



A. Sx.

E.B.

D. S. 1

D. S. 2

**B**

A. Sx.

E.B.

D. S. 1

D. S. 2

Distortion

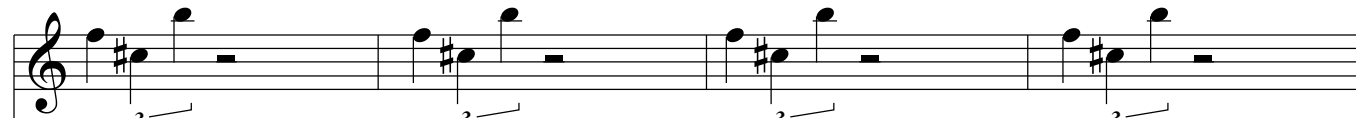
*f*

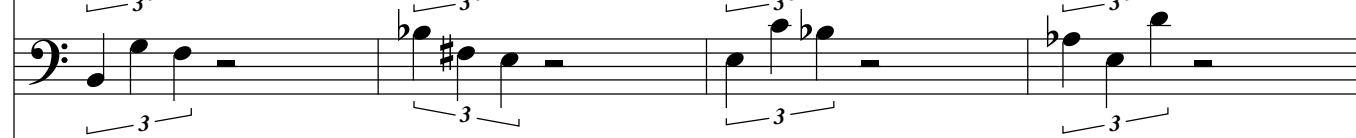
A. Sx.

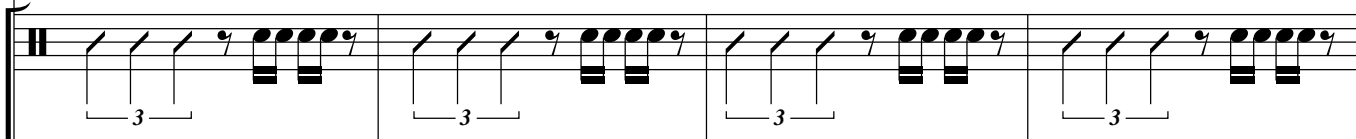
E.B.


D. S. 1

D. S. 2

A. Sx. 

E.B. 

D. S. 1 

D. S. 2 

A. Sx. 


E.B. 


D. S. 1 


D. S. 2 

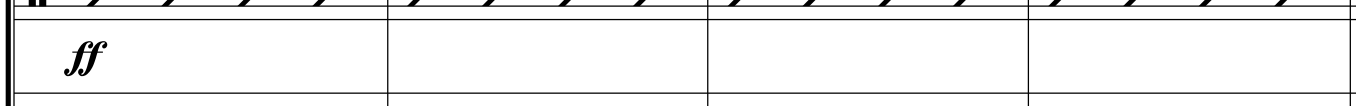
C 

**Total Cacophony** **Fine**

A. Sx.   
*ff*

E.B.   
*ff*

D. S. 1   
*ff*

D. S. 2   
*ff*

**D** Open, high energy free improvisation, cut-off on cue.

**E** Open, hits and rolls, conducted. On cue: D.C. al Fine

A. Sx.

E.B.

D. S. 1

D. S. 2

## II.

**Group improvisation:  
Tentacle-like sounds.  
Start soft and sparse,  
gradually build  
in intensity and density.  
Cut-off on cue.**

45"

1'17"

A. Sx.

E.B.

D. S. 1

D. S. 2

Slap/flutter/multiple-tongued unpitched sounds, gradually add high pitches and multiphonics

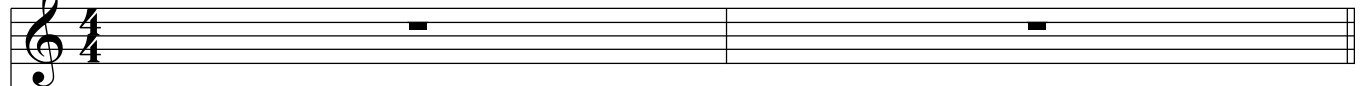
Wah-wah pedal with dead notes: mute frets and strike strings while making squishy sounds with wah.

