

PART II in C

Dominic Murcott

MT Modulation

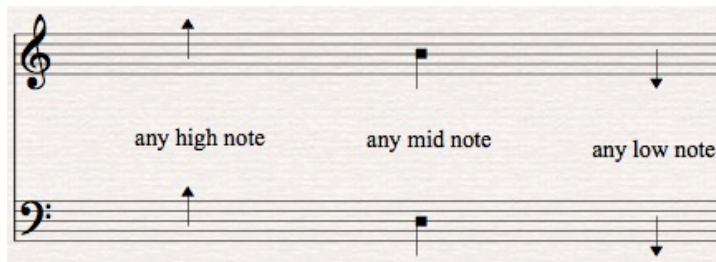
Programme Note

Maureen Tucker's drumming with the Velvet Underground reduced the groove to the most basic stream of pulses. Unchanging and direct it was the perfect foundation for the band's sonic adventures. Starting with the same idea, MT Modulation is a stream of 912 quavers at 130 beats per minute with no other note values and no gaps. It uses only whole tone scales, chromatic scales and notes chosen randomly by the players.

Commissioned by CoMA (Contemporary Music for All), July 2013.

Performance notes

The group should be arranged with the percussionist as a central feature. The conductor should let the group play as independently as possible, helping with cues and maintaining time where needed.



Two notes on the same staff to be played divisi.

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3

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$\text{♩} = 130$ - mechanical throughout



Musical staff 1: Treble clef, 7/8 time signature. Notes: quarter rest, quarter note G#4, quarter note A4, quarter note B4, quarter note C5, quarter note B4, quarter note A4, quarter note G#4, quarter note F#4, quarter note E4, quarter note D4, quarter note C4. Dynamics: *ff*.

Musical staff 2: Treble clef, 5/8 time signature. Notes: quarter note G#4, quarter note A4, quarter note B4, quarter note C5, quarter note B4, quarter note A4, quarter note G#4, quarter note F#4, quarter note E4, quarter note D4, quarter note C4. Percussion symbols: triangle, square, triangle, square, square. Dynamics: *ff*.

Musical staff 3: Treble clef, 4/8 time signature. Notes: quarter note G#4, quarter note A4, quarter note B4, quarter note C5, quarter note B4, quarter note A4, quarter note G#4, quarter note F#4, quarter note E4, quarter note D4, quarter note C4. Percussion symbols: square, square. Dynamics: *ff*.

Musical staff 4: Treble clef, 3/8 time signature. Notes: quarter note G#4, quarter note A4, quarter note B4, quarter note C5, quarter note B4, quarter note A4, quarter note G#4, quarter note F#4, quarter note E4, quarter note D4, quarter note C4. Percussion symbols: triangle, square, square. Dynamics: *ff*.

Musical staff 5: Treble clef, 4/4 time signature. Notes: quarter note G#4, quarter note A4, quarter note B4, quarter note C5, quarter note B4, quarter note A4, quarter note G#4, quarter note F#4, quarter note E4, quarter note D4, quarter note C4. Percussion symbol: triangle. Dynamics: *f*. Text: "strings pizz." above the staff.

Musical staff 6: Treble clef, 4/4 time signature. Notes: quarter note G#4, quarter note A4, quarter note B4, quarter note C5, quarter note B4, quarter note A4, quarter note G#4, quarter note F#4, quarter note E4, quarter note D4, quarter note C4. Percussion symbol: triangle. Dynamics: *f*. Text: "same as last note" above the staff.

Musical staff 7: Treble clef, 4/4 time signature. Notes: quarter note G#4, quarter note A4, quarter note B4, quarter note C5, quarter note B4, quarter note A4, quarter note G#4, quarter note F#4, quarter note E4, quarter note D4, quarter note C4. Percussion symbol: triangle. Dynamics: *mf*. Text: "same as last note" above the staff.

Musical staff 8: Treble clef, 4/4 time signature. Notes: quarter note G#4, quarter note A4, quarter note B4, quarter note C5, quarter note B4, quarter note A4, quarter note G#4, quarter note F#4, quarter note E4, quarter note D4, quarter note C4. Percussion symbol: triangle. Dynamics: *f*. Text: "same two notes" above the staff.

Musical staff 9: Treble clef, 5/8 time signature. Notes: quarter note G#4, quarter note A4, quarter note B4, quarter note C5, quarter note B4, quarter note A4, quarter note G#4, quarter note F#4, quarter note E4, quarter note D4, quarter note C4. Percussion symbols: square, triangle. Dynamics: *f*. Text: "same as last note" above the staff.

(changing pitches)

(changing pitches)

63 *f* same two notes **3**

71 **5**

80 clarinets if possible strings arco **2** (changing pitches)

p strings pizz. *ff* pizz.

87 **C** strings arco *f* pizz.

