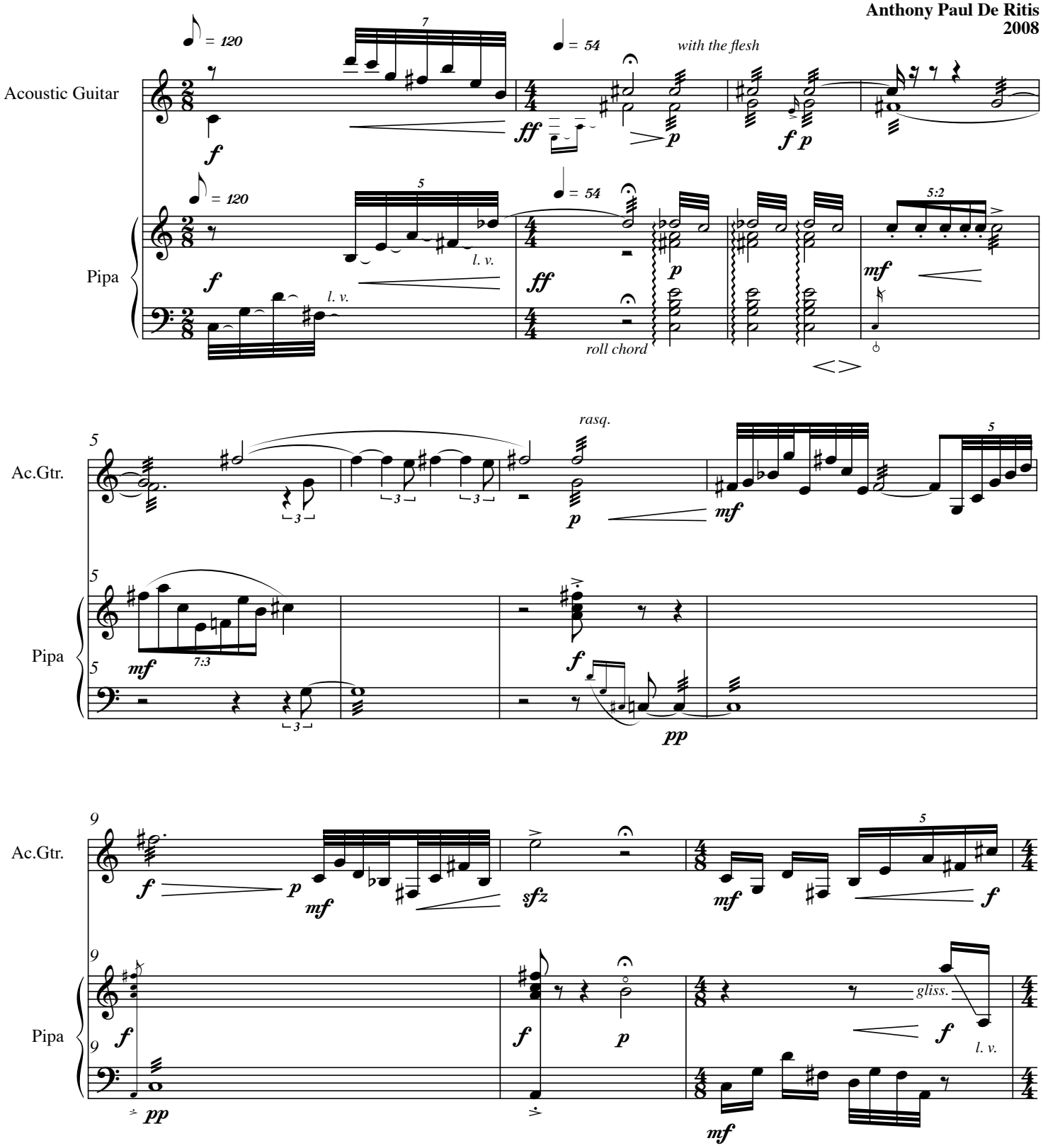
Jeu de Paume

for Guitar and Pipa -- for Eliot Fisk and Wu Man

Anthony Paul De Ritis
2008



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