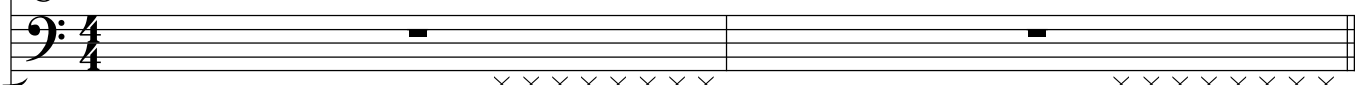
Play on the rims of the drums. Start to add toms while pressing on the drumheads to change pitch, gradually add rest of kit as intensity builds.

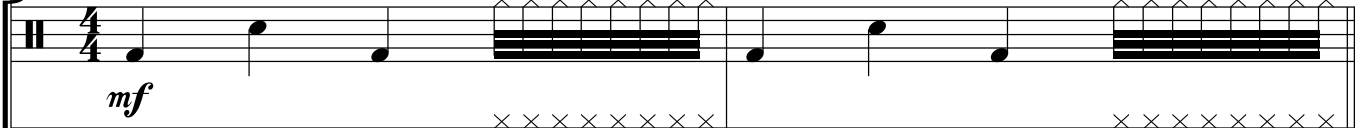
Play audio file "squids.wav".


A Rock

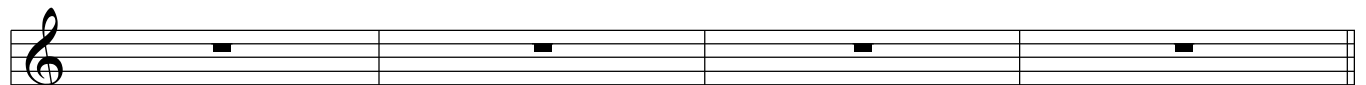
♩ = 70

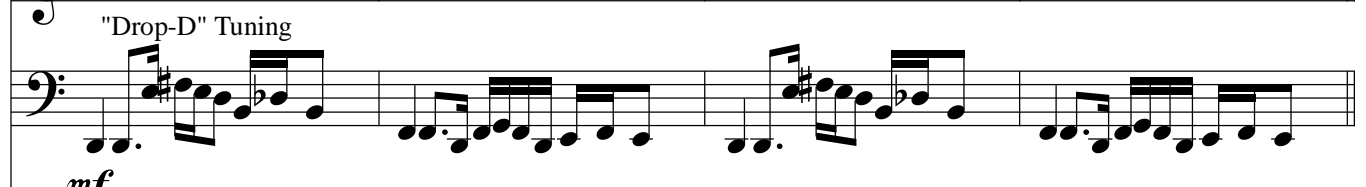
A. Sx. 

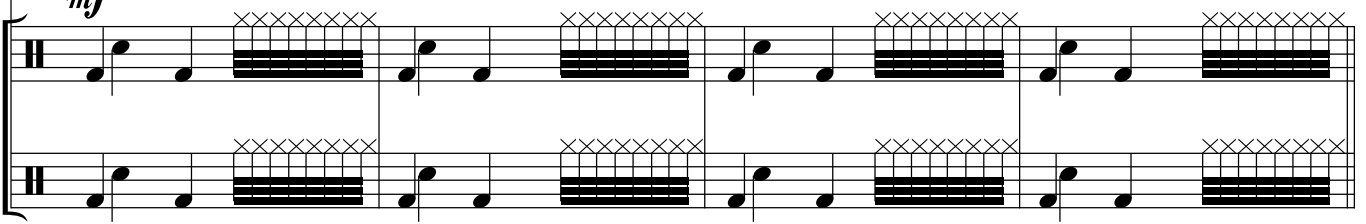
E.B. 

