MATTHEW GROUSE

Etude

for electric guitar

(2018)

Score version

Etude – *Pressed Steel*

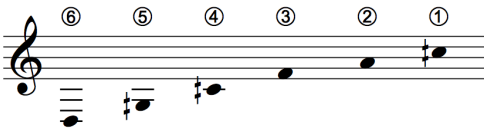
for electric guitar

(2018)

Accidentals in unmetered sections:

An accidental holds good for the duration of a system and 'resets' on the next line. An accidental only applies to the pitch at which it is written. Each additional octave requires a further accidental.

Tuning:



On the 'playing version' of the score, the sounding pitches are not indicated. Instead, transposed / fingered pitches are used throughout. As a result, it is important NOT to deviate from the string indications at any point.

A 'score version' of the piece will be provided, which includes a separate, small stave for sounding pitches.

Amp settings / FX presets:

The player should model their sound on the preset descriptions below, however, specific amp settings; reverb and distortion models; EQ and compression settings, and tone dial levels are not prescribed and are at the player's discretion.

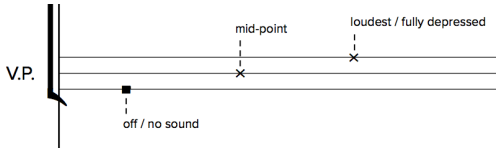
FX Preset 1(ethereal):

. Large room reverb, ca. 7 secs reverb time
. Chorus (Rate: 40 Hz, Depth: 10ms, Mix: 20%)
. Mild distortion to pronounce sound (not crunchy)

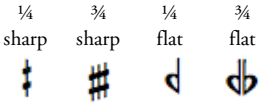
FX Preset 2 (pronounced, with bite):

. Little to no reverb
. Medium distortion (crunchy but not obscuring pitches too much)

Volume pedal:



Non-standard notation:



. Quartertones are notated in the following way:

. Roman numerals refer to fret numbers while circled numbers refer to string numbers

. For tapping, wherever there are two voices: stems up = right hand / stems down = left hand.

. The following notehead indicates to tap the notated fret with the edge of the plectrum:

. The following notehead in parenthesis directs the player to slide to an approximately high point: (▲)

Duration: ca. 3'

Etude

for electric guitar

'Pressed Steel'

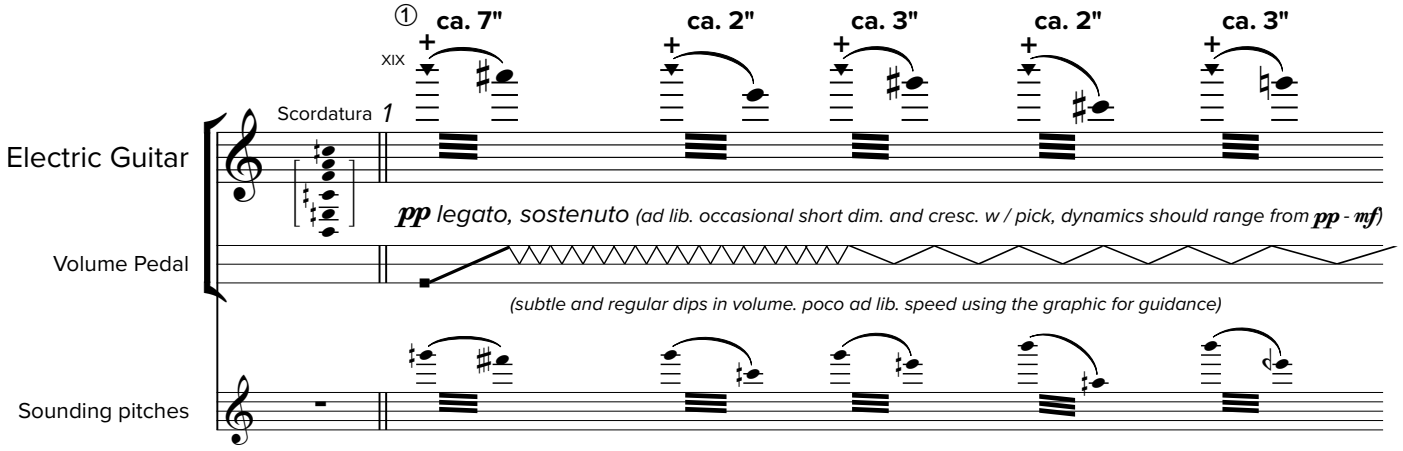
Matthew Grouse (b.1996)