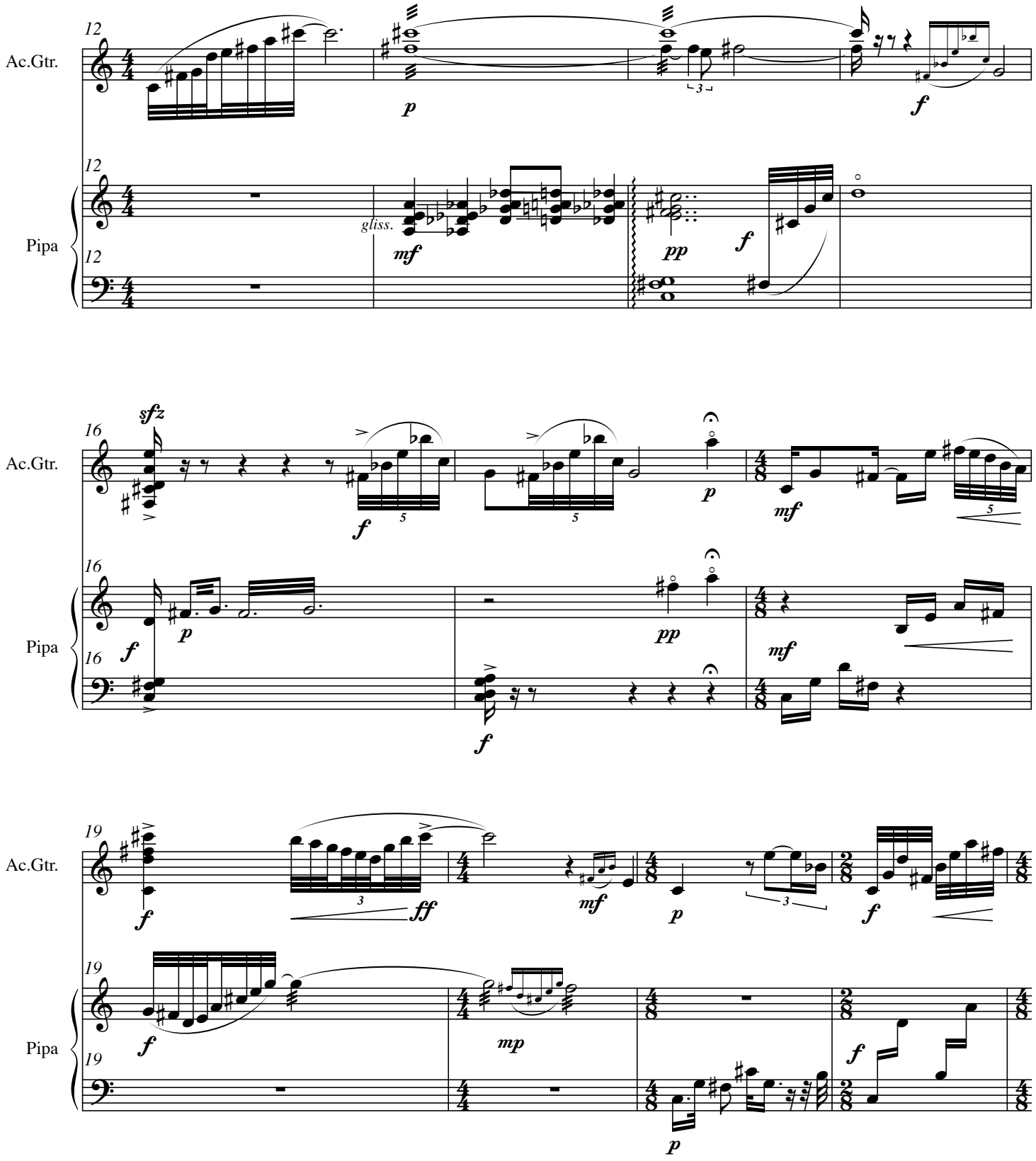
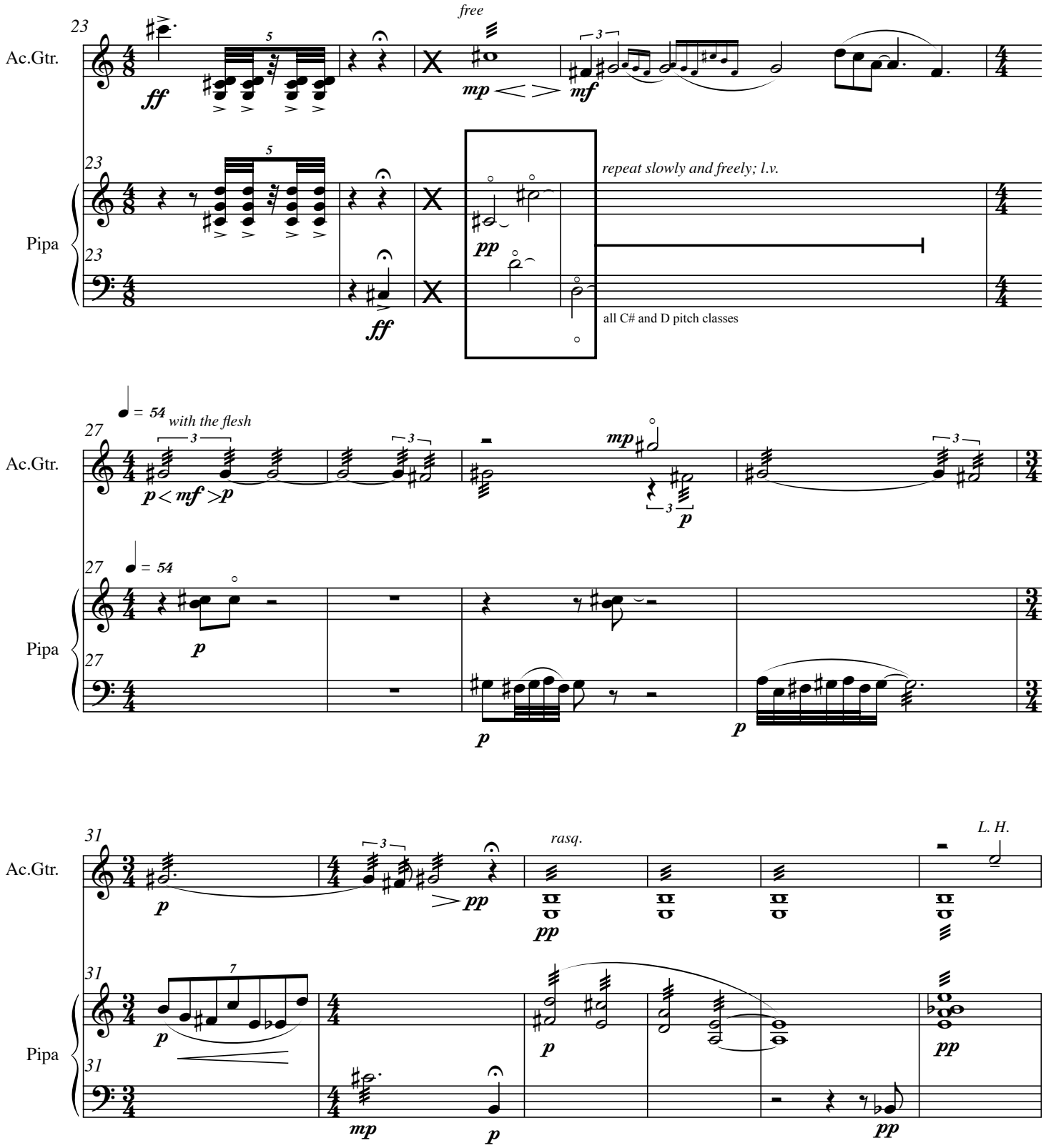
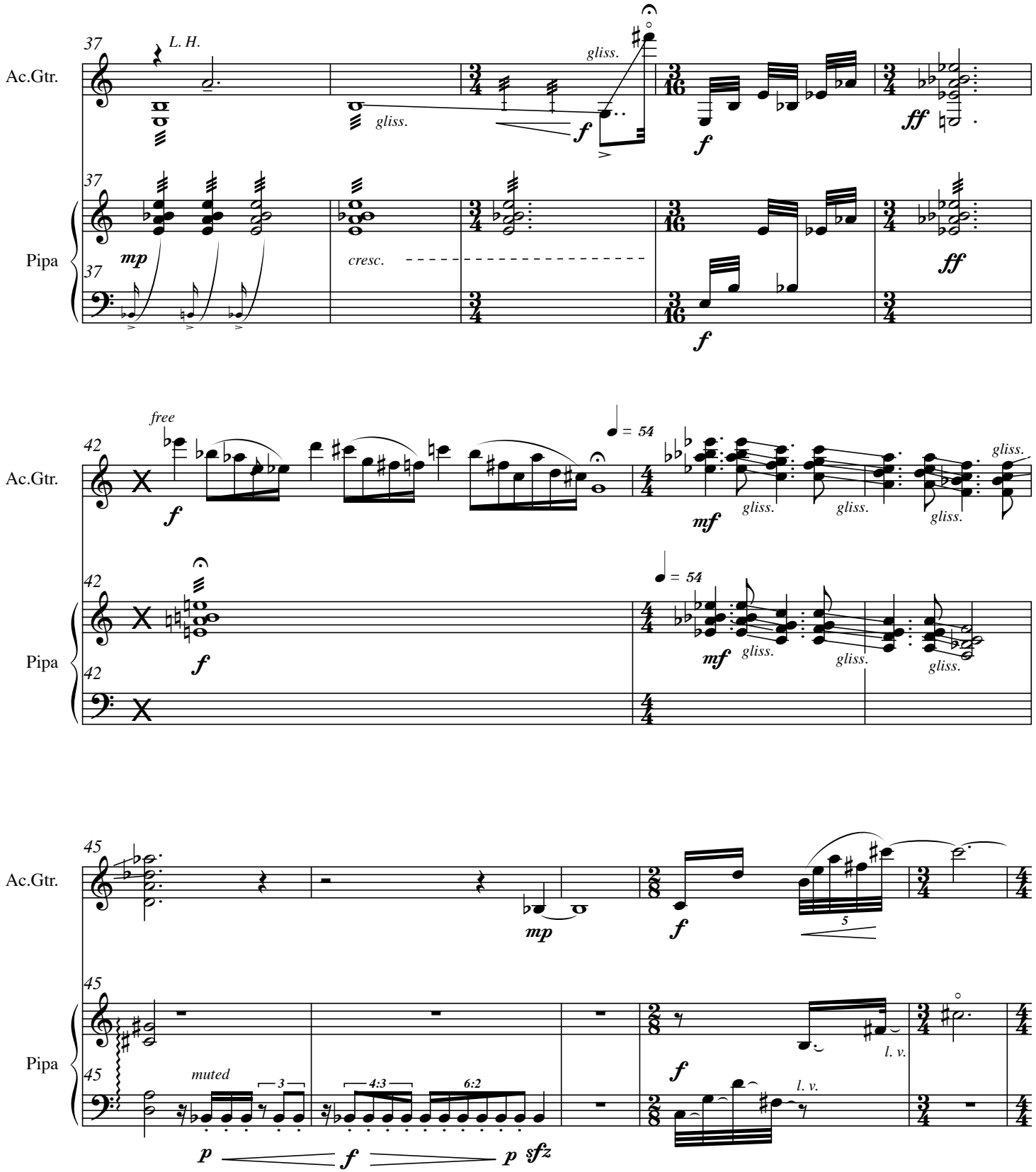
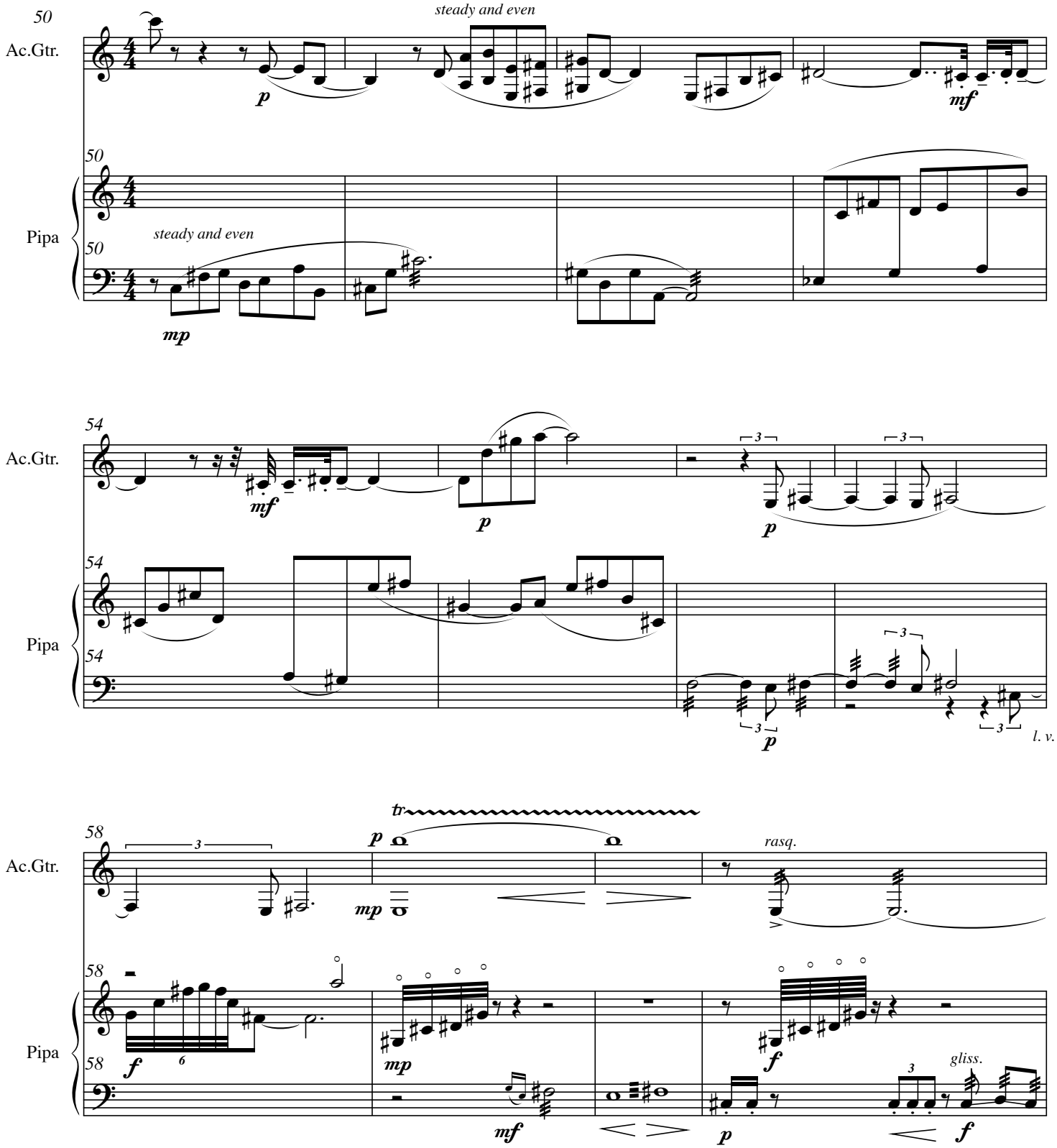
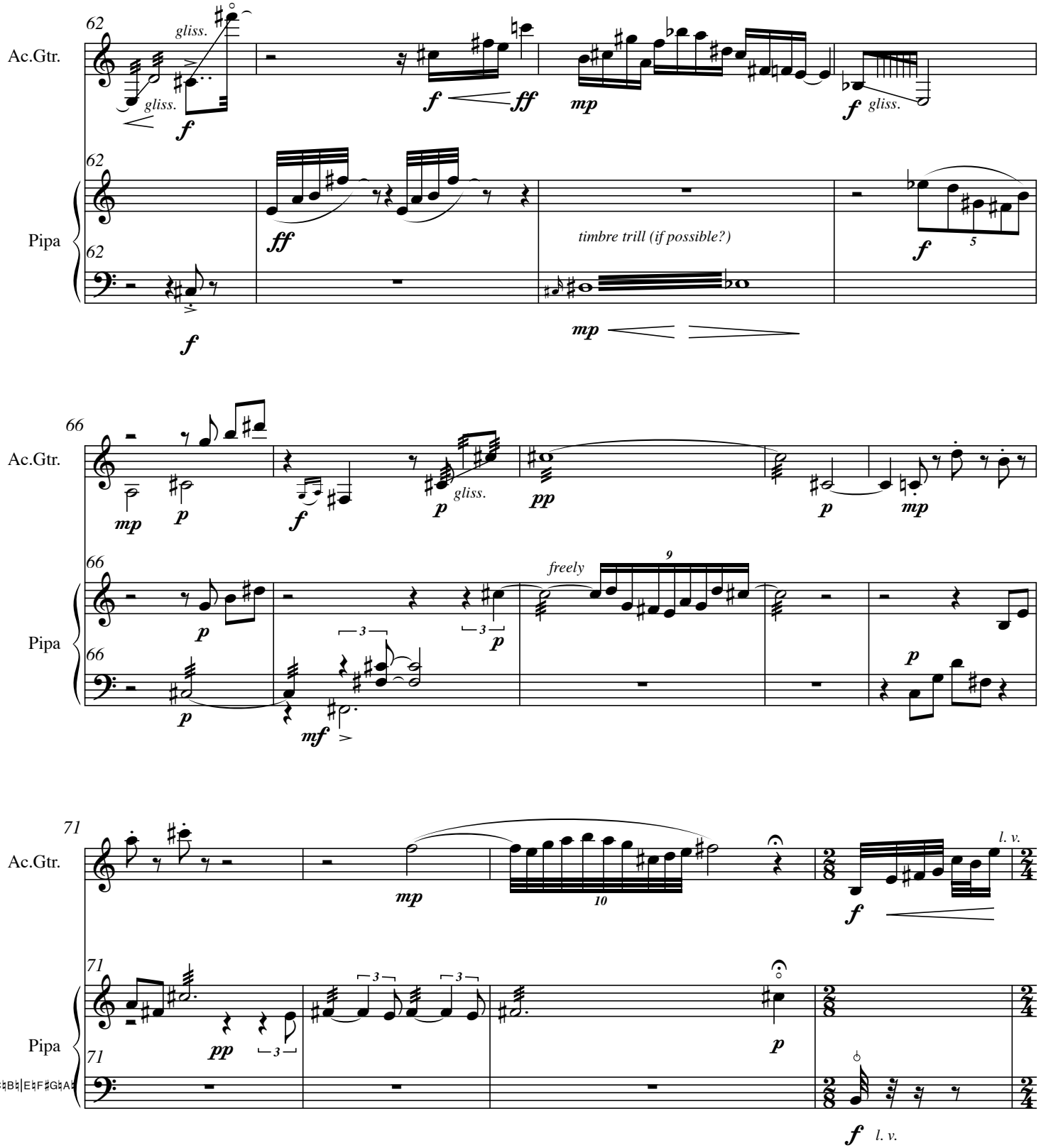
