

Christopher Best

Echoes of a Lost Music

for electric guitar

and Boss DD-20 digital delay pedal

2009 (revised 2013)

INTRODUCTION

Echoes of a Lost Music was written at the request of New Zealand guitarist Matthew Marshall for his Spring Season tour 2009. It was commissioned specifically to explore the creative possibilities of the Boss DD-20 Digital Delay.

GUITAR TUNING

Because each string of the guitar has its own microtonal tuning it is essential that the notes be played on the correct string. For this reason a guitar tablature staff is included above the standard staff. As its purpose is only to indicate the string and fret number, no other information other than rhythm is included on this staff.

The lowest string is tuned down to a concert D.

The A string is tuned a 1/6 tone flat (-33 cents).

The D string is tuned a 1/4 tone flat (-50 cents).

The G string is tuned to concert pitch.

The B string is tuned a 1/6 tone flat (-33 cents).

The top E string is tuned a 1/4 tone flat (-50 cents).

An MP3 tuning file may be downloaded for free from <https://chrisbestmusic.com/works/echoes-lost-music> but for a concert situation there is a quicker and easier way to re-tune:

- Tune down the lowest string to a D. The G string can be left untouched.
- Tune the higher D string by comparing both the G on its 5th fret and G# on its 6th fret with the open G string. The pitch of the G string should lie equidistant from both (+/-50 cents).
- Tune the top E string to be in tune with the D string.
- Confirm the E tuning by comparing with both the D# on the 8th fret of the G string and the E on the 9th fret. The pitch of the E string should lie equidistant from both (+/-50 cents).
- Tune the A string so that the D on its 5th fret is a shade sharper than the open D string (17 cents). Check the A also against the A on the 7th fret of the lowest string. This should give a noticeably sharper interval (33 cents).
- Tune the B string to be in tune with the A string.
- Confirm the B tuning by checking that the E on its 5th fret is a shade sharper than the open E string (17 cents). Check the B also against the B on the 4th fret of the G string. This should give a noticeably sharper interval (33 cents).
- Try this technique a few times in rehearsal and compare the results with the tuning Sound file. This way the tuning by ear method will soon become quick and accurate.

DURATION

Duration is not fixed, but is likely to be around 30 minutes.

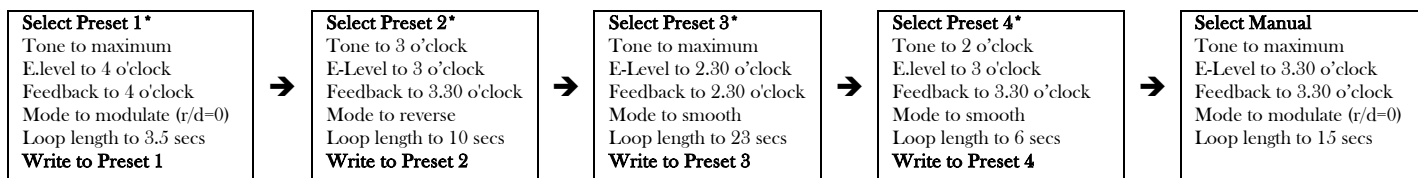
SET-UP

STEP 1: Setting up Output and Pedal modes

- Set to Pedal Mode 1 (see manual p.29)
- Set to Output Mode 2 (A:DIR/B:FX) (see manual p.30)

STEP 2: programming the DD-20

- Make sure that The Boss DD-20 on/off light is lit, then programme the device in the following sequence:



*To ensure the DD-20 stores these settings correctly when programming, it is advisable to turn each control fully clockwise and then fully anticlockwise before bringing it to the right setting. This overrides the device's feature of only recognising *changes* to the currently stored settings.

Please note also that the above settings may need slightly adjusting. Feedback and E.Level in particular, being set only by eye without reference to any digital read-out on the display, may require some experimentation during rehearsal. E.Level may need reducing if the sound from the DD-20 becomes over-loaded and distorted. However this is also linked to the feedback setting (the greater the feedback, the more likely the DD-20 will accumulate sound and distort). It should therefore be adjusted in conjunction with the feedback settings:

Manual - reduce Feedback (and E.Level) if:

- The reverse sound at (rehearsal figure) **[A]** swamps the live sound.
- The E-Bow at **[B]** cannot easily penetrate the texture.
- The sound has become distorted by **[C]**.

