4tet

for violin, cello, and two acoustic guitars

by Ben Kapp

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Instructions

Cello and Violin

Cello and violin have a system of bow placement and pressure.

t. 1, 2, 3, or 4: the “t” stands for tail piece area, or distance from the tail piece.
t. 4 is closest to the tail piece (near the tuning pegs)
t. 1 is farthest away, i.e. just behind the bridge.
t. -1, or 0 are also called for, -1 being equivalent to a sul ponticello and 0 being directly on the bridge.

Sometimes I just call for sul ponticello regardless.

b. 1, 2, 3, or 4: the “b” stands for bow pressure. 1 is the lightest bow pressure and 4 the heaviest.

Knocking, scratching, and finger tapping can be done on the underside or top of the body.

On page 4, the col legno should attack the strings and be allowed to naturally bounce, i.e. “fall bounce”
3, is the highest position of col legno attack near the end of the fingerboard
2, is in the middle of the finger board
1, is on the finger board near the nut and scroll

White noise, which is bowing on the ridge of the topside of the body, is notated is “w.n.” and has three areas which are bowed with hair:
For **Violin**: S. 1(section) is on the body directly in front of the players face, parallel to the tailpiece and bridge area
S. 2 is in the narrow midsection, the center bout, part of the body parallel to the f-holes

S. 3 is farthest away from the players face parallel to the midsection of the fretboard

For **Cello**: S.1 is nearest to the player parallel
S. 2 is in the narrow midsection, the center bout, parallel to the f-holes
S. 3 is farthest away from the player, parallel to the tailpiece

On page 5, for violin, bowing in circles is called for and is exactly as it sounds. The bow should remain in the same area of string but be pushed around in circles creating a wash of pitch and scratch.

Guitars

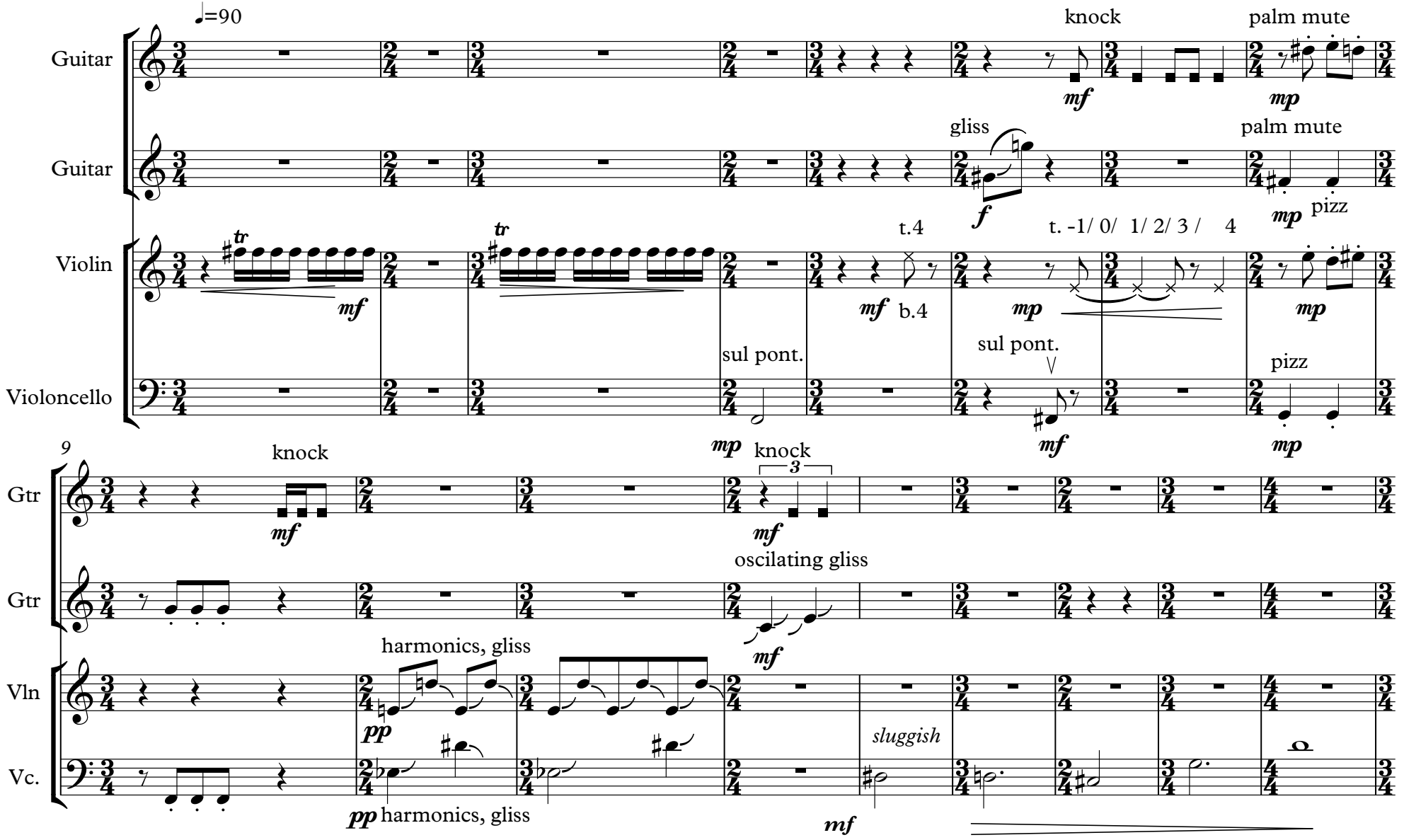
For performer **1**: Knocking, tapping, and scratching should be done on the edge of the body (perpendicular to the player)
For performer **2**: Knocking, tapping, and scratching should be done on the lower portion of the front of the body below the sound hole