Jeu de Paume

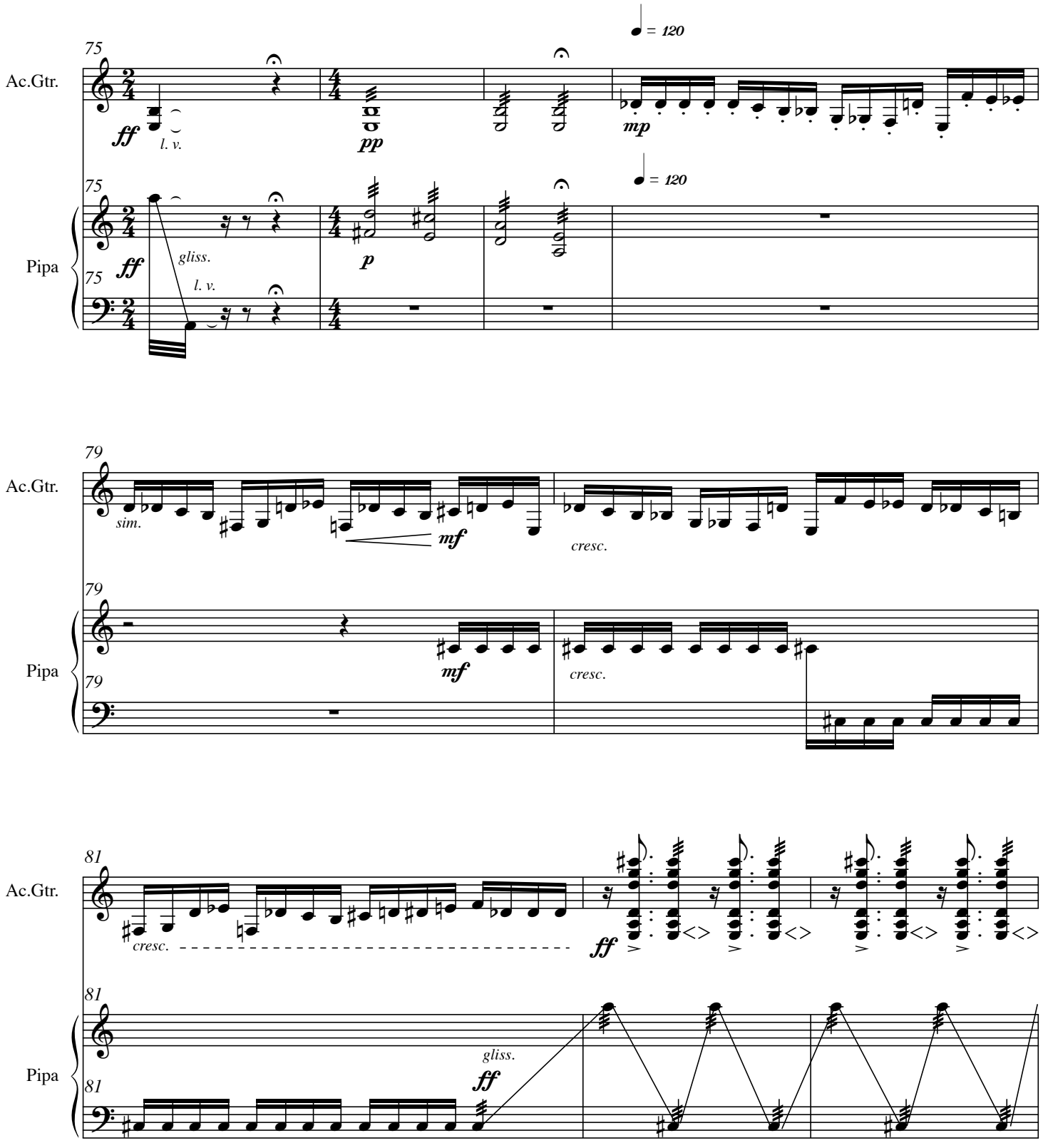


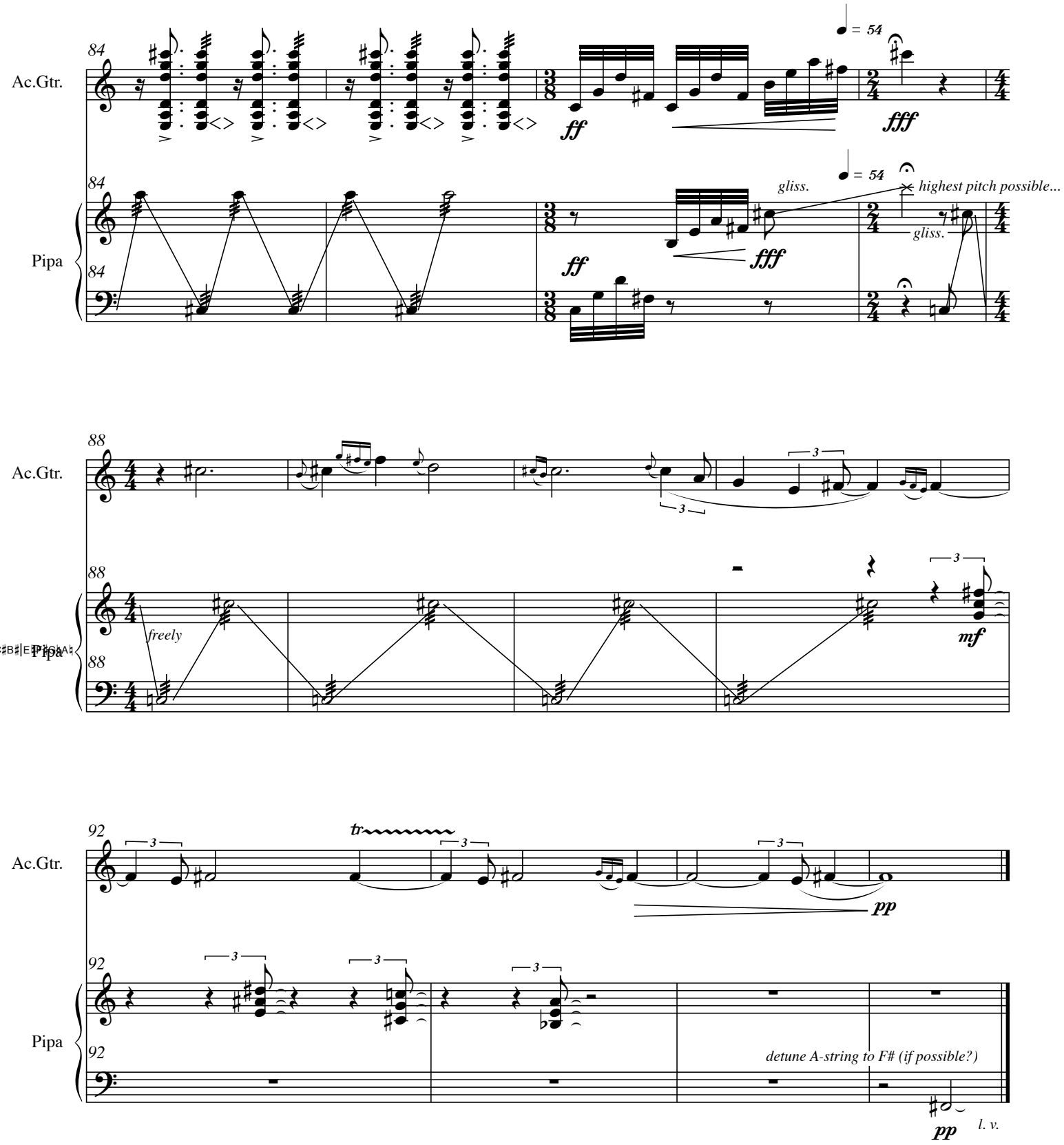

23
Ac.Gtr.
ff
free
mp
mf
Pipa
repeat slowly and freely; l.v.
pp
all C# and D pitch classes