92 arco

96 arco pizz. same notes *ff*

101 arco

105 **D** **3** *ppp* *f*

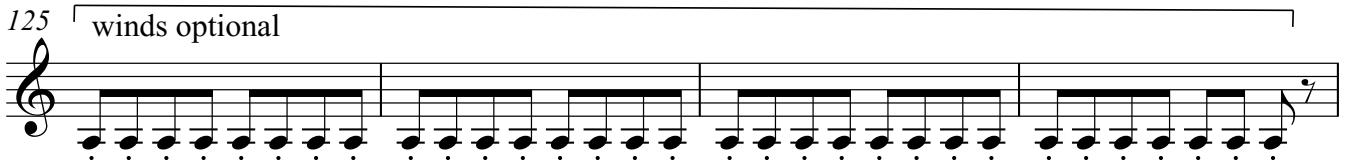
112

118

122



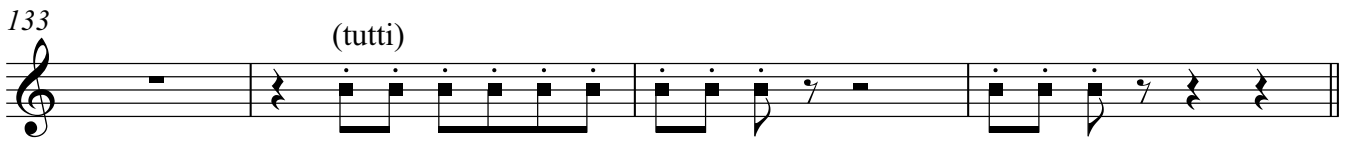
125 winds optional



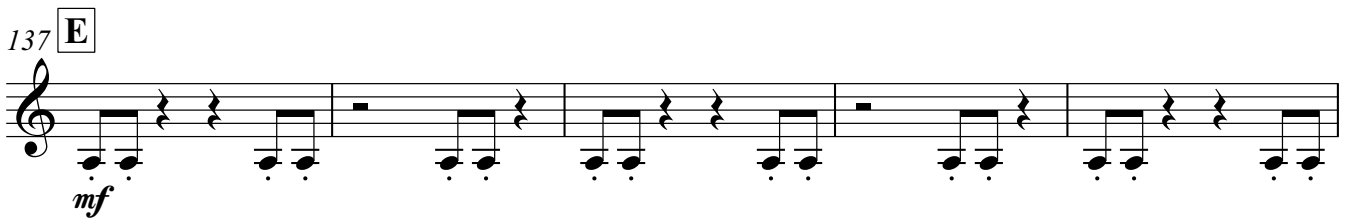
129 (changing pitches) 1 player



133 (tutti)




137 **E** *mf*




142 *ff* *mf*



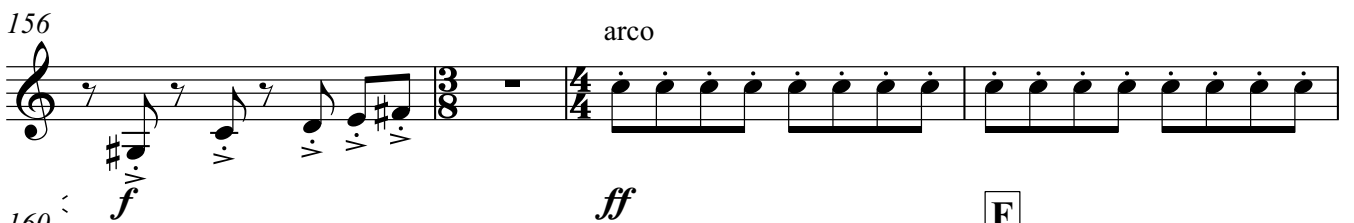
147 *ff* *mf* *ff* *mf*



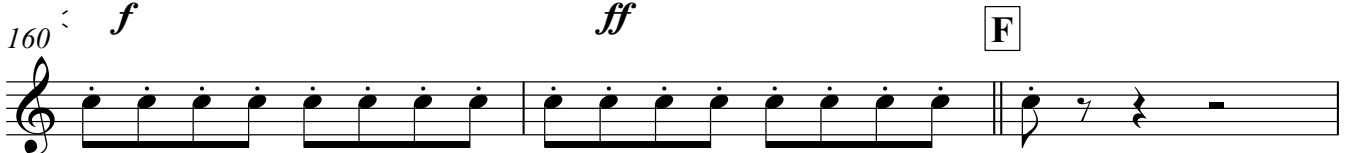
152



156 arco *ff* **F**



160



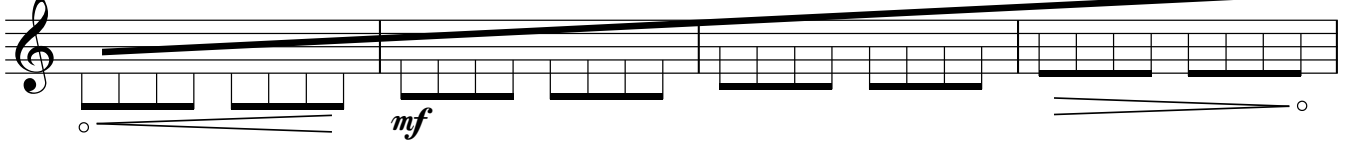
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13



individual players rising chromatic scale, start any time, rest, then repeat, any length, always start and end at 'nothing'. Continue until cue at H

176



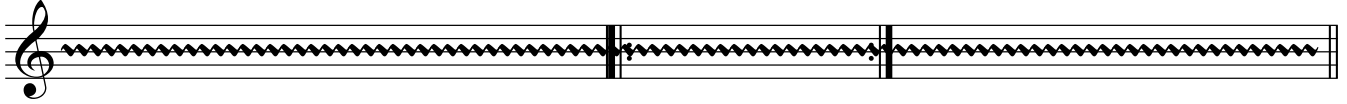
continue for 1 or more minutes until cue at H

180

G

208

H



213 **I**



217

2

hand clap

