

Rasmus Levin

# Alchemy I



**Setting:**

- Saxophone
- Saxophone
- Trombone (Harmon mute)
  
- Piano
- Electric Guitar in Drop D (Crunch + 1 effect pedal either Pitch delay, Delay, Tremolo or other Shimmer effect)
- Electric Guitar in Drop D & Acoustic Guitar in Standard tuning (Crunch, Reverb)
- Electric Bass Drop C
- Drums (China, Splash, Ride)

**Parts:**

- Drum solo I
- Big Ass Chords I
- Maelstrom
- Big Ass Chords II
- Drum solo II
- Serenity
- Big Ass Chords III (fin)

# Alchemy I

## Drum Solo I

3 minutes drum solo, with sticks

♩ = 60

\* China Crash, Splash, Ride.



-Tempo can shift slightly, no specific time signature until step 3.

Carefull, Exploratory.

Begin by giving small gestures alot of room, make use of pauses.

Take a small gesture and over time make it into a small phrase.

Take the same phrase and over time make it into a groove.

Drum Set  **About -2 minutes** 



- About 2 min into the drum solo.

Suddenly stop your groove and go back to a carefull exploration of gestures.

Take another small gesture and over time make it into a new phrase.



Take the new phrase and over time make it into a groove.

- About 3 min into the drum solo.

Que the next part. ♩ = 60

♩ one, two, three four.

2

Dr.  **About -1 minute** 

# Big Ass Chords I

in D-minor

♩ = 60

The musical score is arranged in a system with the following parts from top to bottom:

- Alto Sax. (top two staves):** Both parts play a sequence of four chords: Bbm/Db, Dm, E/B, and Dm/A. The first staff has a triplet of eighth notes in the first measure. Dynamics include *f* and accents.
- Tbn.:** Plays a sequence of four chords: Bbm/Db, Dm, E/B, and Dm/A. Dynamics include *f* and accents.
- Pno.:** Plays a sequence of four chords: Bbm/Db, Dm, E/B, and Dm/A. Dynamics include *f* and accents.
- E. Gtr. (top staff):** Features a "Crunch" effect and "Scratch muted strings" (triplets of eighth notes) over the first two measures. Chords are Bbm, Dm, E, and Dm. Dynamics include *f* and accents.
- E. Gtr. (bottom staff):** Features a "Crunch" effect and "Scratch muted strings" (triplets of eighth notes) over the first two measures. Chords are Bbm/Db, Dm, E/B, and Dm/A. Dynamics include *f* and accents.
- E. Bass:** Plays a sequence of four chords: Bbm/Db, Dm, E/B, and Dm/A. Dynamics include *f* and accents.
- Dr.:** Plays a sequence of four chords: Bbm/Db, Dm, E/B, and Dm/A. Dynamics include *f* and accents. Includes a triplet of eighth notes in the first measure and a quarter note in the fourth measure.

7

Alto Sax.

Alto Sax.

Tbn.

Pno.

E. Gtr.

E. Gtr.

E. Bass

Dr.

Gm/D D Bb Dm/A Db

Gm/D D Bb/D Dm/A Db

Gm/Bb D/A Bb Dm/A Db/Ab

# Maelstrom

♩ = 120

10 Hi-Hat hits every ♩

Alto Sax. *mf*

Alto Sax. *mf*

Tbn. *mf*

Pno. *mf*

8<sup>vb</sup>

Solo - D byzantine scale  
Tone: distortion, effects ad lib.

E. Gtr. *mf*

E. Gtr. *mf*

E. Bass *mf*

Dr. *mf*

Improvise over the framework  
Hi-Hat always every ♩

14

Alto Sax. *fp*  $\longleftarrow$  *mf*

Alto Sax. *fp*  $\longleftarrow$  *mf*

Tbn. *fp*  $\longleftarrow$  *mf*

Pno. *8vb*

E. Gtr.

E. Gtr. 

E. Bass

Dr.





A

23

Alto Sax.

Alto Sax.

Tbn.

Pno.

E. Gtr.

E. Gtr.

E. Bass

Dr.

Bb<sup>6</sup> Em<sup>6</sup>

Bb<sup>6</sup> Em<sup>6</sup>

f

3 5

27

Alto Sax.

Alto Sax.

Tbn.