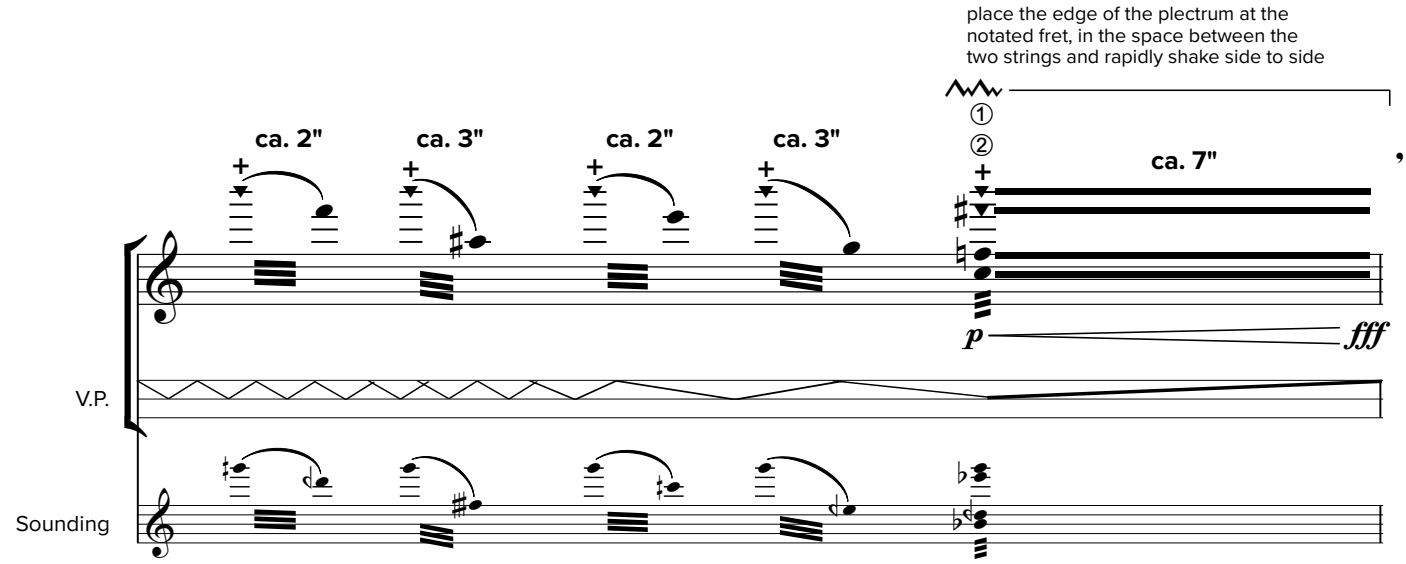
with freedom

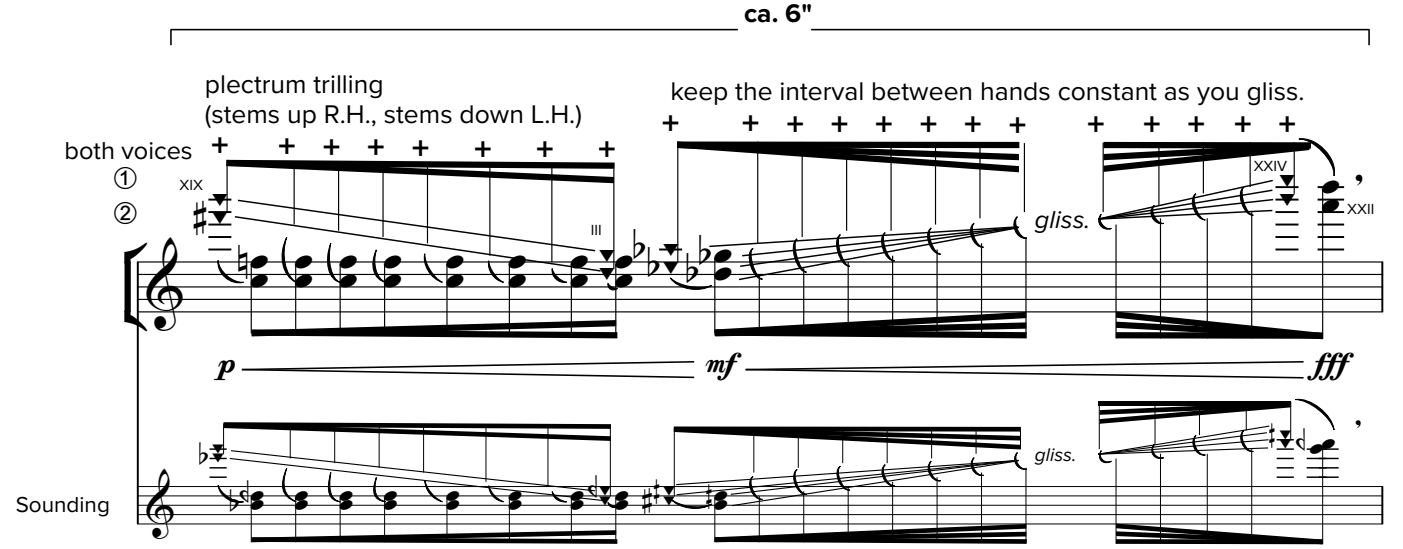
FX preset 1 (long reverb; chorus; mild distortion)