Preset 2 - reduce Feedback (and E.Level) if:

- The sound between **[F]** and **[G]** becomes distorted.

Preset 2 - reduce Feedback (and E.Level) if:

- The music from **[H]** to **[J]**, when returning on the DD-20, has not died away by **[L]**.

Preset 4 - reduce Feedback (and E.Level) if:

- The music from **[M]** does not balance with that preceding it and there is too much sound to affect a convincing fade out with the E.Level control at the end.

STEP 3: Positioning and routing

- Output A (guitar) and Output B (loop) should be sent to separate mixer channels and panned **very slightly** left and right. The signal should then be enhanced with a rich (but not excessively reverberant) hall-type reverb (the reverb should be panned hard left and right). Ideally the speakers would be placed to either side of, and fairly close to, the performer, but avoiding any risk of feedback.
- The Boss DD-20 should be placed on a low surface just to the performer's left, enabling the right hand to play while the left can operate the controls. The pedal should have adequate freedom of movement (not impeded by leads etc) so that it can be picked up and placed on the floor for foot operation and returned during the performance.

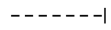
SET UP IS NOW COMPLETE



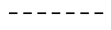
Buzzing sound created by allowing the inner channel of the E-Bow to lightly touch the vibrating string by slightly increasing pressure (the larger the symbol, the more extreme the buzzing).



Let the E-Bow hover over the string so that it only just vibrates.



Allow to ring on after removing the E-Bow, but damp (with palm, or by releasing left hand if buzzing can be avoided) before replacing E-Bow.



The string can be left to ring on (next E-Bow placement does not use this string).

GENERAL



Cues taken from the DD-20 track. Respond as soon as the cue note (or phrase) is heard.



Wait a little before responding to the cue.



Continues in the same manner.



Shows rhythm only, pitch not relevant to giving the required cueing information.

SECTIONS IN PROPORTIONAL NOTATION



Note head gives pitch only (though white notes are longer than black). Duration is governed by the length of the beam, sometimes also indicated by the number of seconds.



A series of bends and releases indicating the duration and extent of each bend.



A single bend indicating duration (the extent may be shown in a box above).

Echoes of a Lost Music

for Matthew Marshall

Christopher Best
2009 revised 2013

DD-20 set to
MANUAL
+ TAP

GUITAR
Pickup: 3
Vol: 6.5

Electric Guitar (Tablature)

Electric Guitar (Stave notation)

Cue Line (DD-20)

E-BOW

f17 c.8" fn

f17 c.4" fn

15"

p *p* *pp*

Tab.

E. Gtr.

Cue

wait for 'fattening' of sound before bending (slow beating)

bend rather more (fast beating)

bend even more (discernable new pitch)

fn (fn)

p *mp*

Tab.

E. Gtr.

Cue

catch the C# from DD-20 before it dies away

finish before vibrato returns on DD-20

enter during slow vibrato

slow vibrato (accel vibrato) fast vibrato

etc

slow vibrato accel vibrato

n bn n

p *mf* *ppp*

Tab.

E. Gtr.

Cue

A

$\text{♩} = 60$

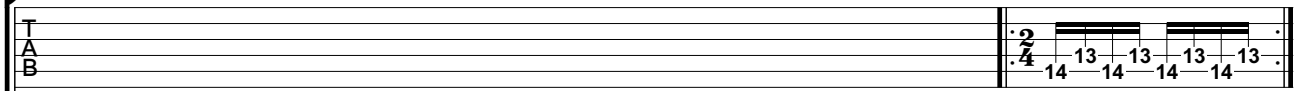
DD-20 MODE to REVERSE E-BOW to OFF

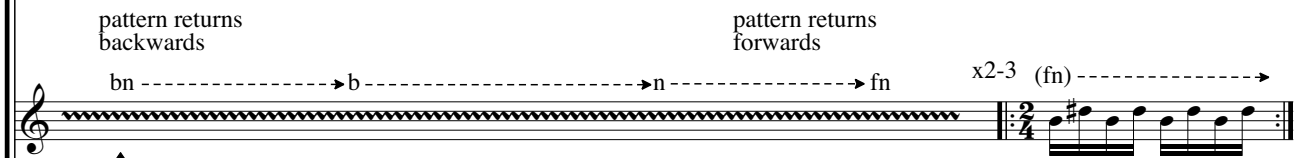
Plucked

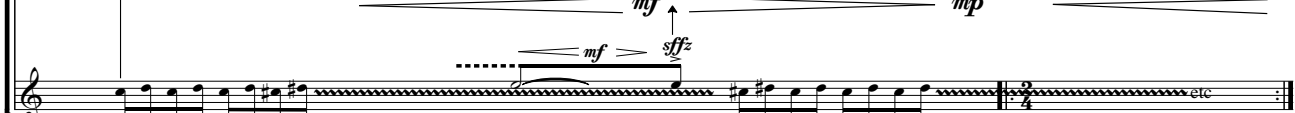
c.3"

