Parallel II

for any number of attack/decay instruments

Jordan Nobles

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Parallel II

Performance Notes

ABOUT THE PIECE

- ***Parallel #2*** is an open score piece for multiple bell-like instruments (more than three recommended) that decay naturally after the initial attack (e.g. piano, guitar, vibraphone, chimes, harp, glockenspiel, crotales, etc.)

- each performer plays the notes in his/her own rhythm but conscious of and responsive to the other players

- avoid playing any recognizable pulse

- Stay within the same general area as the other players, it will grow more dissonant the farther away you stray.

- The notes can be played in any octave, with some exceptions

- The group of notes in the circles should be played in the same octave together, and the group of notes in the boxes should be played in the octave written. If those notes are not available on your instrument then play in the nearest octave available

- If playing on a guitar, the fingering should be considered so that notes can be allowed to ring out and overlap

- Do not use vibrato. Bell-like sounds should be the goal

- Harmonics can be utilized if using guitars or harps as long as the octave rules can be observed

- At the systems that say "Hum any X notes" each player picks any note and after they play it with their instrument they begin to hum it, (in any octave necessary) for the length of a full breath, while continuing to play the piece. The hummed note should fade in and fade out so as to hide it's entrance and exit

ALTERNATIVE PERFORMANCE IDEAS

A) Performers could enter the stage one at a time and begin playing, exiting quietly and independently after finishing their last note. If the piece is performed this way then there is a new rule. The first system should be repeated until all players have entered and begun to play. This prevents the initial players from getting too far ahead.

B) Spatial: Performers are placed in different areas of the stage, as far apart from each other as possible. Possibly even surrounding the audience or in different rooms of a gallery space.

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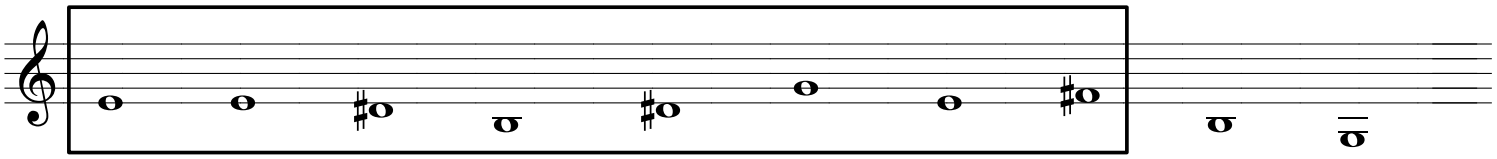
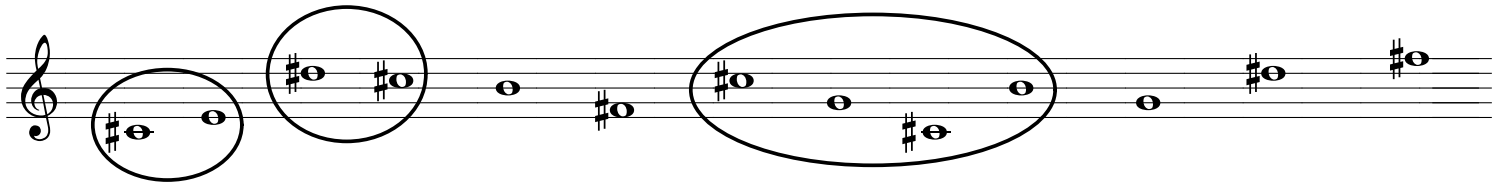
Parallel II

(for multiple 'impulse-decay' instruments)