Always bridge pickup selected

plectrum trilling (using the edge of the plectrum)
vary and ad lib. the speed of the plectrum trilling



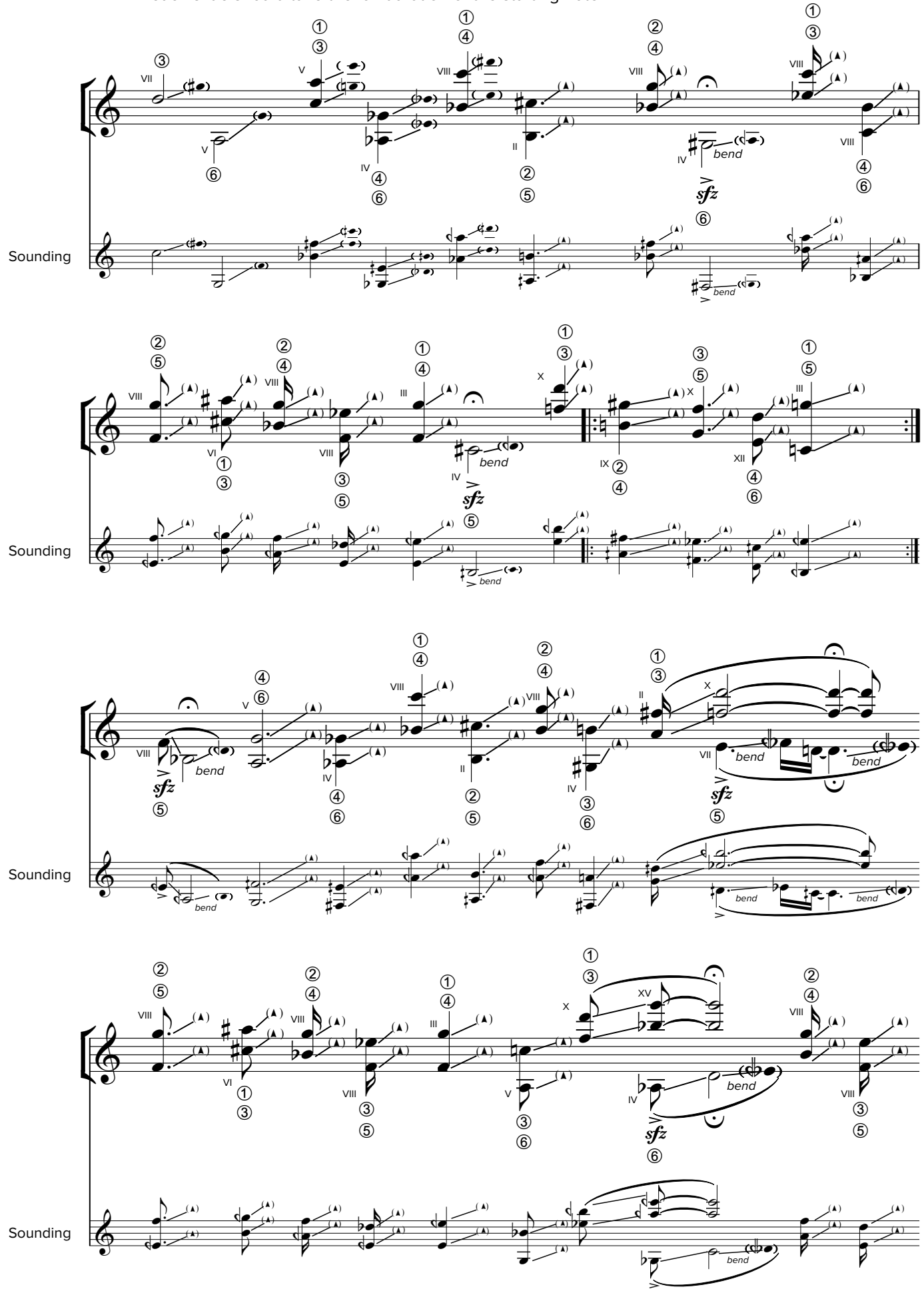


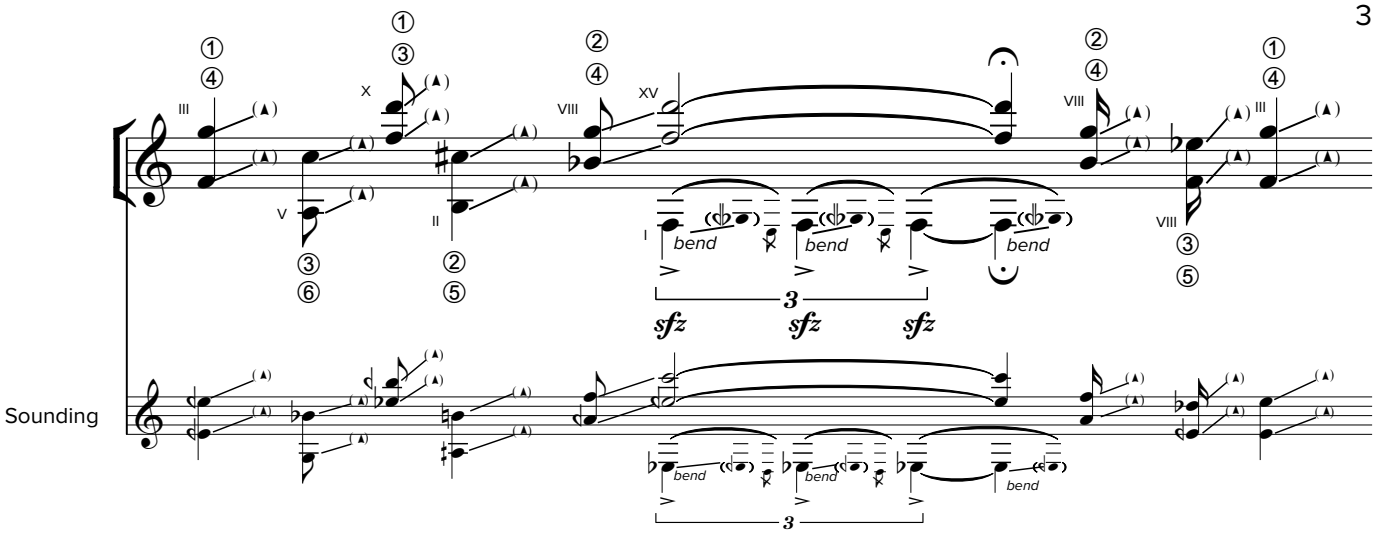


♩ = **ca. 124, abrupt**