27
= 54
with the flesh
p < mf > p
mp
31
rasq.
L. H.


37
Ac.Gtr.
L. H.
gliss.
gliss.
f
f
ff
37
Pipa
mp
cresc.
f
ff
37
42
Ac.Gtr.
free
f
= 54
mf
gliss.
gliss.
gliss.
gliss.
42
Pipa
f
= 54
mf
gliss.
gliss.
gliss.
42
45
Ac.Gtr.
mp
f
5
45
Pipa
muted
3
4:3
6:2
l. v.
l. v.
f
p
f
p
sfz


50
Ac.Gtr.
steady and even
p
mf
50
Pipa
50
steady and even
mp
54
Ac.Gtr.
mf
p
3
p
54
Pipa
54
3
p
3
l. v.
58
Ac.Gtr.
3
tr
p
mp
rasq.
58
Pipa
58
f
6
mp
mf
f
p
3
gliss.
f


62
Ac.Gtr.
gliss.
gliss.
f
f
ff
mp
f
gliss.
62
Pipa
62
ff
timbre trill (if possible?)
f
5
f
mp
66
Ac.Gtr.
mp
p
f
p
gliss.
pp
p
mp
66
Pipa
66
freely
9
p
3
3
p
p
mf
p
71
Ac.Gtr.
mp
10
f
l. v.
71
Pipa
71
pp
3
3
3
p
D♯C♮B♮|E♭F♯G♯A♯
f
l. v.


75
Ac.Gtr.
ff
l. v.
pp
mp
= 120
75
Pipa
ff
gliss.
l. v.
p
= 120
75
79
Ac.Gtr.
sim.
mf
cresc.
79
Pipa
mf
cresc.
79
81
Ac.Gtr.
cresc.
ff
81
Pipa
gliss.
ff
81


Ac.Gtr.
Pipa
84
88
92
= 54
ff
fff
gliss.
highest pitch possible...
freely
mf
tr
pp
detune A-string to F# (if possible?)
l. v.