

Experimental Forest

Seth Shafer

Performance Notes

Experimental Forest was written for an ensemble of open instrumentation and unspecified size. In order for every part to be performed, a minimum of 15 players is required. The music is divided into 5 parts covering a range as follows:

Part I	A4 to Ab7
Part II	A4 to Ab7
Part III	C#3 to Bb6
Part IV	D2 to Eb5
Part V	G1 to B4

Admittedly, some instrument ranges will either not fit neatly into a part, or will not cover one extreme or another. In such case, adjust the unplayable pitches by an octave so as to make them playable.

This piece incorporates both traditional notation and Lutoslawski-esque alleatoric notation. The sections with solid barlines are to be conducted and played in time. Sections with dotted barlines shall be cued and may be either in time or played freely:

↓ 5 The white arrows indicate a conductor's cue to align parts across an open span of time. These are often accompanied with an indication of real time in seconds (ie. 4-5" meaning four to five seconds in length), or an instruction to allow time for a solo passage to be performed. The boxed number is an additional aid given for the conductor to communicate with the performers.

↓ ① The black arrow with the circled number is an indicator of a downbeat in a synthetic metrical pattern. This is used to either trigger evenly-spaced events over time, or to help guide players through longer alleatoric sections. Further instructions are given in the score as to what traditional pattern should be conducted.



Passages like the one above occur frequently. The given figure is to be repeated *ad lib.*, taking into account dynamics, articulation, and approximate tempo until the end-stop indication.

A special note for string articulation: throughout the score, when a staccato is placed on a note, the note should be played pizzicato. Otherwise, all passages should be played on the bow.

This is a C score with all pitches written where they sound. Performers should play from the score.

C 1

4 - 5 "

2

4 - 5 "

3

Wait for soloist

Part I SOLO

Part I

Part II

Part III SOLO

Part III

Part IV SOLO

Part IV

divisi

a 3

Fluttering, approx. ♩ = 176

Part V

divisi

a 3

ppp

ppp

ppp

Skittering, approx. ♩ = 120

Part IV

divisi

a 3

p

p

p

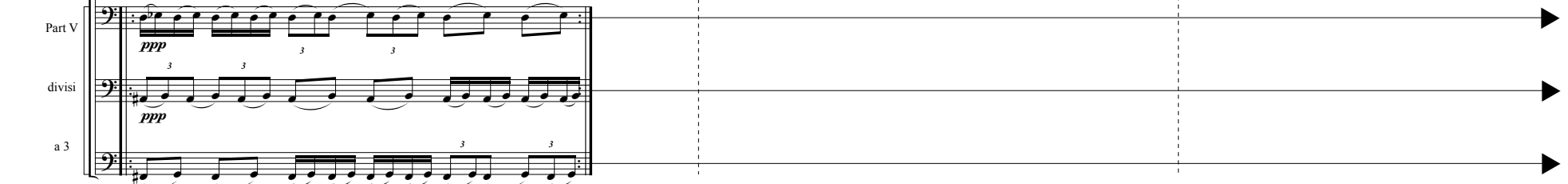
Part III SOLO

Freely ♩ = 80

mf

n

Part I



4
↓

Wait for soloist

5
↓

Wait for soloist

C'

Scurrying, approx. ♩ = 100

In time ♩ = 100

Part I
divisi
a 3

Part I Player 1
Part I Player 2
Part I Player 3

Part IV
divisi
a 3

Part V
divisi
a 3

f

f

f

mf

mf

mf

3/4 4/4

3/4 4/4

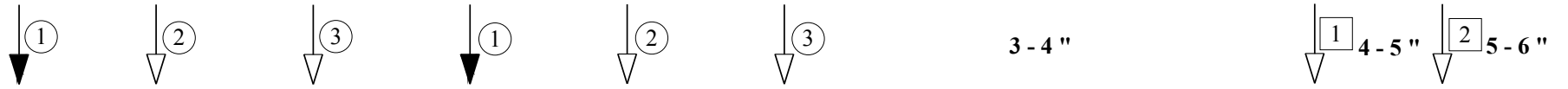
3/4 4/4

3/4 4/4

3/4 4/4

3/4 4/4

Wildly ♩ = ♩ = 100 In time. Signal entrances using a 3-beat pattern.



Part I

divisi

a 3

Part II

divisi

a 3

Part IV SOLO

Part II Player 1

Part II Player 2

Part II Player 3

Part 4 SOLO

ff

p

ff

p

ff

p

ff

p

ff

p

ppp \leftarrow *mp* \rightarrow