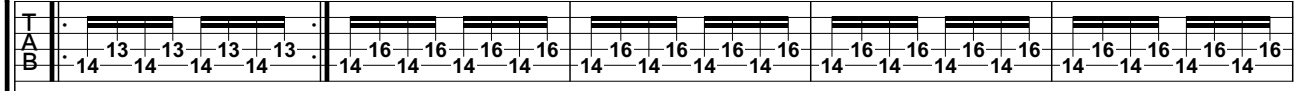
etc


mf *sfz* *mf* *sfz*

Tab. 

E. Gtr. 

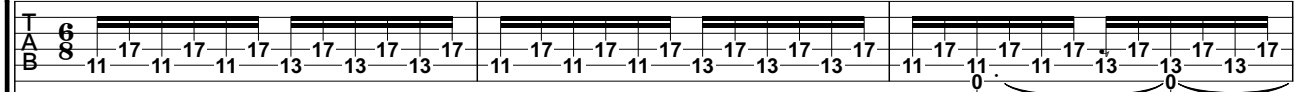
Cue 

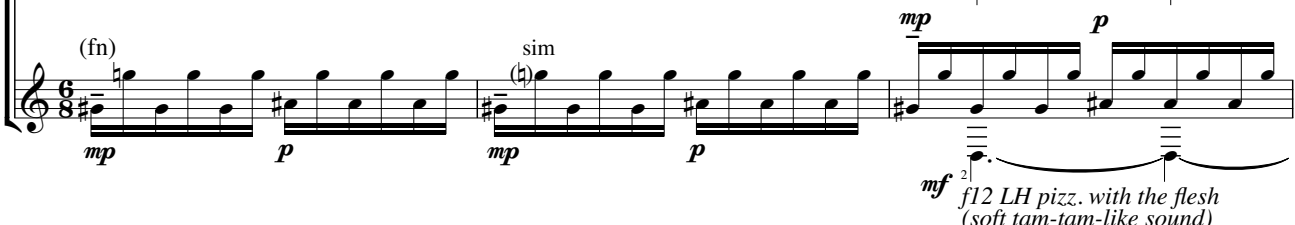
Tab. 

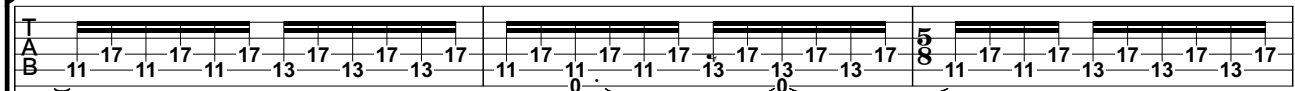
E. Gtr. 


Tab. 

E. Gtr. 

Tab. 

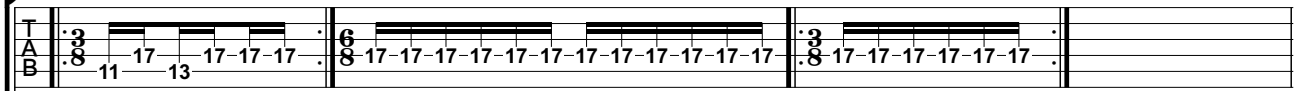
E. Gtr. 


Tab. 

