

A Bit Here and There

For improvising ensemble

Anthony Caulkins

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Approximate Duration: 8:30

Ensemble

Soprano Saxophone
Baritone Saxophone

Violin
2 Electric Guitars

Synthesizer
Piano

Drum Set

Computer (with Operator)

Transposed Score

A Bit Here And There

Anthony Caulkins

A Bit Here And There

 $\text{♩} = \text{c. } 184$

improvise, beginning on the second time through the repeated section, using pitch-classes of the given mode

S. Sx. play as written 1st time
embellish as desired after 1st time

B. Sx. ***ff***

EVln. ***ff***

E.Gtr. 1 pinch harmonics ad lib.
ff

E.Gtr. 2 pinch harmonics ad lib.
ff

Syn. play as written 1st time
embellish as desired after 1st time

ff

Pno. ***ff***

D. S. embellish around given pattern (hi-hat/snare/bass focused beats) hits in rhythm

ff

Comp. Record Off
Audio Off (0%)

A Bit Here And There

S. Sx.

B. Sx.

Evln.

E.Gtr. 1

wail

wail

wail

E.Gtr. 2

palm mute

subito **p**

cue next section

Syn.

subito **p**

Pno.

subito **p**

D. S.

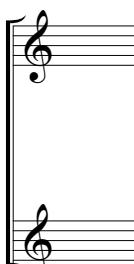
Comp.

The musical score consists of eight staves. The top three staves (S. Sx., B. Sx., Evln.) have treble clefs and 10/8 time signature. The middle two staves (E.Gtr. 1, E.Gtr. 2) also have treble clefs and 10/8 time signature, with specific performance instructions like 'wail' and 'palm mute'. The bottom three staves (Syn., Pno., D. S.) have bass clefs and 10/8 time signature. The final staff (Comp.) has a unique symbol in the first measure. Various dynamic markings are present, including 'subito p' and 'cue next section'.

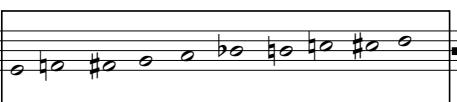
A Bit Here And There

B**Free Time**

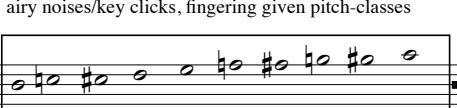
S. Sx.



airy noises/key clicks, fingering given pitch-classes

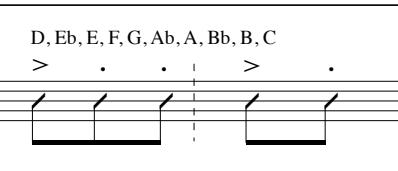


airy noises/key clicks, fingering given pitch-classes

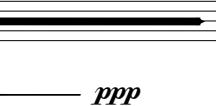


B. Sx.

improvise using given rhythmic figures and pitch-classes: arco or pizzicato

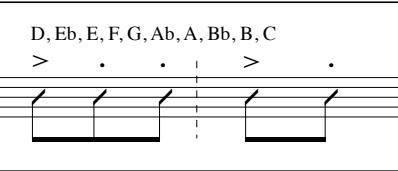


EVln.

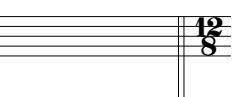


E.Gtr. 1

improvise using given rhythmic figures and pitch-classes: palm muted



cue band into refrain



E.Gtr. 2



volume swells using given pitch-classes



mf

ppp

Syn.

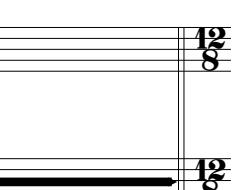


volume swells using given pitch-classes

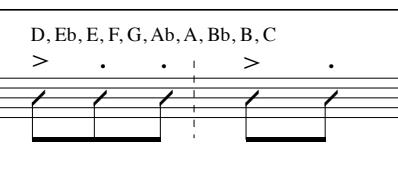


mf

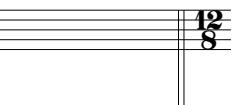
ppp



improvise using given rhythmic figures and pitch-classes: arco or pizzicato

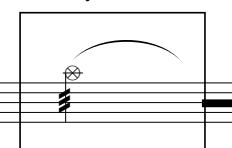


Pno.