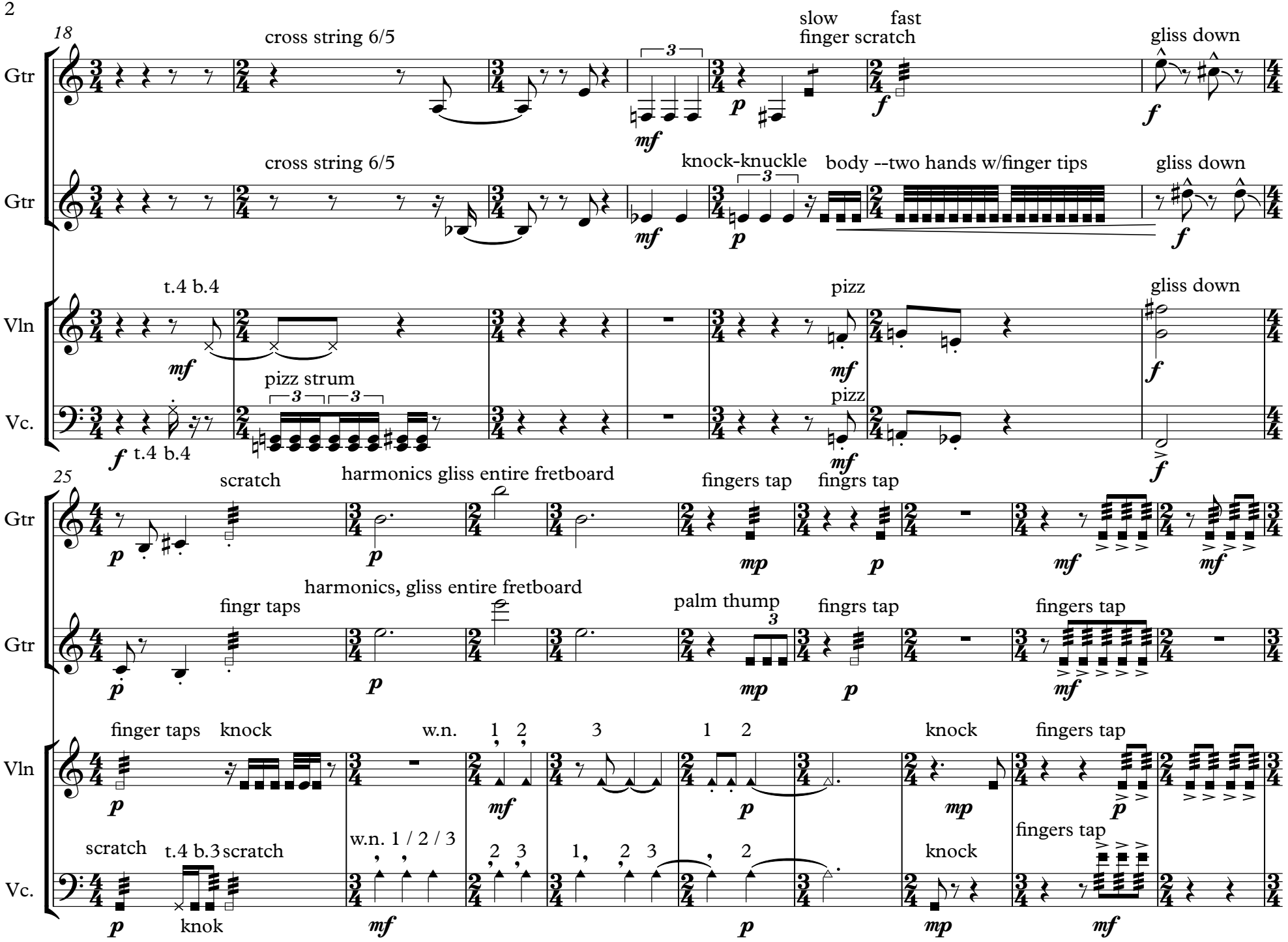
String crossing means that the strings should silently be crossed before sounding and then strummed normally. It should sound like an old beat up tin can guitar. 6 stands for the low E string and 1 for the high E string.