E. Gtr. 

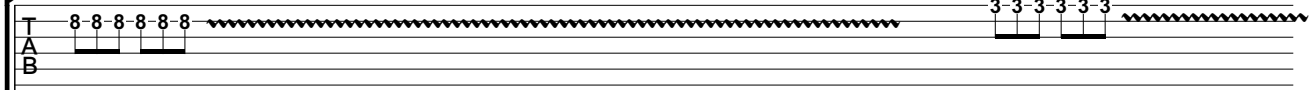
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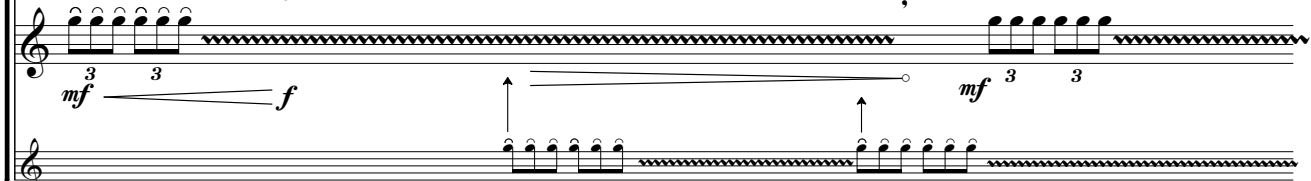
E. Gtr. 


Tab. 

E. Gtr. 

re-emerge from texture become drowned in the DD-20 sound

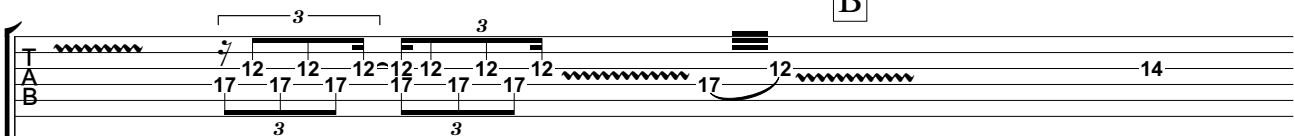
Tab. 

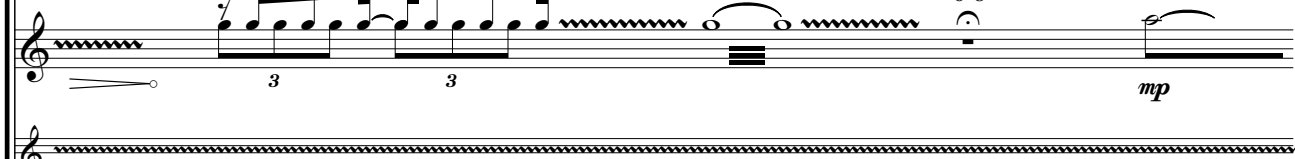
E. Gtr. 


Cue 

Rest stroke begin to fade as sound returns backwards fade out into forwards sounds Free stroke

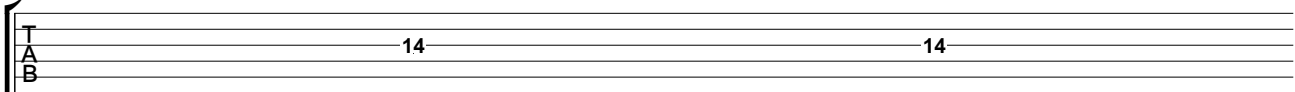
GUITAR Vol: 10

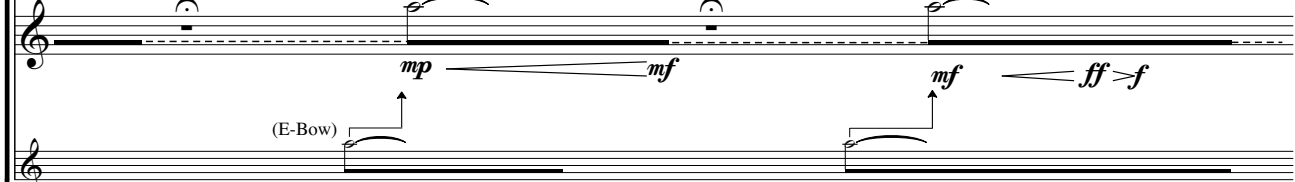
Tab. 

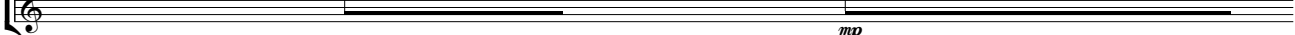
E. Gtr. 

Cue 

GUITAR Vol: 7.5 E-BOW

Tab. 

E. Gtr. 

Cue 

GUITAR Vol: 8 GUITAR Vol: 8.5

Tab. 2 7 12

E. Gtr. GUITAR Vol: 7

Cue

f 1/4 tone *mf* *< sfz* *< meno sfz* *mp* *< meno sfz*

n H! *→* bn *→* H! bn H!