D. S.

rolled cymbal/tom swells (mallets)



p

ppp

Comp.

Record On
Fade in audio

mf

A Bit Here And There

5

 $\text{♩} = \text{c. } 184$

S. Sx. $\text{♩} = \text{c. } 184$ ***ff***
play as written 1st time
embellish as desired after 1st time

B. Sx. ***ff***
improvise, beginning on the second time through the repeated section, using pitch-classes of the given mode

EVln. **pinch harmonics ad lib.**

E.Gtr. 1 ***ff***
improvise, beginning on the fourth time through the repeated section, using pitch-classes of the given mode

E.Gtr. 2

Syn.

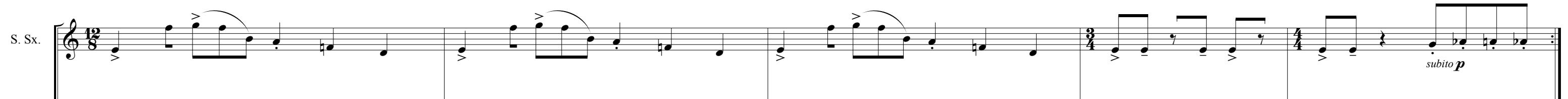
Pno. **embellish ad lib.**

D. S. **embellish around given pattern ("6 on the floor")** **hits in rhythm**

Comp. **Record Off**
Audio Off (0%)

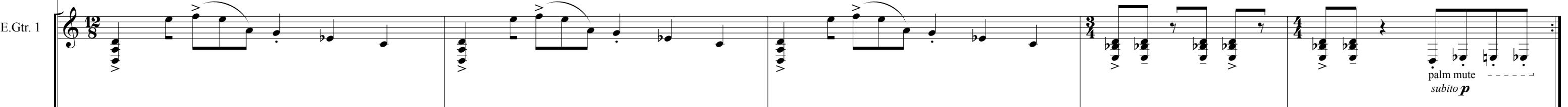
A Bit Here And There

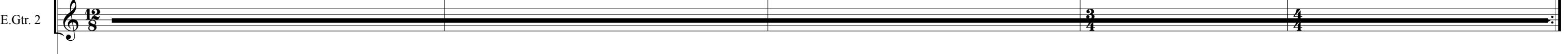
6

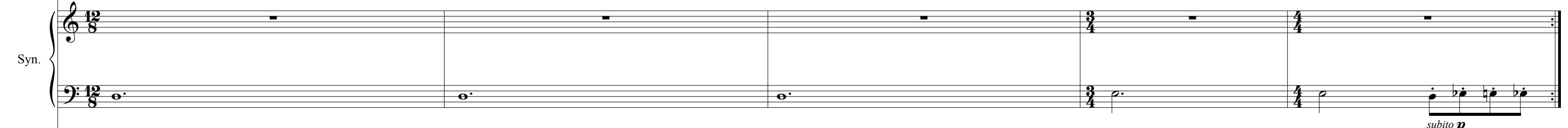
S. Sx. 

B. Sx. 

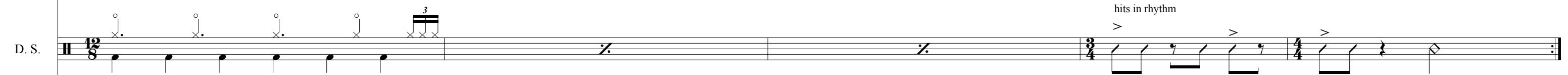
EVln. 

E.Gtr. 1 

E.Gtr. 2 

Syn. 

Pno. 