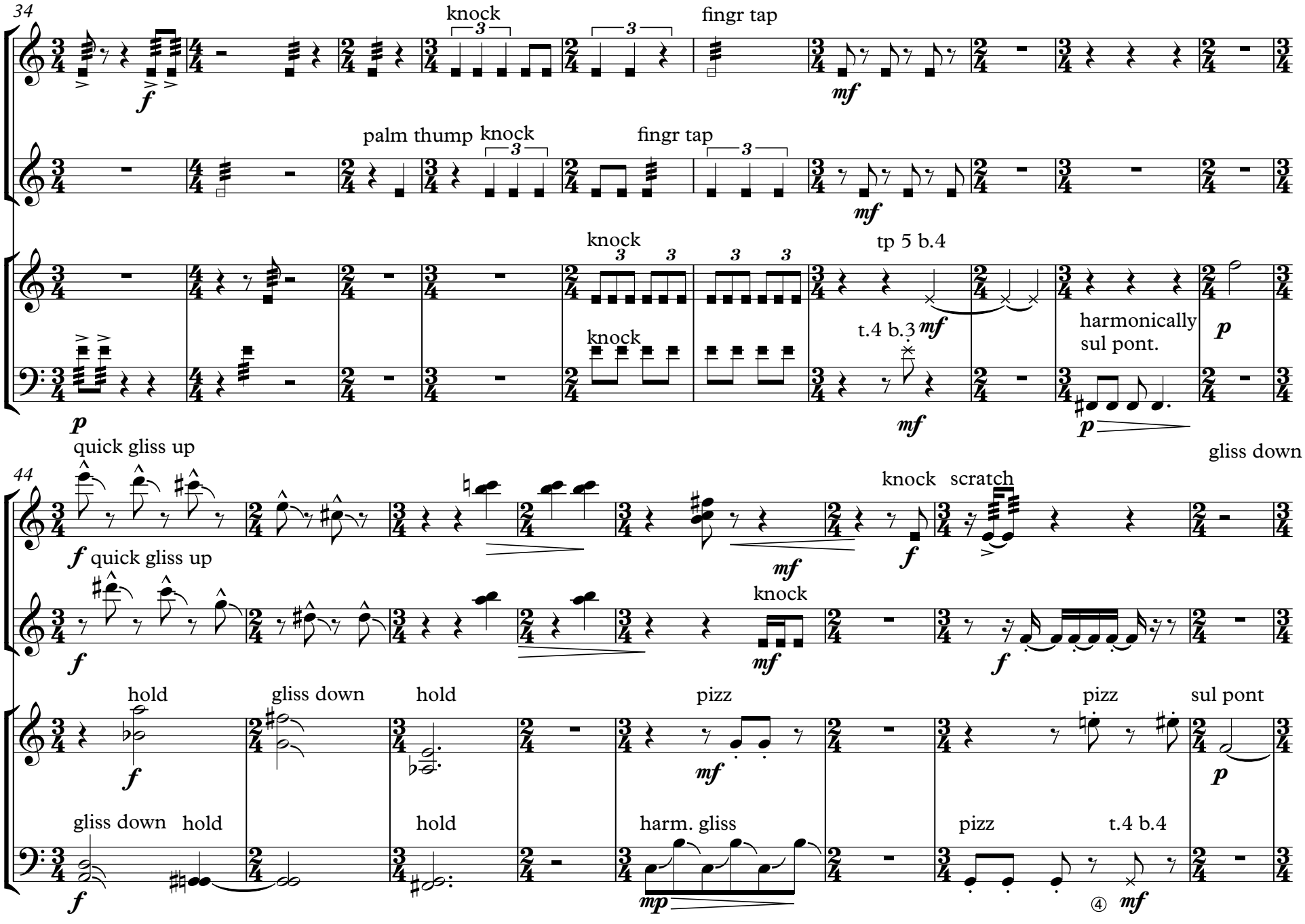
On page 5, performer 2 is asked for "fingers push forward" to do this the player lightly places all 5 fingers on the front of the body and lightly pushes forward. The fingers should slide and subtly bounce along the body creating a rumbling sound.

