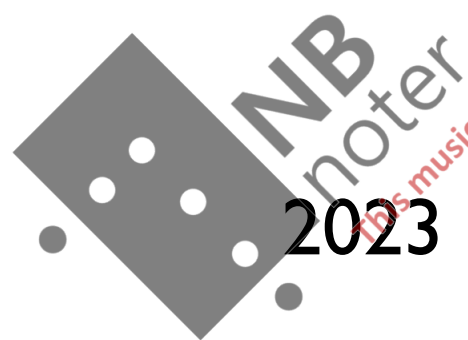


Håkon Thelin

Traces

Version for five basses



Supported by The Composers' Remuneration Fund

Traces

Version for 5 Basses

Håkon Thelin 2023

♩=60

Hit with timpani mallet
play 4 times

Contrabass 1

Hit with timpani mallet
play 4 times

Contrabass 2

Hit with timpani mallet
play 4 times

Contrabass 3

Hit with timpani mallet
play 4 times

Contrabass 4

play 4 times

Contrabass 5

Tuning bass 5

pp

gradual crescendo until bar 13

pp

gradual crescendo until bar 13

pp

gradual crescendo until bar 13

pp

gradual crescendo until bar 13

ppp

Arco
III
IV

gradual crescendo until bar 13

6

Cb. 1

Cb. 2

Cb. 3

Cb. 4

Cb. 5

12

Cb. 1

Cb. 2

Cb. 3

Cb. 4

Cb. 5

ff

ff

ff

ff

fff

pp sempre > p

30 sec.

The musical score is for five cellos, labeled Cb. 1, Cb. 2, Cb. 5, Cb. 4, and Cb. 5. The score is divided into three main sections by a vertical line and a horizontal line. The first section is marked '1 min.' and the second section is marked '30 sec.'.

Section 1 (1 min.):

- Cb. 1:** Play on top of bridge. Make sudden, and random, sfz-accents of air sound. These accentuations can be enforced by normal air sounds as well (breath).
- Cb. 2:** Play on top of bridge. Make sudden, and random, sfz-accents of air sound. These accentuations can be enforced by normal air sounds as well (breath).
- Cb. 5:** Play on top of bridge. Make sudden, and random, sfz-accents of air sound. These accentuations can be enforced by normal air sounds as well (breath).
- Cb. 4:** Play on top of bridge. Make sudden, and random, sfz-accents of air sound. These accentuations can be enforced by normal air sounds as well (breath).
- Cb. 5:** Play with cymbal on the string.

Section 2 (30 sec.):

- Cb. 1:** Legatissimo. (Left-hand finger percussion/rhythm, played on the notated harmonic). sim.
- Cb. 2:** Legatissimo. sim.
- Cb. 5:** Legatissimo. sim.
- Cb. 4:** Legatissimo. sim.
- Cb. 5:** Remove cymbal suddenly, at same time as sub.ppp.

Section 3 (30 sec.):

- Cb. 1:** Play on top of bridge.
- Cb. 2:** Play on top of bridge.
- Cb. 5:** Play on top of bridge.
- Cb. 4:** Play on top of bridge.
- Cb. 5:** Create BEATINGS!

Performance Instructions:

- fff sub.ppp** (at the start of the 30 sec. section)
- molto!** (at the end of the 30 sec. section)
- gliss.** (at the end of the 30 sec. section)

4

24

30 sec. 30 sec.

gliss.

sim.

sub. *p* molto!

Cb. 1

Cb. 2

Cb. 3

Cb. 4

Cb. 5

26

30 sec. 30 sec. 30 sec.

sim.

sub. *p* molto! sub. *p*

Cb. 1

Cb. 2

Cb. 3

Cb. 4

Cb. 5

29

30 sec. 30 sec.

gliss.

sim.

sub. *p* molto!

Cb.

Cb. 2

Cb. 3

Cb. 4

Cb. 5

(♩=60, follow bass 5)

Hit with timpani mallet
play 5 times

1 min.

31

Cb. 1

Make sudden sfz-accents of air sound. Listen to the rhythm of Bass 5. The accentuations can be enforced by normal air sounds as well (breath).

Cb. 2

Make sudden sfz-accents of air sound. Listen to the rhythm of Bass 5. The accentuations can be enforced by normal air sounds as well (breath).

Cb. 3

Make sudden sfz-accents of air sound. Listen to the rhythm of Bass 5. The accentuations can be enforced by normal air sounds as well (breath).

Cb. 4

Make sudden sfz-accents of air sound. Listen to the rhythm of Bass 5. The accentuations can be enforced by normal air sounds as well (breath).

♩=60
Spectral Phase Difference Bowing

Cb. 5

pp-mp

Hit with timpani mallet
play 5 times

Hit with timpani mallet
play 5 times

Hit with timpani mallet
play 5 times

play 5 times
Gradually slower until bar 33

play 4 times

mf

mp

mp

mp

tr tr 3tr tr tr tr

35

play 4 times

play 4 times

play 4 times

Cb. 1

Cb. 2

Cb. 3

Cb. 4

Cb. 5

tr tr 3tr tr tr tr

tr tr 3tr tr tr tr

tr tr 3tr tr tr tr

mp

mf

38

Play 4 times

Play 4 times

Cb. 1

Cb. 2

Cb. 3

Cb. 4

Cb. 5

tr tr 3tr tr tr tr

tr tr 3tr tr tr tr

40 play 2 times

play 2 times

Cb. 1

Cb. 2

Cb. 3

Cb. 4

Cb. 5

tr *tr* *3tr* *tr* *tr* *tr*

mp *mf* *ff* *ff* *ff*

Cb. 1

Cb. 2

Cb. 3

Cb. 4

Cb. 5

Gradual and individual transition into bar 49

play X times

1.30 min. 30 sec.

Play with cymbal on the string

fff *sempre*

Detune the E-string to low C

Play with cymbal on the string

fff *sempre*

Play with cymbal on the string

fff *sempre*

Play with cymbal on the string

fff *sempre*

Play with cymbal on the string

fff *sempre*