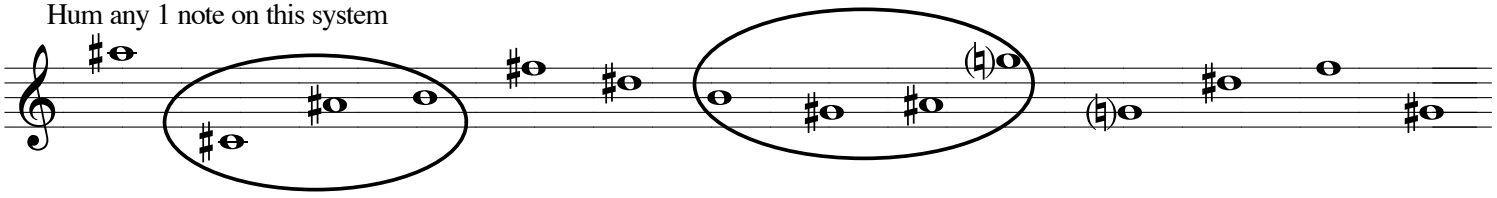
slowly and freely

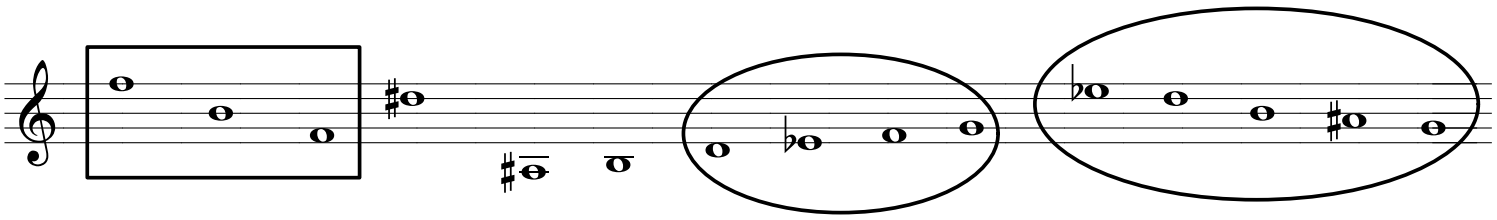
Jordan Nobles



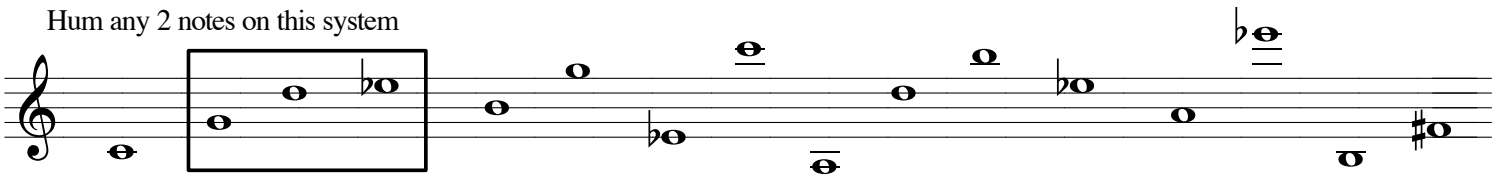


Hum any 1 note on this system



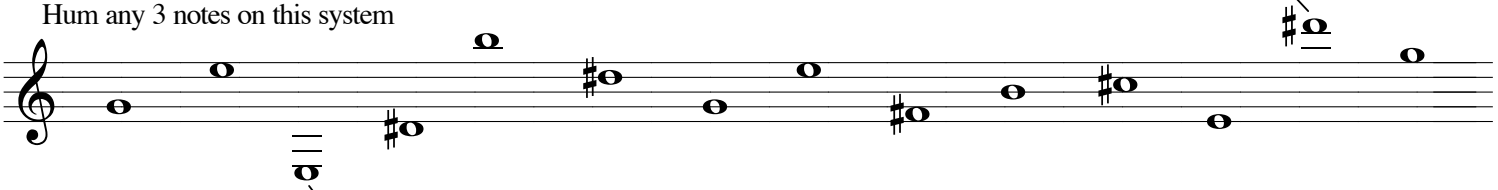


Hum any 2 notes on this system



highest D# possible

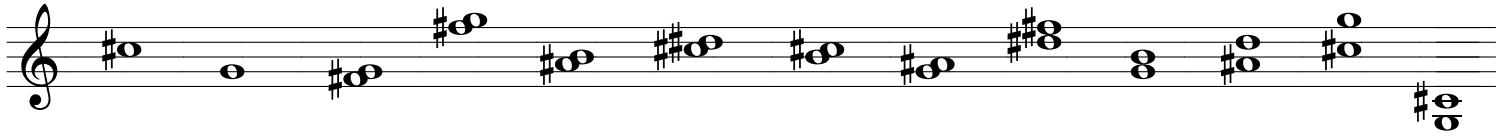
Hum any 3 notes on this system