D. S. 

Comp. 

cue next section

palm mute
subito **p**

hits in rhythm

A Bit Here And There

7

C

Free Time

S. Sx. 14
8

B. Sx. 14
8

EVln. 14
8

E.Gtr. 1 14
8

E.Gtr. 2 14
8

Syn. 14
8

Pno. 14
8

D. S. 14
8

Comp. ff

Free Time

long tone swells ---> fast and loud improvisation using given pitch-classes

p *fff*

cue band into refrain

tremolo swells ---> fast and loud improvisation using given pitch-classes

p *fff*

very sparse improvisation, focus on extended techniques ----> moving towards higher density improvisaiton using same + traditional sounds

p *ff*

Record On -----
Fade in audio ff

p

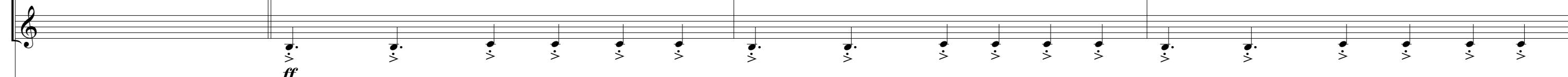
A Bit Here And There

Free Time

c. 184

embelish ad lib.

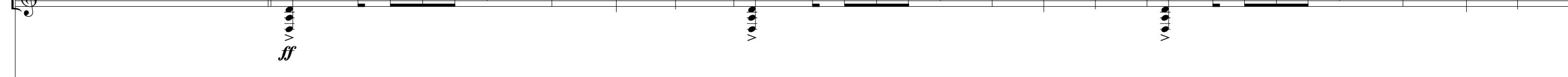
S. Sx. 

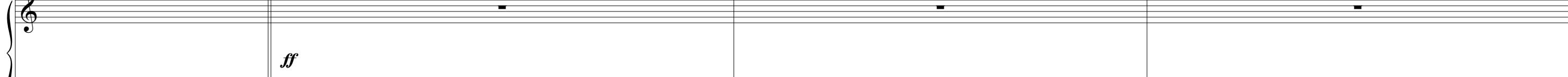
B. Sx. 

EVln. 

E.Gtr. 1 

E.Gtr. 2 

Syn. 

Pno. 

D. S. 

Comp. 

embelish around given pattern (broad, focussing on toms)

open drum solo

3

A Bit Here And There

S. Sx. Play any pitch from set (D, Eb, E, F, G, Ab, A, Bb, B, C)

B. Sx. **fff** Play any pitch from set (D, Eb, E, F, G, Ab, A, Bb, B, C)

EVLn. **fff** Play any pitch from set (D, Eb, E, F, G, Ab, A, Bb, B, C)

E.Gtr. 1 [cue ending] palm mute Play any pitch from set (D, Eb, E, F, G, Ab, A, Bb, B, C)

E.Gtr. 2 palm mute **fff** Play any pitch from set (D, Eb, E, F, G, Ab, A, Bb, B, C)

Syn. Play any pitch from set (D, Eb, E, F, G, Ab, A, Bb, B, C)

Pno. **fff** Play any pitch from set (D, Eb, E, F, G, Ab, A, Bb, B, C)

D. S. hits in rhythm **fff**

Comp.

This musical score page contains nine staves, each representing a different instrument or component. The instruments include S. Sx., B. Sx., EVLn., E.Gtr. 1, E.Gtr. 2, Syn., Pno., D. S., and Comp. The score is numbered 10 at the top left and has a title 'A Bit Here And There' centered at the top right. The music consists of two main sections separated by a vertical bar line. The first section ends with a dynamic marking 'fff'. The second section begins with a dynamic marking 'fff' followed by the instruction 'Play any pitch from set (D, Eb, E, F, G, Ab, A, Bb, B, C)'. This instruction is repeated for several instruments. The D. S. (Drums) staff features a unique rhythmic pattern with circles and crosses. The Pno. (Piano) staff includes a circled 8 symbol above the staff. The Syn. (Synthesizer) staff has a dynamic marking 'fff' followed by 'Play any pitch from set (D, Eb, E, F, G, Ab, A, Bb, B, C)'. The E.Gtr. 1 and E.Gtr. 2 staves both have 'palm mute' markings. The EVLn. (Electric Bassoon) staff has a dynamic marking 'fff'. The B. Sx. (Bassoon) staff has a dynamic marking 'fff'. The S. Sx. (Soprano Saxophone) staff has a dynamic marking 'fff'. The Comp. (Composition) staff is listed at the bottom right. The page is filled with various musical symbols, including note heads, stems, and rests, along with bar lines and measure numbers.