Tab. 13 0 C

E. Gtr. Plucked DD-20 Press PRESET 1 GUITAR Vol: 4

Cue

bend up 1/3 tone, only when bend on DD-20 is underway bend up 1/3 tone

f *< ff* *f* 1/4 tone *c.3"*

n H! *→* bn *→* n *→* bn

(R.H.) f12 with the flesh (rich tam-tam-like sound)

Tab. 11 9 14

E. Gtr. E-BOW ensure note is looped ensure note is looped, then bend a little (slow beating)

Cue

P *3.5"* etc

Tab. 0 16 D

E. Gtr. DD-20 Left pedal to OFF DD-20 MODE to MODULATE DD-20 Left pedal to ON GUITAR Vol: 10 GUITAR Vol: 5

Cue

ensure note is looped ensure note (fundamental) is looped *mp* *sffz* *mp* *pp* *all other sounds cut dead* *(3.5")*

n *→* f13 *→* f12 H!

Tab. T A B 2 6

DD-20 Right pedal TAP

DD-20 Right pedal TAP

E. Gtr. *poco più f* *mp*

Cue

Tab. T A B 8

E-BOW to OFF

GUITAR Vol: 6

E. Gtr. *p* e.5"

Cue e.5"

E

Tab. T A B 3-3-3-3-3-3-3-3-3-3(3-3) 3-3-3-3-3-3-3-3-3-3(3-3)

tempo and number of reiterations ad lib

imitate previous (with variation)

Plucked *p* bend up 1/4 tone sim

E. Gtr. *p* *p* sim

Cue *p* e.4"

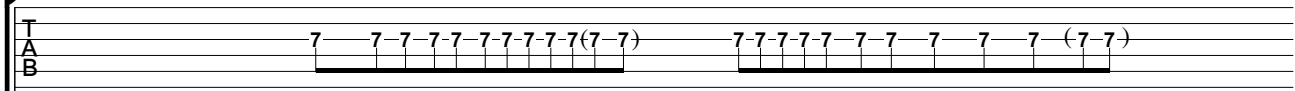
Tab. T A B 6-6-6-6-6-6-6(6-6) 6-6-6-6-6-6-6-6(6-6-6)

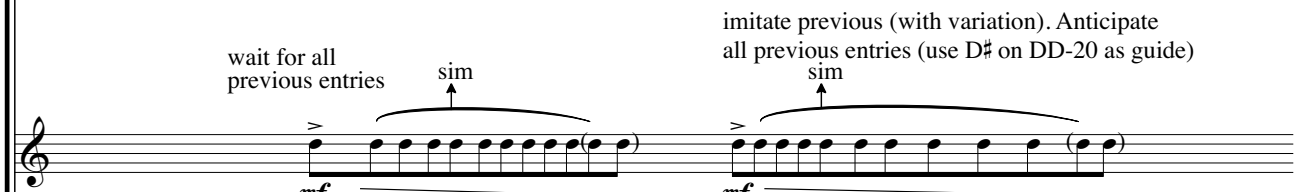
anticipate next entry (use D# on DD-20 as guide)