FX preset 2 (barely any reverb; medium crunchy distortion)

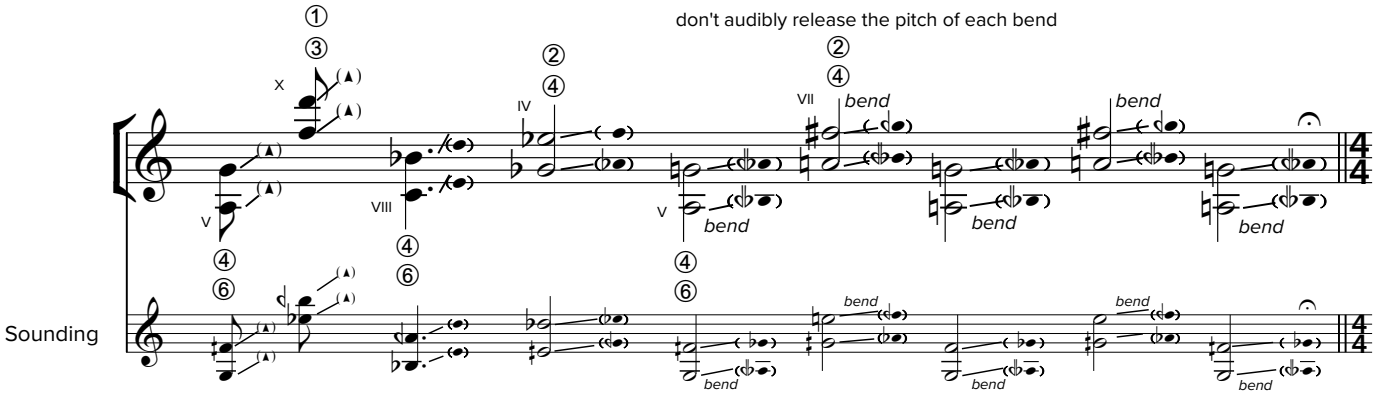
tapping and sliding with fingers
(R.H. stems up, L.H. stems down)
each slide should take the full duration of the starting note