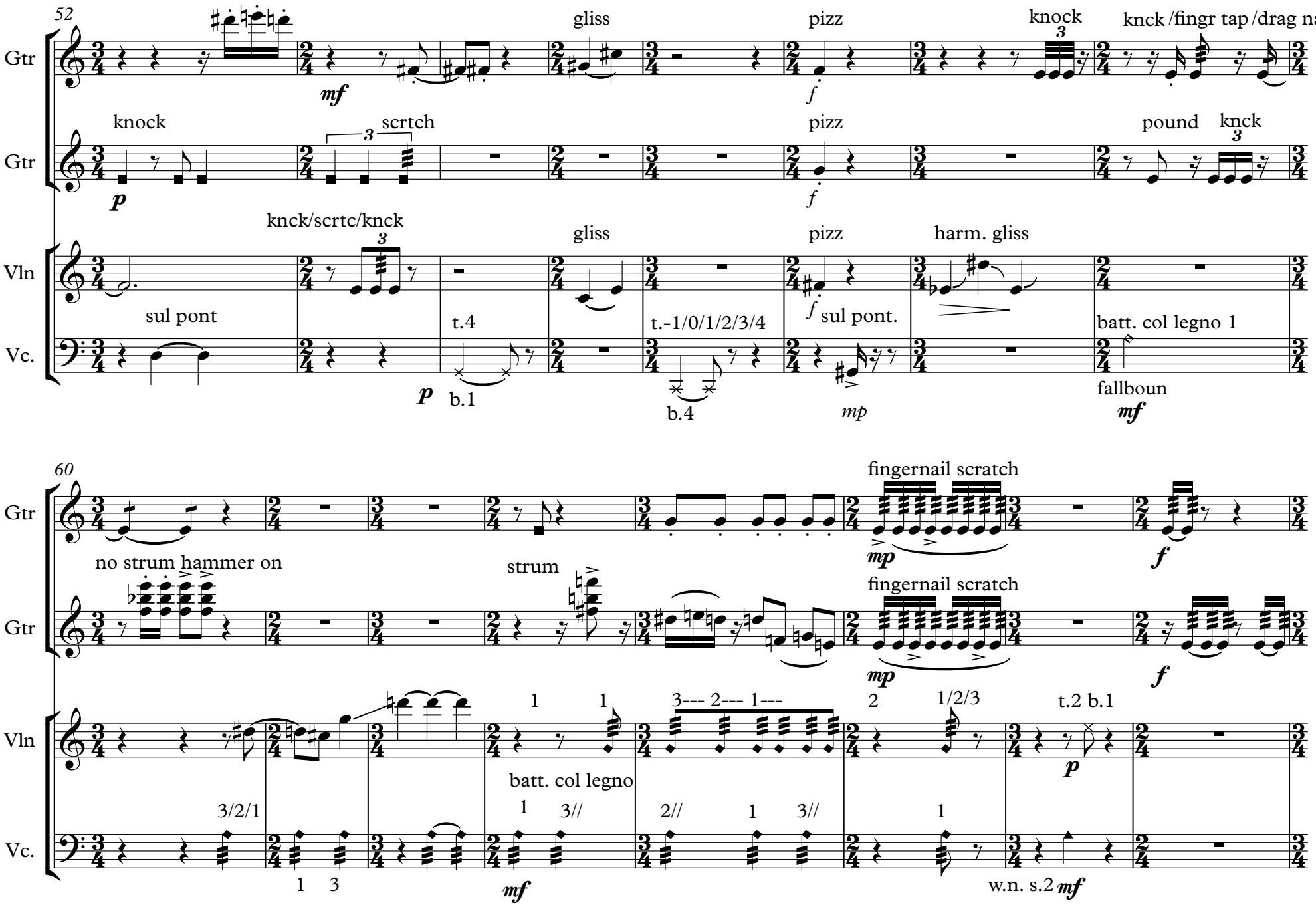
Also on page 5, both guitars are asked to detune three strings in succession. They should do this while they strum the string so that the detuning is actively heard.