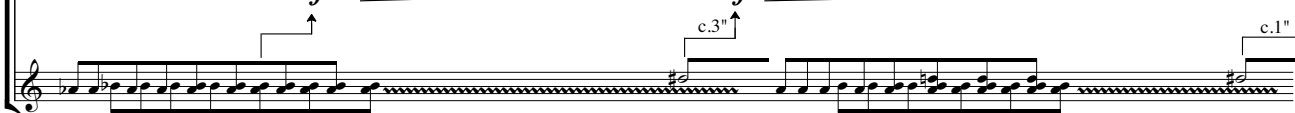
sim

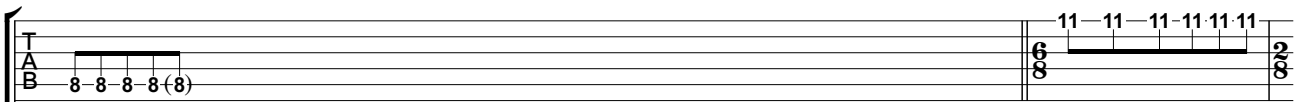
E. Gtr. sim

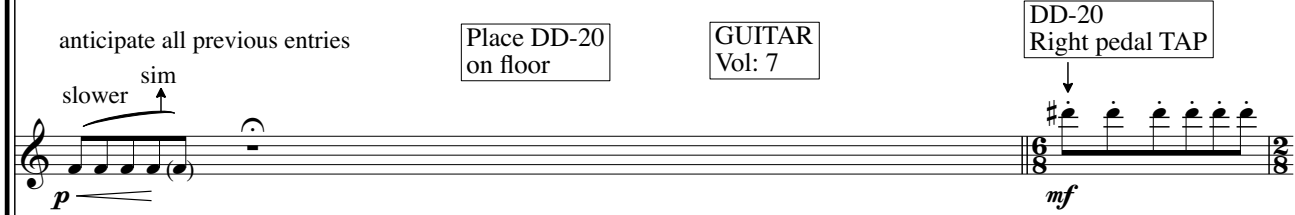
Cue

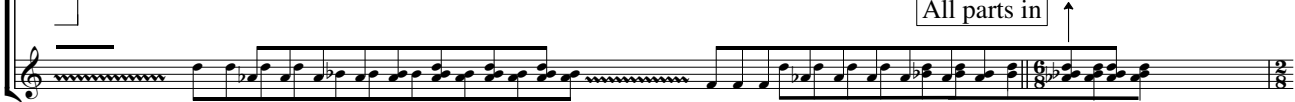
Tab. 


E. Gtr. 

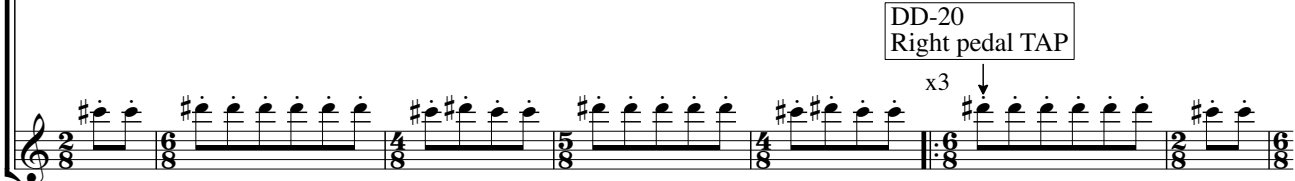
Cue 

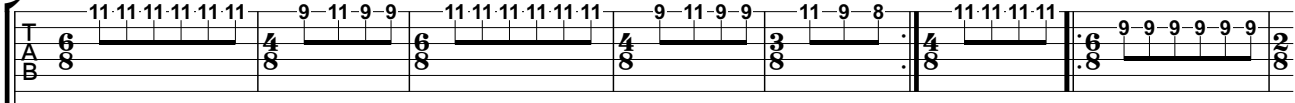
Tab. 


E. Gtr. 

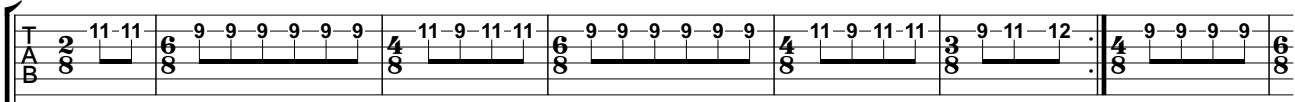
Cue 


Tab. 

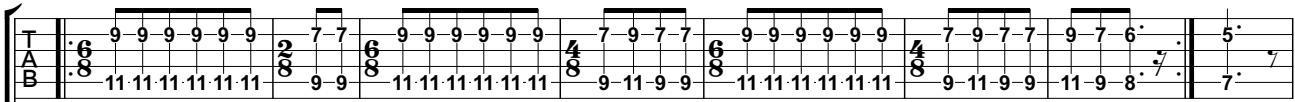
E. Gtr. 


Tab. 

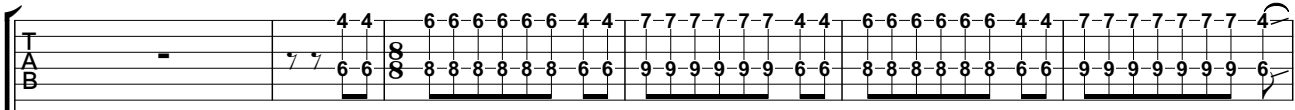
E. Gtr. 