Pno.

E. Gtr.

E. Gtr.

E. Bass

Dr.

*fp* *f*

*fp* *f*

*fp* *f*

3 5 7

The musical score is for a jazz ensemble. It consists of eight staves: two for Alto Saxophone, one for Tenor Saxophone, one for Piano (with grand staff), one for Electric Guitar, one for Electric Guitar (with a chord diagram), one for Electric Bass, and one for Drums. The music is in 7/8 time. The first three staves (Alto Sax, Alto Sax, Tbn.) have dynamic markings of *fp* and *f*. The second electric guitar staff has a chord diagram labeled '3 5 7'.

31

Alto Sax. *mf*

Alto Sax. *mf*

Tbn. *mf*

Pno. *mf*

E. Gtr.

E. Gtr.

E. Bass

Dr.

The musical score is for measures 31 through 34. It features five saxophone parts (two Alto Saxophones and one Tenor Saxophone), piano, electric guitar, and drums. The piano part has a complex bass line with an 8vb marking. The electric guitar part has a melodic line with bends. The drums play a steady quarter-note pattern.

**B**

35

Alto Sax. *f* *fp*

Alto Sax. *f* *fp*

Tbn. *f* *fp*

Pno. *f*

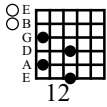
E. Gtr. *f* solo, al fin. No effects, Crunch P.M.-----

E. Gtr. P.M.----- Octave hammer on harmonic

E. Bass Slap Bass Finger

Dr. some sort of fill

Dm Dbm F/C G<sup>6</sup>/B B<sup>b6</sup> A<sup>7</sup> Dm



P.M.-----|

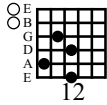
39

E. Gtr.

E. Bass

Dr.

Slap Bass



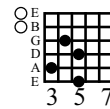
P.M.-----|

41

E. Gtr.

E. Bass

Dr.



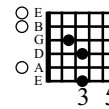
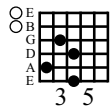
43

E. Gtr.

E. Bass

Dr.

Finger



46

E. Gtr.

E. Bass

Dr.

some sort of fill

# Big Ass Chords II

in E-minor

♩ = 60

49

Alto Sax. dist. ord.  $\sharp\text{E}$

Alto Sax. dist. ord.

Tbn. Harmon mute. flz. ord. Wah wah triplets. no wah.

Pno. Em F#m F7 Em F#maj7 G7(sus4) G7(#9)

E. Gtr. Clean electric guitar, slightly crunchy. Shimmer effect, pitch delay delay, tremolo etc. Em

A. Gtr. Acoustic guitar, Reverbed. Em/B Gm7 

E. Bass

Dr.



53

Alto Sax. *f* *mp* *p* *f*

Alto Sax. *f* *mp* *p* *f*

Tbn. *f* *mp* *p* *f*

Pno. *f* *mp* *p* *mp*

Chords: Em Cm<sup>9</sup> B7(b9omit5) E<sub>b</sub>maj7 D7(b9omit3) Em

E. Gtr. no shimmer. *f*

A. Gtr. *f*

E. Bass *f* *mp* *p*

Dr. *f* *pp* *mp* *p* *f*



57

Alto Sax. *p* *mp* *p*

Alto Sax. *p* *mp* *p*

Tbn. *p* *mp* *p*

Pno. *mp* *mf* *f*

E. Gtr. *p* *mf* *f*

A. Gtr. *p* *mf* *f*

E. Bass *p* *mp* *mf* *f*

Dr. *p* *mp* *mf*

D#m13/F# Gm7 Am6 E B7(sus4)/F#

F# Am6 E

Shimmer effect, pitch delay delay, tremolo etc

C

♩ = 80

61

Alto Sax. *f* *p* *p*

Alto Sax. *f* *p* *p*

Tbn. *f* *p* *p*

Pno. *Em* *Fm7* *B7(b9sus4)* *mf* *p* *Sempre ped.* *mf*

E. Gtr. *mf* *No effect. Heavy crunch.* *mf* *6* *6*

A. Gtr. *mf*

E. Bass *p* *mf*

Dr. *f* *p* *mf* *p* *Cluster, (cymbals)*

64

Alto Sax. *f* *cresc.*

Alto Sax. *f* *cresc.*

Tbn. *f* *cresc.*

Pno. *f* Senza ped. *cresc.*

E. Gtr. *f* *cresc.*

A. Gtr. *f*

E. Bass *f*

Dr. Cluster, (Cymbals + Snare, High toms) *f* *cresc.*

66 Repeat Bar: Intensify over time, more and more distorted. Tutti: repeat until climaxed choas. Designated person signals the stop.

