

Amygdala

Elliot Sharp

A

Duration = 15 sec -----

Fret hand

CV₋₁

Duration = 12 sec -----

Harm.

T
A
B

Pick hand

*

*Produce random harmonics by lightly touching string with pick-hand and sliding, while hammering on and pulling off with fret-hand.

♩ = 108

Duration = 15 sec -----

Duration = 12 sec -----

Duration = 30 sec -----

4

⑤

⑤

④

⑥

sim. on repeats

T

14

8

8

8

8

8

0

0

0

0

0

0

*Tap indicated strings w/ pick-hand fingers starting near soundhole and freely moving up & down the fretboard to generate random overtones & harmonics. Notation reflects open strings, not actual sounding pitches.

B

8

CVI -----

Duration = 30 sec -----

Harm. -----

Harm. -----

T T T T T T T T T T T T T T T T

11

Duration = 20 sec -----

Duration = 12 sec -----

Duration = 20 sec -----

CXII -----

CXI -----

CXII -----

CXIII -----

**

**

**Tap lightly but strongly to generate harmonics by beginning near bridge and working back towards nut then returning back to the bridge area. Dynamics should ebb & flow to effect different harmonics. Pitches shown indicate open string, actual sounding pitch will vary.

Duration = 15 sec

Duration = 25 sec

14

*
Harm. -----
improvise sporatic taps/gliss. on repeats

f *sfz*

*
Harm. -----
T T T T T T T T T T T T T T

f

*Allow random harmonics & overtones to sound while tapping/hammering on.

C

♩ = 60

Duration = 30 sec

*sporatic tap/gliss

17

mf *cont. sim.* *ff*

accel.

mf *cont. sim.* *ff*

accel.

*Tap & gliss forcefully w/ both hands in a rhythmic & grooving manner while accelerating over the duration of the section to a faster tempo. Target notes are open.

Duration = 12 sec

18

ff *pp*

ff *pp*

*Tap forcefully near bridge on indicated strings to create a twangy percussive sound. Finger position may be moved to create shifting array of harmonics, as desired.

D

Duration = 40 sec

Duration = 10 sec

19

**String number indicates fretted note.

E

24

*f**

f

* T T T T T T T T T T T T T T T

12 12 10 10 10 10 10 10

12 12 10 10 10 10 10 10

*Repeat next 6 measures for as long as desired & move between measures freely.
 Tempo may increase or decrease between 120-140 bpm, but groove should be maintained.
 Player may allow open strings to ring. Dynamics may vary, but should stay
 in the realm of LOUD.

26

f

T T T T T T T T T T T T T T T

8 8 13 13 13 13 13 13

8 8 13 13 13 13 13 13

28

3 3 3 3 3 3 3 3 3 3 3 3

8 8 8 8 8 8 6 6 6 6 6 6

T T

8 8 8 8 8 8 6 6 6 6 6 6

30

fff 3 3 3 3 3 3 3 3 3 3 3 3 *fff*

x x x x 0 0 0 0 0 0

T T T T T T T T T T T T

x x x x 0 0 0 0 0 0

*Substitute pitches freely – go wild!

**Produce random harmonics by while hammer-ons and tapping strings. Pitches shown indicate open string, actual sounding pitch will vary.