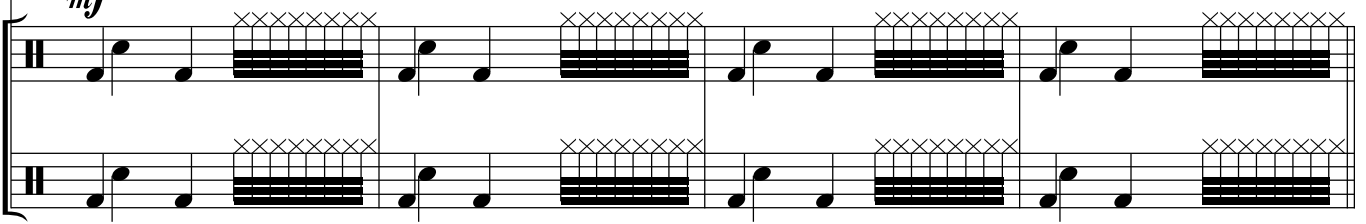
D. S. 1   
*mf*

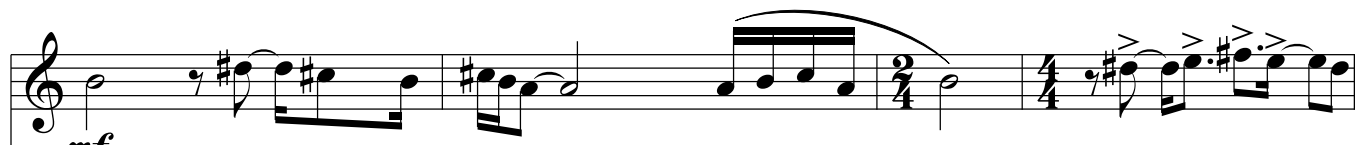
D. S. 2   
*mf*


A. Sx. 


E.B.   
"Drop-D" Tuning  
*mf*

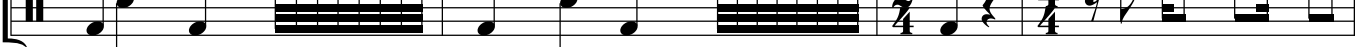
D. S. 1   
*mf*

D. S. 2   
*mf*

A. Sx.   
*mf*

E.B. 

D. S. 1   
*mf*

D. S. 2   
*mf*

A. Sx.

E.B.

D. S. 1

D. S. 2

**B**

**Doom Metal**

A. Sx.

E.B.

D. S. 1

D. S. 2

Distortion

*f*

A. Sx.

E.B.

D. S. 1

D. S. 2

*f*

Screaming

A. Sx.

E.B.

D. S. 1

D. S. 2

**Open,  
high energy  
free improvisation,  
fade out on cue.**

A. Sx.

E.B.

D. S. 1

D. S. 2

**C** **Open Disco**  $\text{♩} = 140$  **On cue**

A. Sx.

E.B.

D. S. 1

D. S. 2

## III.

Rubato,  
as fast as possible

A. Sx. *f*

E.B. *f*

D. S. 1 *f*

D. S. 2 *f*

A. Sx.

E.B.

D. S. 1

D. S. 2

The first system of music consists of six staves. The top two staves are for Alto Saxophone (A. Sx.) and Eb Bass (E.B.), both in treble clef. The bottom four staves are for Drums (D. S. 1 and 2), in bass clef. The music is in 4/4 time, with a key signature of one sharp (F#). The tempo/mood is 'Rubato, as fast as possible'. The first two measures are in 4/4, the next two in 2/4, and the final two in 4/4. The saxophones play a melodic line with eighth and sixteenth notes, including triplets. The drums play a steady eighth-note pattern. Dynamics include a forte (f) marking. The system ends with a double bar line.

Rubato,  
Slow

A. Sx.

E.B.

D. S. 1

D. S. 2


The second system of music consists of six staves, continuing from the first system. The tempo/mood is 'Rubato, Slow'. The saxophones play a melodic line with eighth and sixteenth notes, including triplets. The drums play a steady eighth-note pattern. Dynamics include a forte (f) marking. The system ends with a double bar line.





**D**

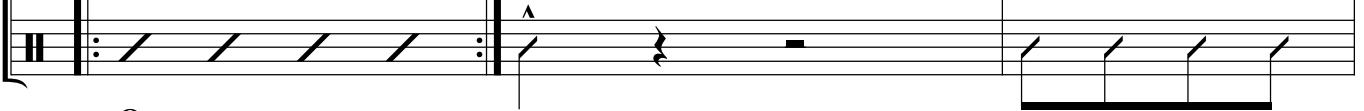
**Group improvisation:  
Disjointed and pointillistic.** On cue

**On cue: D.C. al Coda**

A. Sx. 

E.B. 

