

92

FL.

CL.

Perc.

Pno.

Vln.

Vla.

Vc.

95

FL.

CL.

Perc.

Pno.

Vln.

Vla.

Vc.

This music is copyright protected

98

FL.

CL.

Perc.

Pno.

Vln.

Vla.

Vc.

[if no conductor is present percussionist cues when to end chaos.]

on the floor or knock over notestand. 7

101

Fl.

Cl.

Perc.

Pno.

Vln.

Vla.

Vc.

ХАРДКОР

Throw score on the floor or knock over notestand.

Throw score on the floor or knock over notestand.

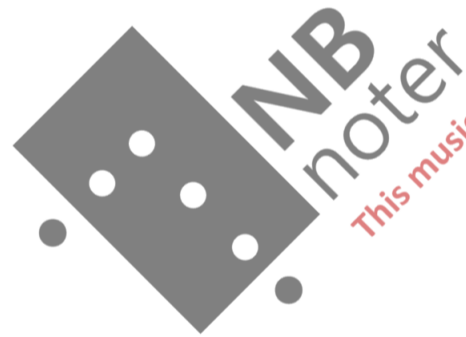
Throw score on the floor and/or slam down piano cover.

Throw score on the floor or knock over notestand.

Throw score on the floor or knock over notestand.

Throw score on the floor or knock over notestand.

DURATA
 ABOUT 6 minutes



This music is copyright protected