Alto Sax. *ff*

Alto Sax. Repeat Bar: Intensify over time, more and more distorted. Tutti: repeat until climaxed choas. Designated person signals the stop. *ff*

Tbn. Repeat Bar: Intensify over time, more and more distorted. Tutti: repeat until climaxed choas. Designated person signals the stop. *ff*

Pno. *ff* Repeat Bar: Intensify over time. Tutti: repeat until climaxed choas. Designated person signals the stop.

E. Gtr. Repeat Bar: Intensify over time, more and more distorted. Tutti: repeat until climaxed choas. Designated person signals the stop. *ff*

A. Gtr. Repeat Bar: Guitar & Bass work the foundation, strike your chord from time to time. Tutti: repeat until climaxed choas. Designated person signals the stop. *ff*

E. Bass Repeat Bar: Guitar & Bass work the foundation, strike your note from time to time. Tutti: repeat until climaxed choas. Designated person signals the stop. *ff*

Dr. Repeat Bar: Cluster, just bang away! (whole set) 4 Tutti: repeat until climaxed choas. All else will suddenly stop, but not you! *ff*

# Drum Solo II

67 ♩ = ad lib.

1 - 2 minutes drum solo. Drummer will signal the next part.

Alto Sax.

1 - 2 minutes drum solo. Drummer will signal the next part.

Alto Sax.

1 - 2 minutes drum solo. Drummer will signal the next part.

Tbn.

1 - 2 minutes drum solo. Drummer will signal the next part.

Pno.

1 - 2 minutes drum solo. Drummer will signal the next part.

E. Gtr.

1 - 2 minutes drum solo. Drummer will signal the next part.

A. Gtr.

1 - 2 minutes drum solo. Drummer will signal the next part.

E. Bass

1 - 2 min Drum solo, own it, make it yours. Have fun!

Dr.

Que the next part ♩ = 160  
♩ one two three four.

♩ = 160

Drum solo

68

Alto Sax. *f*

Alto Sax. *f*

Tbn. *f*

E. Bass *f*

Dr. *f* Dynamics ad lib. *f*

73

Alto Sax. *p*

Alto Sax. *p*

Tbn. *p*

E. Bass *p*

Dr. Dynamics ad lib. *p* Dynamics ad lib.

79

Alto Sax. *f*

Alto Sax. *f*

Tbn. *f*

Pno.

A. Gtr.

E. Bass *f*

Dr. *f* Dynamics ad lib.

83

Around 7 sec: Slowly fade to silance together, Piano & Guitar will take over.

Alto Sax.

Around 7 sec: Slowly fade to silance together, Piano & Guitar will take over.

Alto Sax.

Around 7 sec: Slowly fade to silance together, Piano & Guitar will take over.

Tbn.

Around 7 sec: Piano & A. Guitar: Gradually take over the tone and embrace it with an arpeggiated Cmaj7 chord.

Pno.

Cmaj7

Around 7 sec: Piano & A. Guitar: Gradually take over the tone and embrace it with an arpeggiated Cmaj7 chord.

Acoustic guitar still,  
More reverb, dreamy.

A. Gtr.

Cmaj7

Around 7 sec: Slowly fade to silance together, Piano & Guitar will take over.

E. Bass

Around 7 sec: Slowly fade to silance together, Piano & Guitar will take over.

Cluster, (cymbals)

Dr.



# Serenity

## Solo for Piano & Acoustic Guitar

There is no tempo nor time signature for this part. The only directions are;

1 - To illustrate a sound-world which reflects the title Serenity.

2 - What chord to play and its corresponding scale.

You decide the duration of each bar. Communicate when to progress to the next bar so that it is in sync.

Whether you decide who/when/or/if someone takes a more melodic role or whether you make this part more textural is up to you two.

