

Junkyard Springar

Emma O'Halloran

Kjetil Rønningdalens (springar - uneven pulse of 3)

Minutes:Seconds (approx) |:00 |:24 |

Hardanger Fiddle (Dan) (4x4) $\text{H } \frac{3}{4}$

Violin (Oleg) $\frac{3}{4}$

Violin (Adrian) $\frac{3}{4}$

5-string e-Violin (Cora) $\frac{3}{4}$

'Cello (Kate) $\frac{3}{4}$

Percussion (Nick, Francesco) $\text{H } \frac{3}{4}$

Play last section of springar to establish warped rhythm - this acts as an intro...
Play tune!
etc...

C, F, C, G
f

Sample Page Only

LORK enters here with LEFT TETHER as a percussive smashy accompaniment to the tune.
Stick mainly to idea 1, which varies in dynamic level, but to keep things interesting, incorporate ideas 2 and 3 at appropriate points in the tune.

Idea 1: in general, play this

SMASH!
vary between: *mf* - *f*

Idea 2: to vary, use this (sparingly!)

mf

Idea 3: for cadential points

f

Laptop 1 $\frac{3}{4}$

Laptop 2 $\frac{3}{4}$

Laptop 3 $\frac{3}{4}$

Laptop 4 $\frac{3}{4}$

vary between: *mf* - *f*
SMASH!

vary between: *mf* - *f*
SMASH!

vary between: *mf* - *f*
SMASH!

vary between: *mf* - *f*

LORK now mainly uses idea 2, interspersing with ideas 1 and 3 when appropriate. There's a general build in activity, followed by a gradual drop in dynamics, allowing things to become more subdued.

Idea 2: becomes more prominent

LORK now mainly uses idea 1, gradually getting quieter and sometimes skipping a bar. Idea 3 begins to appear more, causing a sense of broadening or unwinding in the music.

Idea 1, but more subdued

Idea 3

Lap. 1 ← ↓ →
 x x

mf

Lap. 2 ↓ →
 x x

mf

Lap. 3 ↓ →
 x x

mf

Lap. 4 ↓ →
 x x

mf

← ↓ →
 x x

mp

← ↓ →
 x x

f

← ↓ →
 x x

f

← ↓ →
 x x

f

← ↓ →
 x x

mp

← ↓ →
 x x

f