D. S. 1 

D. S. 2 

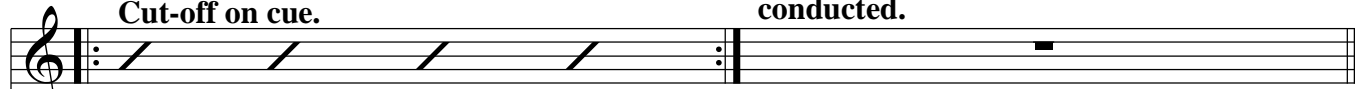
*ff* *ff* *ff*


Stick clicks

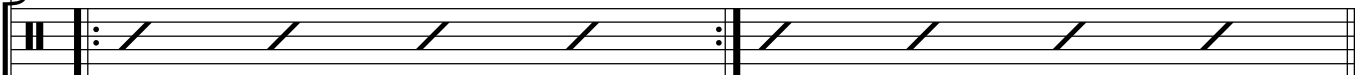
**E**

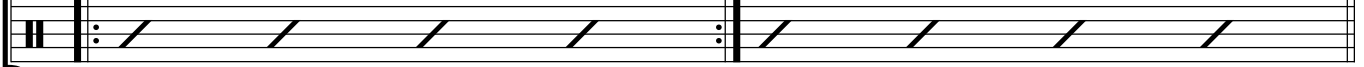
**Open,  
high energy  
free improvisation.  
Cut-off on cue.**

**Open,  
hits and rolls,  
conducted.**


A. Sx. 

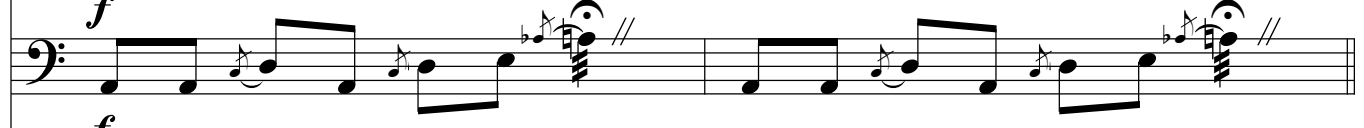
E.B. 

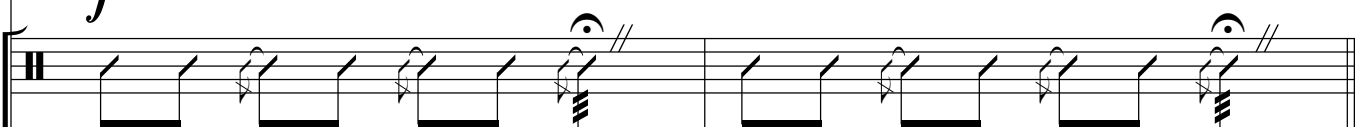
D. S. 1 


D. S. 2 

**On cue.  
Rubato,  
Slow**

A. Sx. 

E.B. 

D. S. 1 

D. S. 2 

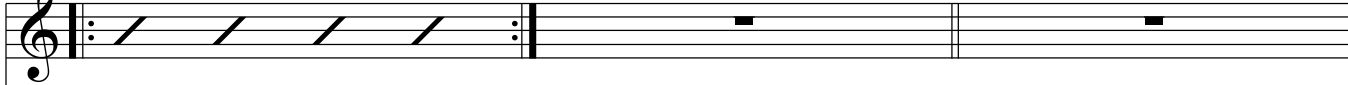
*f* *f* *f*

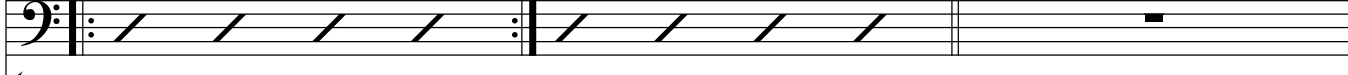
**F**


Open,  
high energy  
free improvisation.  
Cut-off on cue.

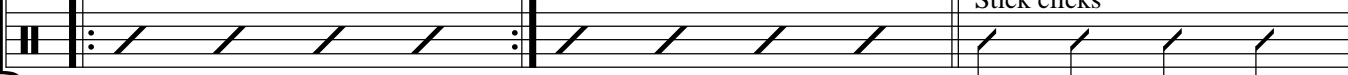
エログロ

Open,  
hits and rolls,  
conducted.

A. Sx. 

E.B. 

D. S. 1 

D. S. 2 

Stick clicks

**G**

Rubato,  
as fast as possible

A. Sx. 

E.B. 

D. S. 1 

D. S. 2 

A. Sx. 

E.B. 

D. S. 1 

D. S. 2 

Rubato,  
Slow

エロケロ

11

A. Sx.

E.B.

