

Petter Haukaas

Flow

For 5 string Electric Bass-Guitar and Percussion

Composed in 2011 for my exam in Composition/Instrumentation at the Norwegian Academy of Music.

Duration:
8 min. Approx.

First Performance:
Norwegian Academy of Music 20/5/2011
by Tage Læg Reid Olsen and Petter Haukaas

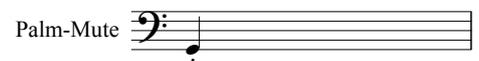
Performance-notes

What you need:

Bass:
5-string Bass-Guitar
Amp
Loop-station
Distortion

Perc:
Vibraphone
Hi-Hat
Bassdrum with pedal
Sustained bassdrum on Stand
3 Toms
Snaredrum
3 Woodblocks (in a', b/h' and c#")
2 Gongs in b/h' and c#"
Ride-cymbal
1 or more Crash-Cymbal(s)
High-pitched Metal-sound

Bass-Notation:



Perc-notation:

The gongs and the high-pitched metal-sound should match the harmonics the bass plays. The gong in b/h' should match the B/H harmonic and the gong in c#'' should match the A harmonic.

The high-pitched metal-sound should match the A harmonic

The sustained bassdrum should be as deep and dark sounding as possible, matching the lowest open B/H' string in the Bass



The percussion-setup I used for the first concert

Flow

Petter Haukaas (2011)

Start clapping while sitting with the audience
go on stage while clapping
when you are at your playing position, proceed to the next bar

Flowing ♩ = 114

Clap

Clap

Musical notation for Clap part 2

The bassist takes his bass on
then proceeds to the next bar

Bass Guitar (Live)

Repeat 2x

Clap

Clap

Bass Guitar (Live)

pp

Bass (Live)

Clap

Vibraphone

pp
ped.

Repeat 2x

Repeat 2x

Bass (Live)

Vib.

ped. | *con ped.* | *ped.*

Repeat 2x

Bass (Live)

Vib.

mp cresc. | *mp cresc.* | *last time: ff*

ped. | *con ped.* | *ped.*

Repeat 2x

Bass (Live)

Perc.

sub. p | *sub. p*

From here to letter F:

Repeats should be repeated as many times as needed (from 0 to 8 repeats)

A But make sure that you don't lose the flow

quasi plectrum
(Record these two bars before playing the piece)

Bass (Loop) *(mf)*

Bass (Live)

Perc. *mp* l.v.

Bass (Loop)

Bass (Live)

Vib. *mp*

B

Bass (Loop)

Bass (Live) *nat.*

Vib.

loop

Bass (Loop)

Bass (Loop) *(mf)*

Bass (Live)

Vib.

C

Bass (Loop)

Bass (Loop)

Bass (Live)

Vib. *mf*

Bass (Loop)

Bass (Loop)

Bass (Loop)

Bass (Live)

Vib.

loop

(mf)

D

Bass (Loop)

Bass (Loop)

Bass (Loop)

Bass (Live)

Vib.

(mf)

Bass (Loop)

Bass (Loop)

Bass (Loop)

Bass (Live)

Vib.

loop

Bass (Loop)

Bass (Loop)

Bass (Loop)

Bass (Loop) *(mf)*

Bass (Live)

Vib.

E

Bass (Loop)

Bass (Loop)

Bass (Loop)

Bass (Loop)

Bass (Live) *f*

Vib.

Bass (Loop)

Bass (Loop)

Bass (Loop)

Bass (Loop)

Bass (Live) *to drumsticks*

Perc.

Bass (Loop)

Bass (Loop)

Bass (Loop)

Bass (Loop)

Bass (Live)

Perc.

f

Bass (Loop)

Bass (Loop)

Bass (Loop)

Bass (Loop)

Bass (Live)

Perc.

turn of loops

Bass (Live)

mp

turn on distortion

gliss.

Perc.

mp

F

(distortion on)

Bass (Live) *mf*

Perc. *mf*

Bass (Live)

Perc.

Bass (Live)

Perc.

G

Groove

Like the intro in "Meshuggah: In Death - Is Death"

Bass (Live) *ff*

Perc. *ff*

Bass (Live)

Perc.

Fills ad. lib. to letter I

Bass (Live)

Perc.

H turn off distortion

1.v.

1.v.

1.v.

1.v.

turn off snare

I

Bass (Live) *mp* *mf* *mf* *mp* *pp*

Perc. to vib. mallets *pp*

Vib. *mf* *Red.*

Bass (Live) *mf* *f* *p* *f*

Perc. *f* *p* *f*

Vib. *mf* *f* *p* *f*

Red. *Red.* *Red.* *Red.*

Repeat 2x

Bass (Live) *mp* *mf*

Perc. *mf*

Vib. *mp* *mf*

con ped. *Red.*

J

Bass (Live) *ff* *mp* *f*

Perc. *f*

Vib. *ff* *p* *mp* *f*

Red. *Red.* *Red.* *Red.*

Repeat ad.lib. **K** **Repeat 2x**

Bass (Live) *p* *f*

Vib. *p* *f*

Red. *Red.* *con ped.* *Red.*

Repeat 2x

Bass (Live) *sub. p* *sub. f*

Perc. *sub. p*

Vib. *sub. f*
Ped.

Repeat 2x

Bass (Live) *mp*

Vib. *mp*
con ped. Ped. con ped.

Repeat 2x

Bass (Live) *p*

Vib. Clap

Repeat 2x

Bass (Live) *pp*

Clap *mf*

Walk offstage
When you are offstage, the piece is finished

Clap *mf*