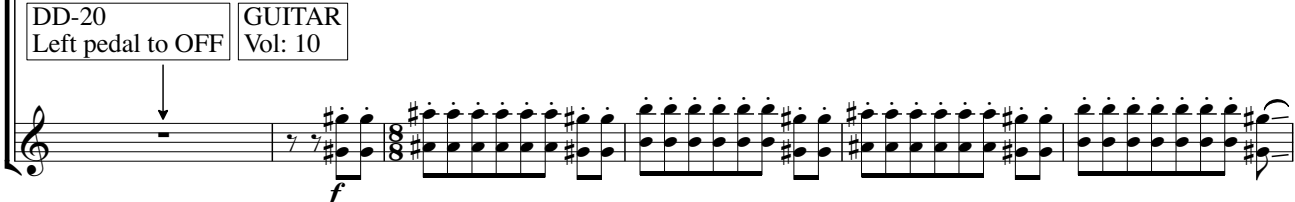
Tab. 

E. Gtr. 

Tab. 

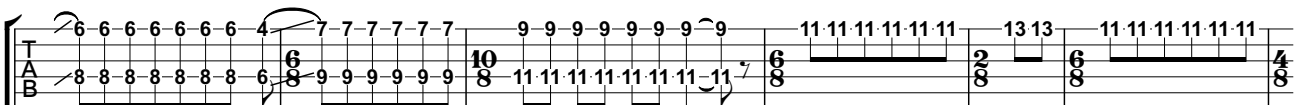
E. Gtr. 

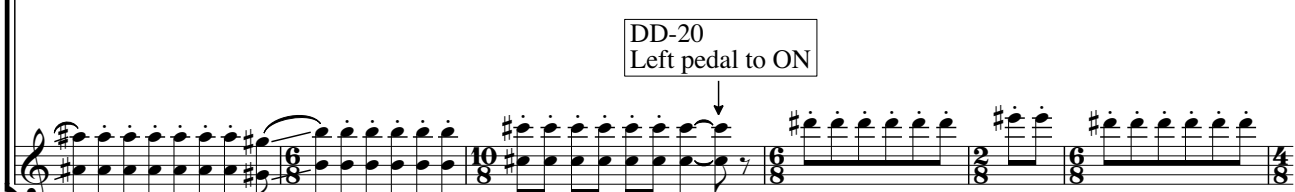
Tab. 

E. Gtr. 

DD-20
Left pedal to OFF

GUITAR
Vol: 10

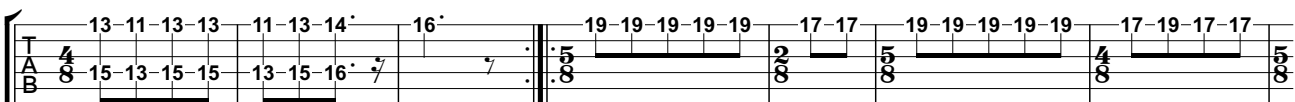
Tab. 

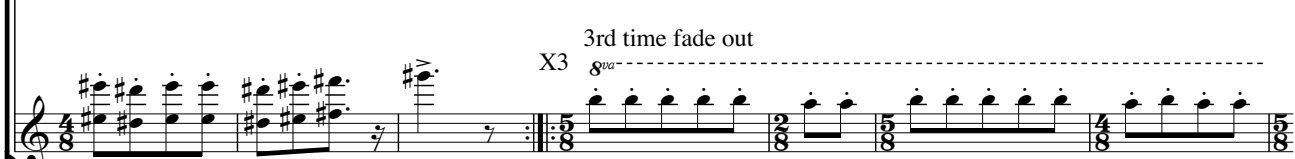
E. Gtr. 

DD-20
Left pedal to ON

Tab. 

E. Gtr. 

Tab. 

E. Gtr. 

3rd time fade out
X3

G Meno mosso (rubato)
♩ = c.60 (freely)

Tab.

E. Gtr.

E-BOW

c10-12"

mf

Tab.

E. Gtr.

DD-20 Left Pedal to OFF

E-BOW to harmonic

GUITAR Pickup 1 Vol: 7

between n and fn

f gritty sound

Tab.

E. Gtr.

DD-20 Left Pedal to ON

E-BOW to normal

GUITAR Pickups 3&4 Vol: 10

mf

sitar-like sound

H

Tab.

