

# multicanon

for string quartet

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## Performance notes

### Tempo

The general tempo can be treated with flexibility in order to make noticeable the detail of the work, but always attempting to fit to the tempo suggested ( $\text{♩} = 44$ ).

### Bow's notation

The activity of the bow is written on one three-line or one line staff over the main five-line staff; these indicate timbral variations. Each note-bow means one single bow change; these must be slightly accented. Notes without stem indicate change of timbral into one bow change.

### Rhythmic configuration

This score is written proportionally; for sections without traditional rhythmical notation, the proportional notation has been used consistently. The note's duration must be prolonged taking the duration of the subsequent stems until a new note head or silence appears:



### Tuning

- $\sharp$  a quarter-tone sharp
- $\sharp\sharp$  three quarter-tones sharp
- $\flat$  a quarter-tone flat
- $\flat\flat$  three-quarter-tones flat

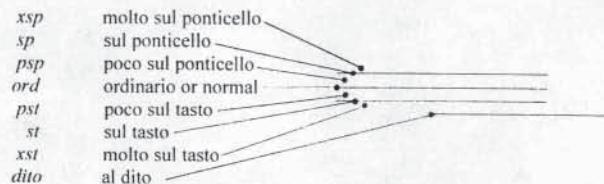
### Dynamic

Dynamic levels have been adjusted according to the techniques used, for this reason it is necessary to follow them rigorously.

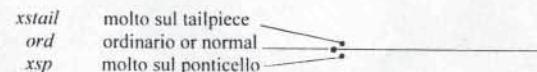
### Timbre

#### a) of string

There are eight levels of timbral variation according to the position of the bow on the string:



Behind the bridge, there are three levels of timbral variation:



Never play on the bridge.

#### b) of bow

- crine* use the bow's hair
- legno* use the bow's wood
- legno + crine* turn the bow on its side in order to use the wood and hair simultaneously and equally.

### Movement of the bow on the string

- bow play on the string perpendicularly (normal motion)
- bow play along the string (up-down motion)
- bow play on the string in circular motion
- bow fall vertically on the string without perpendicular or up-down motion.

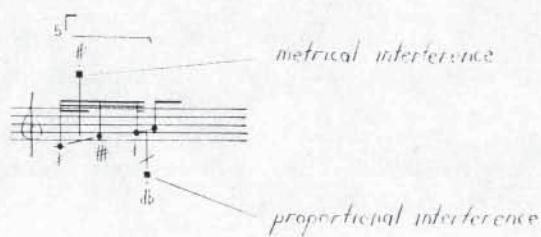
## Sound quality

- ◊ *harmonics*
- ◊ *half-harmonics*
- *normal sound quality*

## Articulation

### a) with the fingers

- pizz.* pizzicato.
- ✗ *pizz - mute* cover the strings with the left hand in order to get an indefinite pitch without resonance.
- ◊ *bariòk pizz.*
- *bitone* hit the string on the fingerboard with the fingernail in the indicated position ( hammering technique ).  
Sometimes on the *glissando* from one note to another there are interferences of pizz. or bitone; all these are played with the left hand ( l.h. ). In the case of bitone interferences their tuning is calculated with respect to the finger doing the gliss. Whichever alteration it is the bitone has, it must be understood as a tuning deviation from the gliss; those bitones are played *staccato*.



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### b) with the bow

- *whip bow* whip the air with the bow trying distinct velocities to carry out different dynamics levels and an indefinite pitch; for each note there is one single movement.
- … *gettato* bounce the bow on the string ( single bows ) as fast as possible.
- ...— *gettato - normal* move gradually in a single bow from gettato to normal articulation.
- *staccato*
- *portato*
- *staccato-normal* play the staccato and immediately normal; the staccato has the effect of a grace note.
- *normal*

## Accentuation

It adjusts to the general dynamic level relative on the context.

> *Normal accentuation*

AV *Strong accentuation*

## Tremolo

Execution of tremolo is irregular; there are three ranges of velocity for it:

- ‡ *slow trem.* it runs between 3 and 8 articulations per second
- ‡ *mid. trem.* it runs between 8 and 14 articulations per second
- ‡ *fast trem.* as fast as humanly possible.

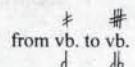
Talon and tip are different articulations.