♩ = ad lib

Length : about 2 minutes

	Scale:	G	E♭	D	B♭	C	F♯m - harm	B♭
	Chord:	C <sup>maj7</sup>	F <sup>m6/C</sup>	E <sup>m7</sup>	E♭ <sup>maj7</sup>	D <sup>m7</sup>	C <sup>#7(b9)</sup>	F

Pno.

	Scale:	G	E♭	D	B♭	C	F♯m - harm	B♭
	Chord:	C <sup>maj7</sup>	F <sup>m6/C</sup>	E <sup>m7</sup>	E♭ <sup>maj7</sup>	D <sup>m7</sup>	C <sup>#7(b9)</sup>	F

A. Gtr.



	Scale:	B♭	B♭	B	E	C	A♭
	Chord:	C <sup>m</sup>	F	C <sup>#m6</sup>	A <sup>maj7</sup>	F <sup>maj7</sup>	D♭ <sup>maj7</sup>

Pno.

	Scale:	B♭	B♭	B	E	C	A♭
	Chord:	C <sup>m</sup>	F	C <sup>#m6</sup>	A <sup>maj7</sup>	F <sup>maj7</sup>	D♭ <sup>maj7</sup>

A. Gtr.

**In tempo** - as soon as saxophone 1 starts playing.  
♩ = 60

Alto Sax.

*p*  
Textural improv.  
A. Guitar signals Saxophone 1.  
Saxophone ques next part.

Scale: D $\flat$                       B                      D $\flat$                       G $\flat$                       B $\flat$                       E $\flat$   
Chord: G $\flat$ maj7  $\flat$ 4-3              E $\flat$ maj7              E $\flat$ m7              A $\flat$ m7              E $\flat$ maj7              E $\flat$ maj7

Pno.

Textural improv.  
Signal Saxophone 1.  
Saxophone ques next part.

Scale: D $\flat$                       B                      D $\flat$                       G $\flat$                       B $\flat$                       E $\flat$   
Chord: G $\flat$ maj7  $\flat$ 4-3              E $\flat$ maj7              E $\flat$ m7              A $\flat$ m7              E $\flat$ maj7              E $\flat$ maj7

A. Gtr.

# Big Ass Chords III

103 Solo til the end,

Alto Sax. *mp*

Alto Sax. No vibrato *p*

Tbn. Harmon mute, No vibrato *p* Wah wah triplets. no wah. Wah wah triplets.

Pno. *p* G Eb

E. Gtr. Clean guitar, Reverb Shimmer effects Pitch delay, tremolo etc. *p* A, D harmonic D, G harmonic

A. Gtr. Let all chords ring *p* G Eb

E. Bass *p*

Dr. *p* 2

107

Alto Sax. 

Alto Sax. 

Tbn. *no wah.* *Simile* 

Pno. *G* *F#maj7* 

E. Gtr. 

A. Gtr. *G* *F#* 

E. Bass 

Dr. 

111

Alto Sax.

Alto Sax.

Tbn.

Pno.

E. Gtr.

A. Gtr.

E. Bass

Dr.

115

Alto Sax. 

Alto Sax. 

Tbn. 

Pno. 

E. Gtr. 

A. Gtr. 

E. Bass 

Dr. 

poco rit. . . . .

119

Alto Sax.

Alto Sax.

Tbn.

(Simile) no wah.

Pno.

$D_b(\text{add}9)$   $C(\text{sus}4)$

E. Gtr.

$D_b$   $C(\text{sus}4)$

A. Gtr.

E. Bass

Dr.

6

7 9

2

The musical score is arranged in a system of seven staves. The top staff is for Alto Saxophone, starting at measure 119. The second staff is also for Alto Saxophone. The third staff is for Trombone, with performance instructions "(Simile)" and "no wah.". The fourth staff is for Piano, showing chords  $D_b(\text{add}9)$  and  $C(\text{sus}4)$ . The fifth staff is for Electric Guitar, with a fretboard diagram for a  $D_b$  chord (7 9) and a  $C(\text{sus}4)$  chord. The sixth staff is for Acoustic Guitar, with chords  $D_b$  and  $C(\text{sus}4)$ . The seventh staff is for Electric Bass. The eighth staff is for Drums, with a "2" and a slash symbol. A "6" is written below the first Alto Sax staff. A "poco rit." instruction is at the top. A double bar line is at the end of the system.