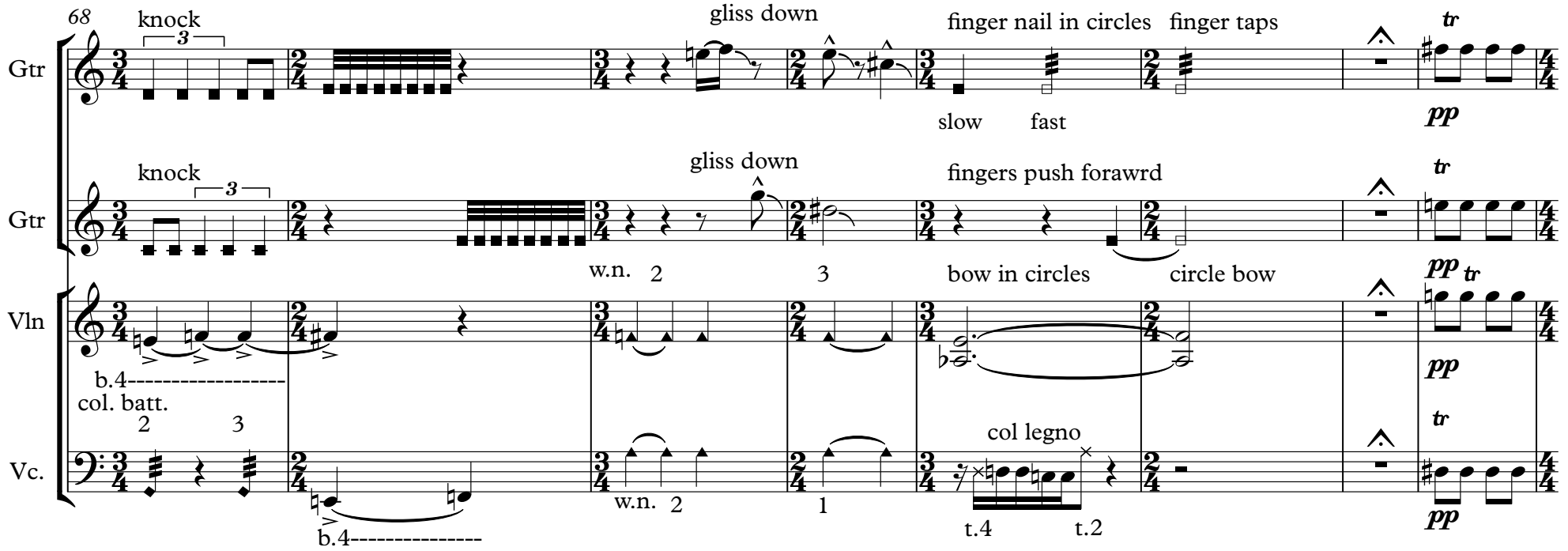
Ben Kapp

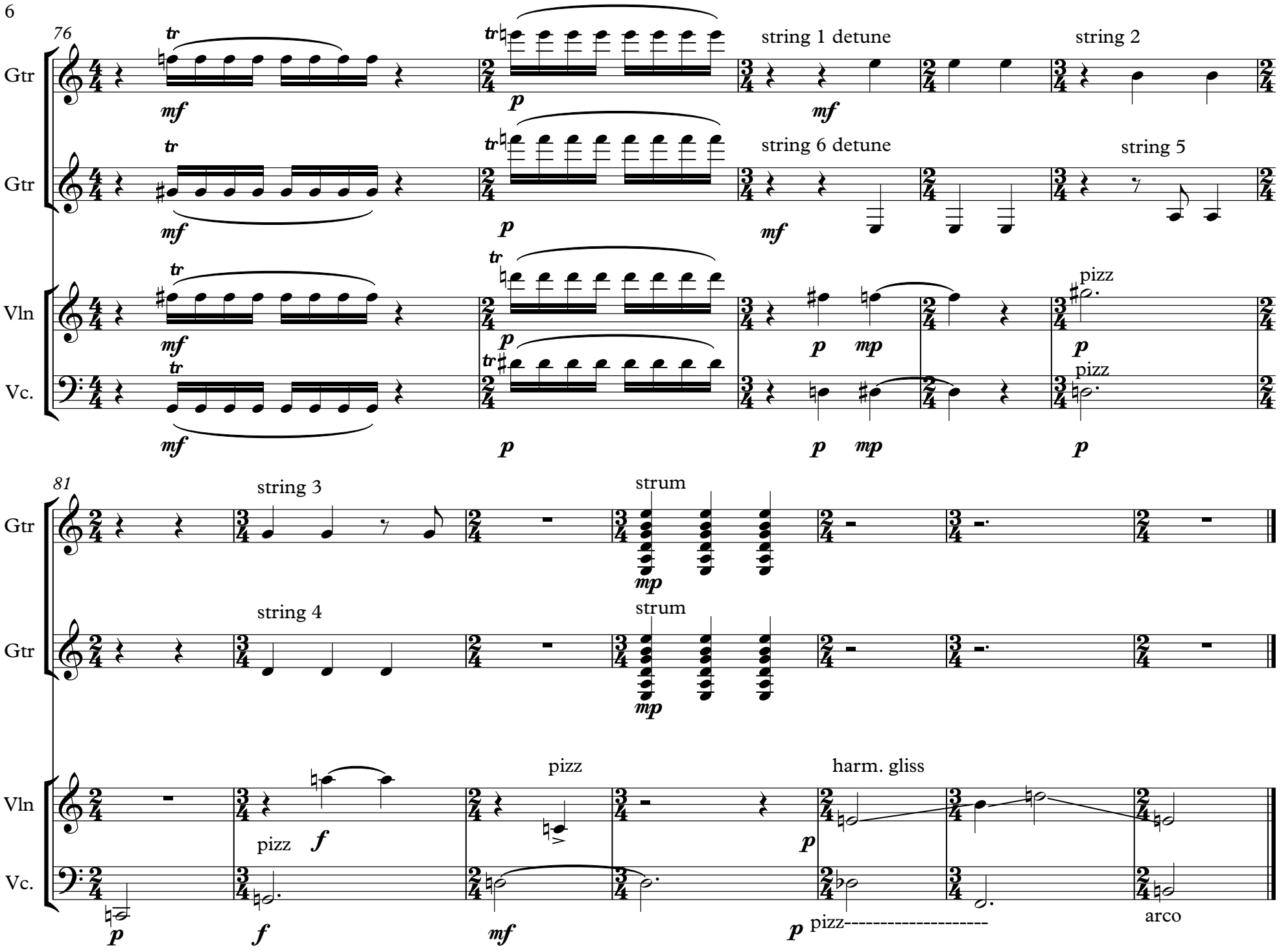

♩=90
Guitar
knock
mf
palm mute
mp
Guitar
gliss
f
palm mute
mp
pizz
Violin
tr
mf
tr
t.4
mf
b.4
t. -1/ 0/ 1/ 2/ 3 / 4
mp
mp
Violoncello
sul pont.
mp
sul pont.
mf
pizz
mp
9
Gtr
knock
mf
mp
knock
3
mf
oscilating gliss
Gtr
mf
Vln
harmonics, gliss
pp
sluggish
Vc.
pp harmonics, gliss
mf


18
Gtr
cross string 6/5
slow
fast
finger scratch
gliss down
Gtr
cross string 6/5
knock-knuckle
body --two hands w/finger tips
gliss down
Vln
t.4 b.4
pizz
gliss down
Vc.
pizz strum
t.4 b.4
pizz
25
Gtr
scratch
harmonics gliss entire fretboard
fingers tap
fingrs tap
Gtr
fingr taps
harmonics, gliss entire fretboard
palm thump
fingrs tap
fingers tap
Vln
finger taps
knock
w.n.
knock
fingers tap
Vc.
scratch
t.4 b.3
scratch
w.n. 1 / 2 / 3
knock
fingers tap
knok


34
Gtr
Gtr
Vln
Vc.
knock
fingr tap
palm thump
knock
fingr tap
knock
tp 5 b.4
knock
t.4 b.3