E. Gtr.

GUITAR Vol: 8

DD-20 Press PRESET 2

E-BOW to OFF

Plucked

note should be well looped and have emerged from the texture before dying away

become the dominant note

become the dominant note

sim

p

ppp

mp

pp

mf

Cue

Tab. T 19 18 19 18 19 18 19 17

A B

E. Gtr. with the side of the nail become the dominant note changes ad lib

p *f* *mf* *mp* *ff*

Cue

Tab. T 12 77777777 77777777 77777777

A B

E. Gtr. GUITAR Vol: 10 c-a-m-i-c-a-m i sim

mf *f*

Cue etc

I ♩ = c.55 (♩ = c.110)

Tab. T 9 12 9 12 14 13 14 0 11 12 13 14 0 11 10 9

A B

E. Gtr. bend the D \sharp only sim E-BOW DD-20 Press PRESET 3 Left pedal to OFF

p <poco> <poco> *mp* sitar-like sound sim

J ♩ = 110 (or faster)

Tab. T 14 0 11 12 13 14 0 11 10 9 5 8 2 2 4 2 2 4 4 2 2 2 2 4 4 2 2 2 2 4 4 2 2 4 4 11 16

A B

E. Gtr. E-BOW to OFF GUITAR Vol: 10 Plucked DD-20 Left pedal to ON DD-20 Right pedal TAP

mp ma distinto

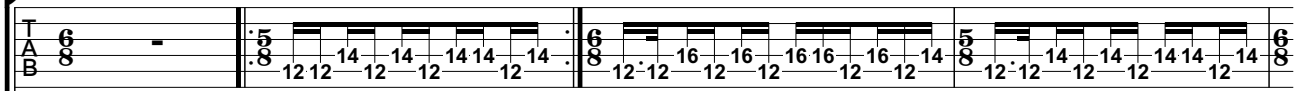

Tab.
E. Gtr.

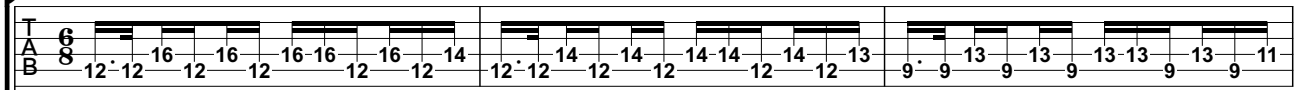

Tab.
E. Gtr.


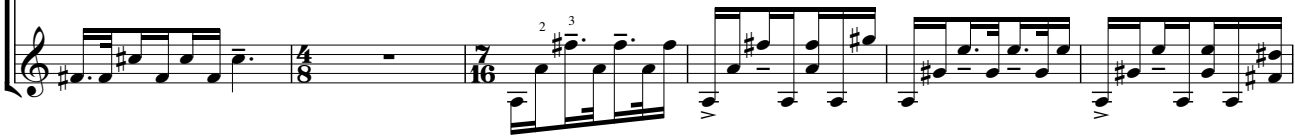
Tab.
E. Gtr.



Tab.
E. Gtr.

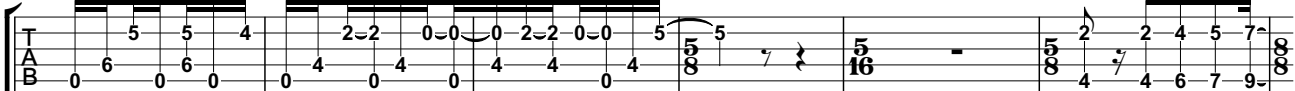

Tab.
E. Gtr.

Tab. 
E. Gtr. 

Tab. 
E. Gtr. 

Tab. 
E. Gtr. 

Tab. 
E. Gtr. 

Tab. 
E. Gtr. 

Tab. 
E. Gtr. 

Tab. 15

4 9

E. Gtr. *p*

Cue

wait for Ab before playing
f15 ---*---> f20

wait for D \sharp before playing

play before F \sharp on DD-20 finishes
n ---*---> f15

M

Tab. 9

19 18

16 16

E. Gtr. *mp*

Cue

DD-20 Press PRESET 4

ensure note is looped
c.15-16"

sim sempre

GUITAR Vol: 5

Tab. 9

18 7

15

E. Gtr. *f* f13----->f17

Cue

GUITAR Vol: 4

etc

Tab. 0

0 0

E. Gtr. *pp* just enough to sustain

Cue

DD-20 Left pedal to OFF

slowly bring out fundamental
n----->f13

DD-20 slowly fade E.LEVEL to 1.00pm

DD-20 Slowly fade E.LEVEL to 0 while sustaining note

DD-20 to MANUAL

GUITAR Fade volume slowly to 0