# 3 Loop Pedal Pieces

electric guitar, preparations, and loop pedal

for Satchel Henneman

Marguerite Brown 2016 - 17

Revised 2020

# **Performance Notes**

*3 Loop Pedal Pieces* uses a timer. Each movement contains seven 40 second events (one per line) which are interpreted horizontally and proportionally from left to right. The timer begins in unison with the first loop cycle. At the end of the first event at 40 seconds, the loop cycle is complete, and the performer overdubs (events are accumulative). Once the loop pedal begins the overdub process, it should be left alone until the level knob on the loop pedal is faded to silence from 4:0I – 4:40 in the last event of each movement.

3 Loop Pedal Pieces is scored for electric guitar, preparations, and a loop pedal capable of holding up to five minutes of memory.

Electric guitar tuning: 6 = E 5 = A 4 = D 3 = F# 2 = B I = E

Strata uses a bow. A small or medium sized bow is suggested for ease of use.

Crown Shyness uses a bow and a slide.

Altostratus Undulatus uses a bow, a slide, and a small magnet or other foreign object which may be fixed (and unfixed) into place in between the fretboard and the lowest two strings (E and A) and tapped to create a sustained wash of sound.

The amp settings should produce a clean and natural electric guitar tone with even levels of bass, middle, and treble. It is preferable that the performer use two amplifiers to achieve a stereo effect.

Approximately 25% reverb on an amp or a reverb pedal should be used to avoid sounding too dry.

The performer may choose to execute dynamics with the volume knob on the electric guitar or with a volume pedal.

Other optional tools include a compression pedal to help normalize dynamic range, and/or a reverb pedal if the amplifier used does not have reverb built in (or if the performer prefers a reverb yielded by a specific pedal).

Harmonics are notated at their fretted pitch. Roman numerals denote which fret number the harmonic(s) is played on, while Arabic numerals enclosed in a circle denote the string number. Strings are numbered low to high as Arabic numerals 6 – I.

# Strata

#### First Event

Col Legno Tratto (top line, right hand): Bow with the wood in the space between the saddle and the bridge.

Tremolo behind the headstock (bottom line, left hand): Use the thumb and middle (index or ring) finger to tap back and forth continuously behind the headstock.

As the lines incline/decline, the speed of the techniques increases/decreases to achieve greater/lesser intensity and volume.

#### **Second Event**

*Arco*: Bow on the strings behind the nut in a sweeping fashion. The dots denote ricochet of the bow.

"Seagull effect" should be executed at an improvised speed but not too slow.

# **Third Event**

Chords may be strummed or bowed. Each crescendo/decrescendo (swell with volume knob or pedal) lasts for a duration of about 10 seconds.

#### **Fourth Event**

Harmonics played without the bow. The squiggles inside of the swells denote a tremolo with the volume knob or pedal. This tremolo should be executed at an unmeasured and improvised speed.

# Fifth Event

Bow the low E string *sul pont* while bending ¼ - ½ step behind the nut to fluctuate pitch. An up arrow denotes the bend and a down arrow denotes the return to the original pitch (E). A succession of up and down arrows is used to create a swell of fluctuating pitches.

# Sixth Event

*Col Legno Battuto*: Strike the given pitches with the wood of the bow in a bouncing fashion, beginning with slow, spare bounces. Gradually increase the speed of the bouncing to as fast as possible by approximately the half-way point of the event. Return to slow, spare bounces by the end of the event. The bow should be held at around the 12<sup>th</sup> fret in order to obtain full range of motion.

# **Seventh Event**

Gradually fade the level knob on the loop pedal from 100% to silence over the course of this last event.

# Crown Shyness

# First Event

Bowed noisy harmonics (square note heads): Touch rather than press (as if playing harmonics) the top 3 strings at the 7<sup>th</sup> fret, increasing and decreasing bow speed as indicated in the given time frame.

# **Second Event**

Same as event #I except at the 9th fret.

# Third Event

Col Legno Battuto: Strike the given pitches with the wood of the bow in a bouncing fashion at an even, moderate speed.

Touch rather than press (as if playing harmonics) the top 2 strings at the 19<sup>th</sup> fret, discreetly gliss down to the 12<sup>th</sup> fret, then back to the 19<sup>th</sup> fret. Perform this gesture as many times as desired over the course of the event while maintaining a moderate speed.

# **Fourth Event**

Pluck harmonics dyads, L.V.

# Fifth Event

Same as event #4, filling in the spaces of the previously stated harmonics.

# Sixth Event

Use the slide to glissando slowly from one dyad to the next (about ten seconds per glissando)

# **Seventh Event**

Gradually fade the level knob on the loop pedal from 100% to silence over the course of this last event.

# Altostratus Undulatus

#### First Event

Prepare the guitar with a small magnet or other foreign object which may be fixed (and unfixed) into place in between the fretboard and the lowest two strings (E and A).

Tremolo on the preparation object (squiggly line): Use the thumb and middle (index or ring) finger to tap back and forth continuously on the preparation object.

BANG (side teeth): Bang behind the headstock (not too forcefully)

Plus signs (+) in chicken scratch: Pluck on the strings behind the nut at an improvised tempo (fluctuating speed as desired).

# **Second Event**

With the preparation object still in place, bow the lowest two strings at an improvised tempo (fluctuating speed as desired) bowing downward (down bow), upward (up bow), and to the side (perforated double-sided arrow). Gradually move from bowing *sul pont*. to *sul tasto* (dotted line double-sided arrow).

# **Third Event**

Remove the preparation object from the lowest two strings. Pluck the given open strings (denoted with a small circle) while bending ¼ - ½ step behind the nut to fluctuate pitch. An up arrow denotes the bend, and a down arrow denotes the return to the original pitch.

# **Fourth Event**

Pluck harmonics (L.V.)

Pluck the given open strings while bending ¼ - ½ step behind the nut to fluctuate pitch, filling in the spaces of the previously stated behind the nut bends.

# Fifth Event

Pluck harmonics (L.V.) filling in the spaces of the previously stated harmonics.

# Sixth Event

Use the slide to glissando slowly from the first chord to the second chord. When you arrive at the second chord, keep the slide in place and shake it back and forth to create a sustained wash of sound.

# **Seventh Event**

Gradually fade the level knob on the loop pedal from 100% to silence over the course of this last event.