### Vibrato

The whole piece must be play without *vibrato* unless it is indicated.  
Execution of vibrato is irregular; there are three ranges of velocity for it:

- slow vb.* it runs between 3 and 8 articulations per second
- mid. vb.* it runs between 8 and 14 articulations per second
- fast vb.* as fast as humanely possible

Pay special attention to the range of vibrato's oscillation:



### Pressure

There are four levels of bow pressure on the string:

- pr.* minimum pressure
- npr.* normal pressure
- +pr.* more pressure than normal
- xpr.* extreme pressure producing one rough sound

### Transition

→ gradual transition between one state to another.

**Duration:** approx. 6'15"

44  
 IV *p*  
*legno*  
 Vln I *APP* *pp*  
 Vln II *legno* IV *p* *PPP* *pp*  
 Vla. *legno* IV *p* *APP* *pp*  
 Vcl. *legno* IV *pp* *ppp* *pp*

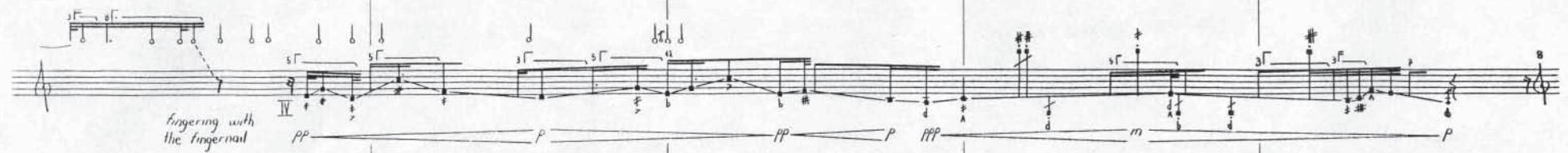
*pizz.* *mute* *sl* *pizz.* *sl* *pizz.* *sl* *pizz.*  
*pizz.* *mute* *sl* *pizz.* *sl* *pizz.* *sl* *pizz.*  
*pizz.* *mute* *sl* *pizz.* *sl* *pizz.* *sl* *pizz.*

6

pizz.-mute 3f

whip bow

11

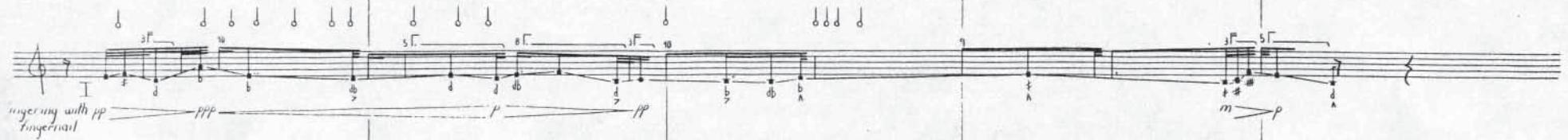


move the bow  
following the pitch  
dito

crine

move the bow  
following the pitch  
dito

crine



16

*npr.*

*crine*

*legno*

*npr.*

*legno*

*npr.*

*crine*

4

[21]

Handwritten musical score for four staves, page 21. The score consists of four systems separated by vertical bar lines. Measures are numbered I, II, and III above the staff.

- Staff 1:** Contains vertical strokes and horizontal dashes. Measure I starts with a vertical stroke, followed by a series of horizontal dashes. Measure II starts with a vertical stroke, followed by a series of horizontal dashes. Measure III starts with a vertical stroke, followed by a series of horizontal dashes. The score ends with a dynamic marking *p*.
- Staff 2:** Contains vertical strokes and horizontal dashes. Measure I starts with a vertical stroke, followed by a series of horizontal dashes. Measure II starts with a vertical stroke, followed by a series of horizontal dashes. Measure III starts with a vertical stroke, followed by a series of horizontal dashes. The score ends with a dynamic marking *p*.
- Staff 3:** Contains vertical strokes and horizontal dashes. Measure I starts with a vertical stroke, followed by a series of horizontal dashes. Measure II starts with a vertical stroke, followed by a series of horizontal dashes. Measure III starts with a vertical stroke, followed by a series of horizontal dashes. The score ends with a dynamic marking *p*.
- Staff 4:** Contains vertical strokes and horizontal dashes. Measure I starts with a vertical stroke, followed by a series of horizontal dashes. Measure II starts with a vertical stroke, followed by a series of horizontal dashes. Measure III starts with a vertical stroke, followed by a series of horizontal dashes. The score ends with dynamic markings *p* and *ff*.

Dynamics and performance instructions include:

- fast vb*, *mid vb*, *slow vb.*
- 3F*
- +pr.* → *xpr.* → *npr.*
- I*, *II*, *III*
- p*, *ff*