rit.

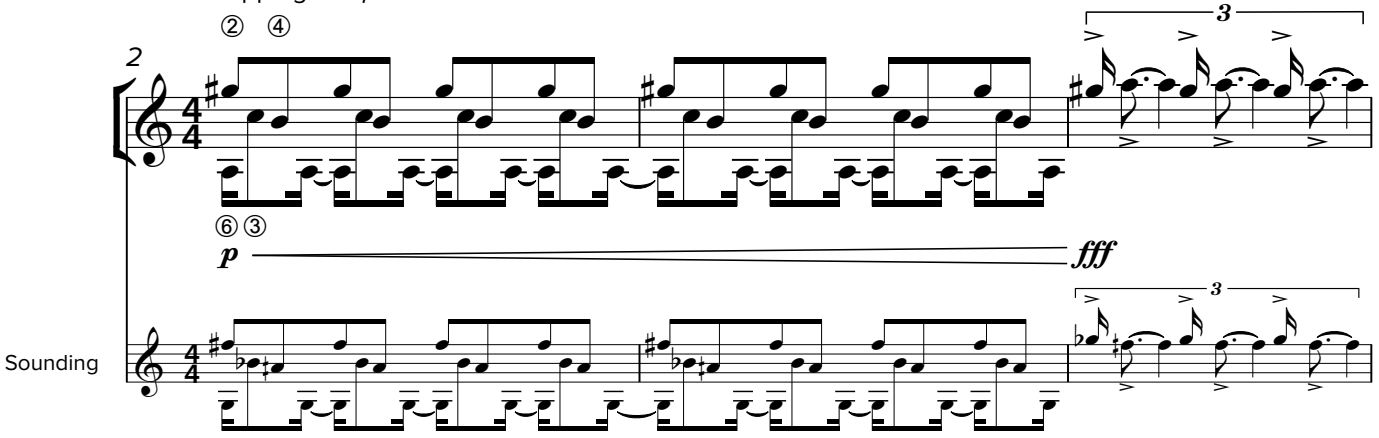
don't audibly release the pitch of each bend