harmonically
sul pont.
44
quick gliss up
gliss down
knock
scratch
quick gliss up
knock
hold
gliss down
hold
pizz
pizz
sul pont
gliss down
hold
hold
harm. gliss
pizz
t.4 b.4


52
Gtr
Gtr
Vln
Vc.
mf
gliss
pizz
knock
knck /fingr tap /drag nail
p
knock
scrtch
pizz
pound
knck
knck/scrtc/knck
sul pont
t.4
b.1
gliss
t.-1/0/1/2/3/4
b.4
pizz
sul pont.
mp
harm. gliss
batt. col legno 1
fallboun
60
Gtr
Gtr
Vln
Vc.
fingernail scratch
no strum hammer on
strum
fingernail scratch
batt. col legno
3/2/1
t.2 b.1
w.n. s.2


68
knock
3
gliss down
finger nail in circles
finger taps
slow
fast
Gtr
pp
tr
knock
3
gliss down
fingers push forawrd
Gtr
w.n.
2
3
bow in circles
circle bow
pp
tr
Vln
b.4----------
col. batt.
2
3
pp
tr
col legno
Vc.
w.n.
2
1
t.4
t.2
b.4----------
pp
tr


76
Gtr
Gtr
Vln
Vc.
tr
mf
p
mp
string 1 detune
string 2
string 6 detune
string 5
pizz
81
string 3
string 4
strum
Vln
Vc.
pizz
f
harm. gliss
pizz----------
arco