D. S. 1

D. S. 2

Go ballistic.  
Cut-off on cue.

A. Sx.

E.B.

D. S. 1

D. S. 2

## IV.

A. Sx.

E.B.

D. S. 1

D. S. 2

$\text{♩} = 140$

**H**

Slower  
Count off

Swing

Improvise

A Tempo

A. Sax.

E.B.

D. S. 1

D. S. 2

**I**

A. Sax.

E.B.

D. S. 1

D. S. 2

**J**

Fast swing,  
Open  
Saxophone solo

A. Sax.

E.B.

D. S. 1

D. S. 2

Walk.  
Time, no changes.

**K** Open

Ritard, fade out on cue.

A. Sx. 

E.B. 

D. S. 1 

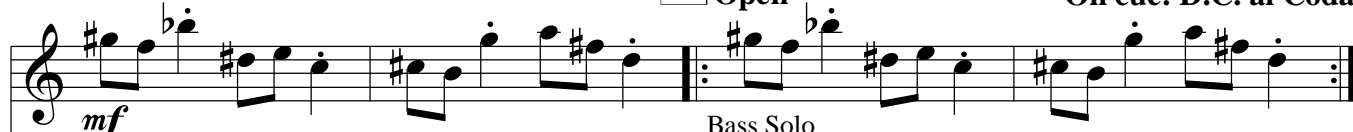
D. S. 2 


Saxophone will begin playing this figure. Join in.

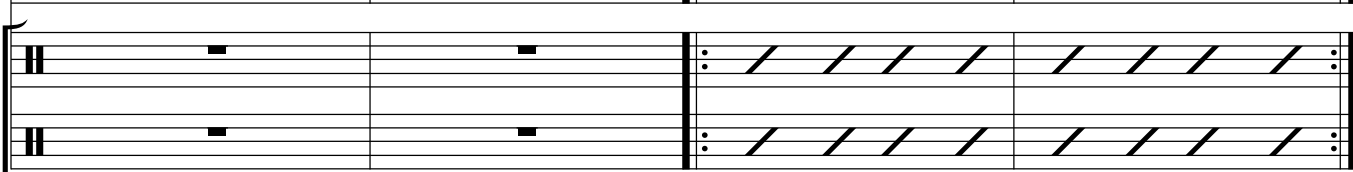
Drums duo

**L** Open

On cue: D.C. al Coda

A. Sx. 

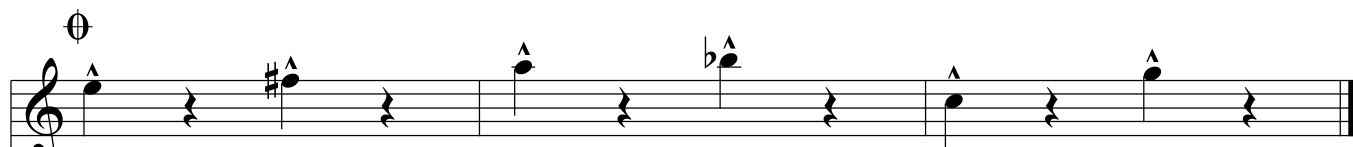
E.B. 


D. S. 1 


D. S. 2 

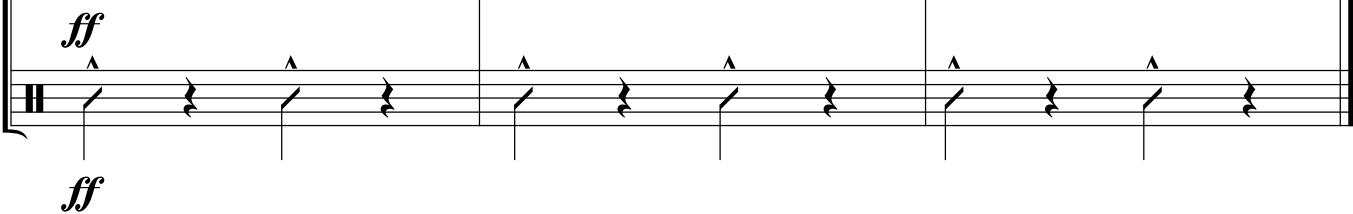
*mf*

Bass Solo

A. Sx. 

E.B. 

D. S. 1 

D. S. 2 

*ff*

*ff*

*ff*