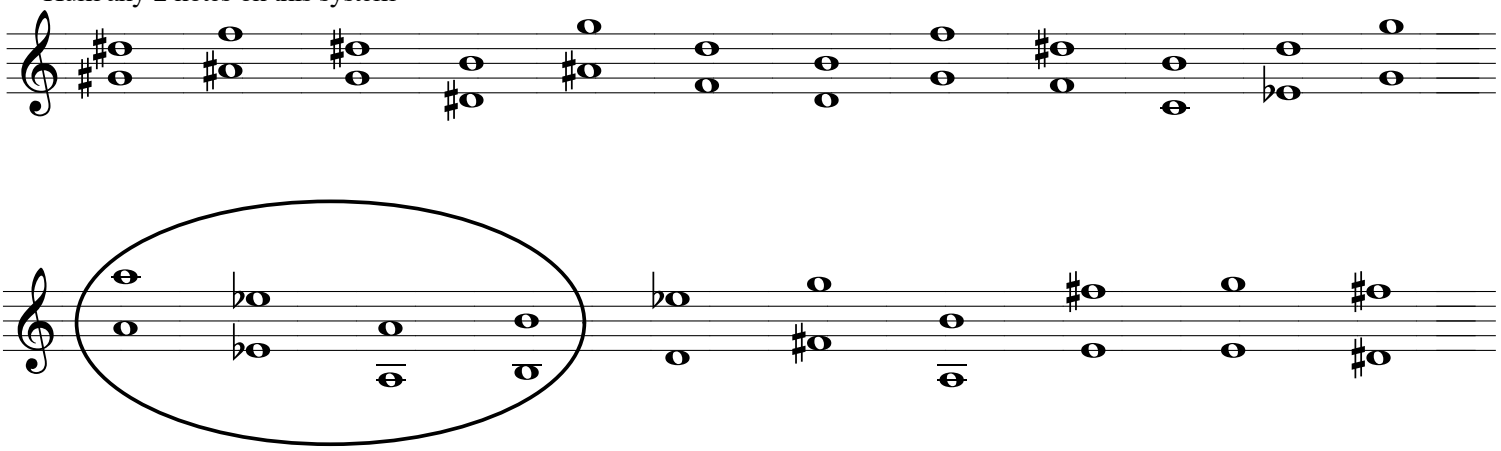
lowest E possible on your instrument

Parallel II (page 2)

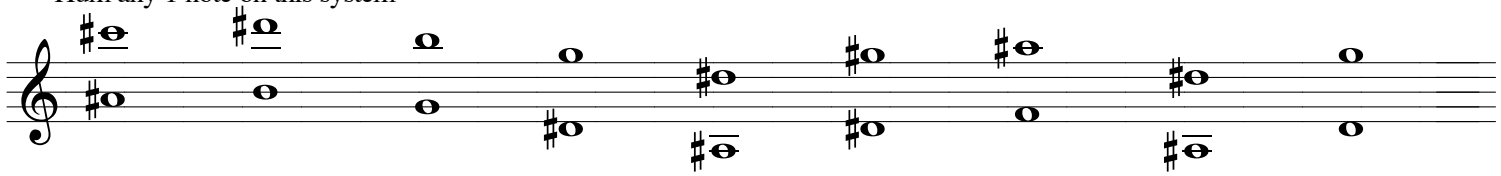
Hum any 3 notes on this system

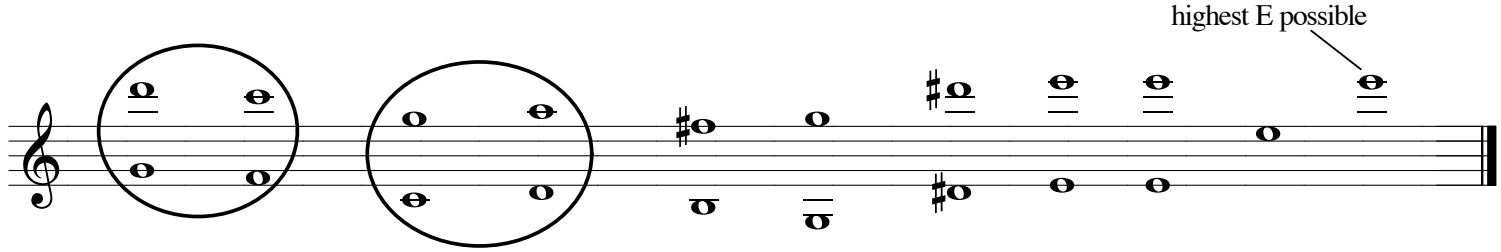


Hum any 2 notes on this system



Hum any 1 note on this system





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