♩ = ca. 70 molto accel. -(♩=ca.180) **♩ = ca. 140**

tapping *sempre*

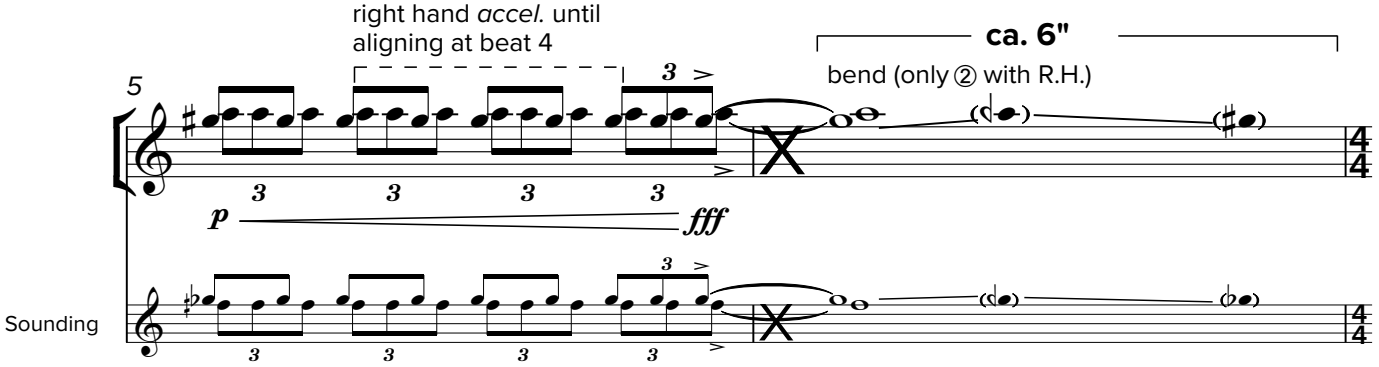
let ring



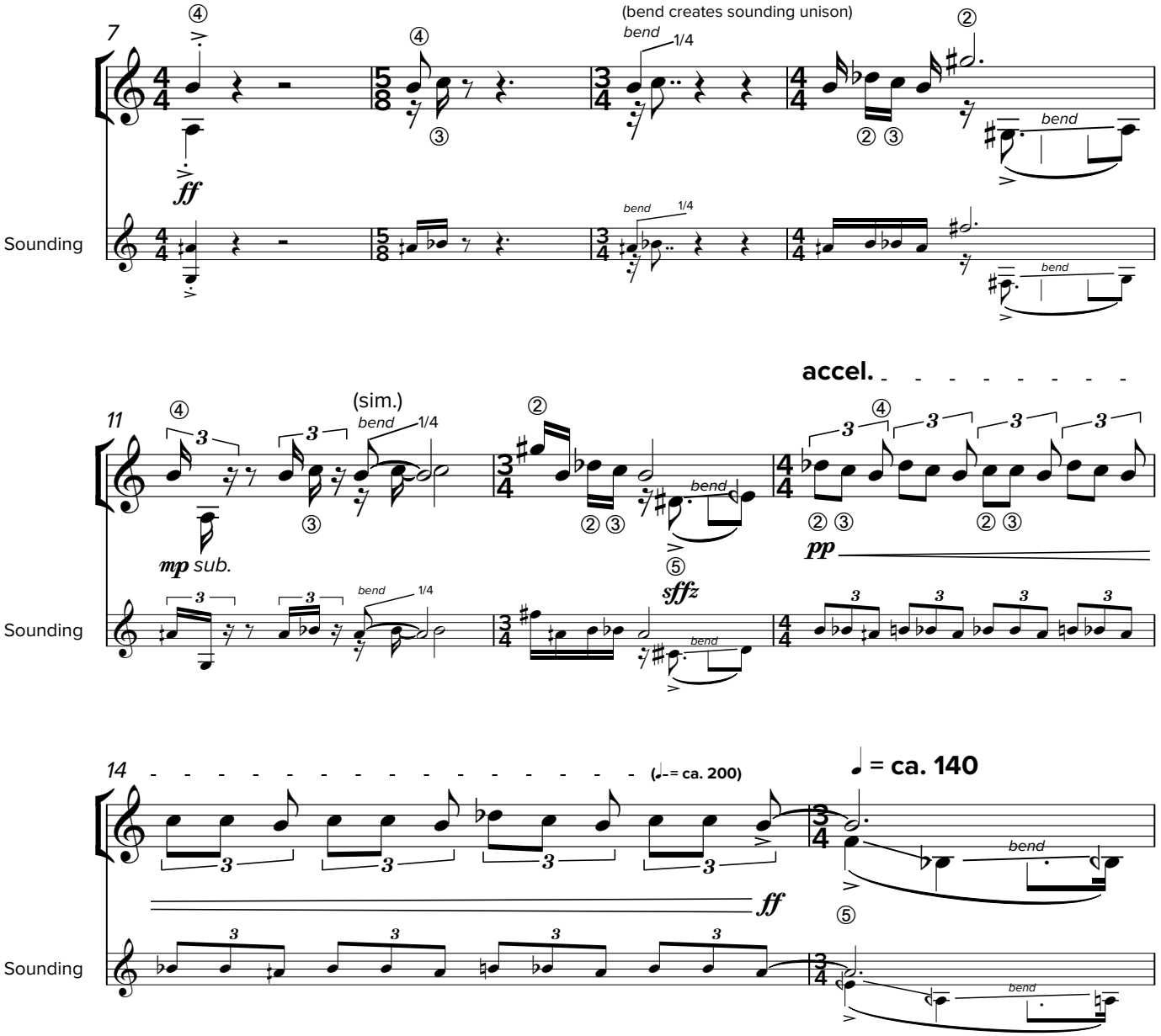
right hand *accel.* until aligning at beat 4

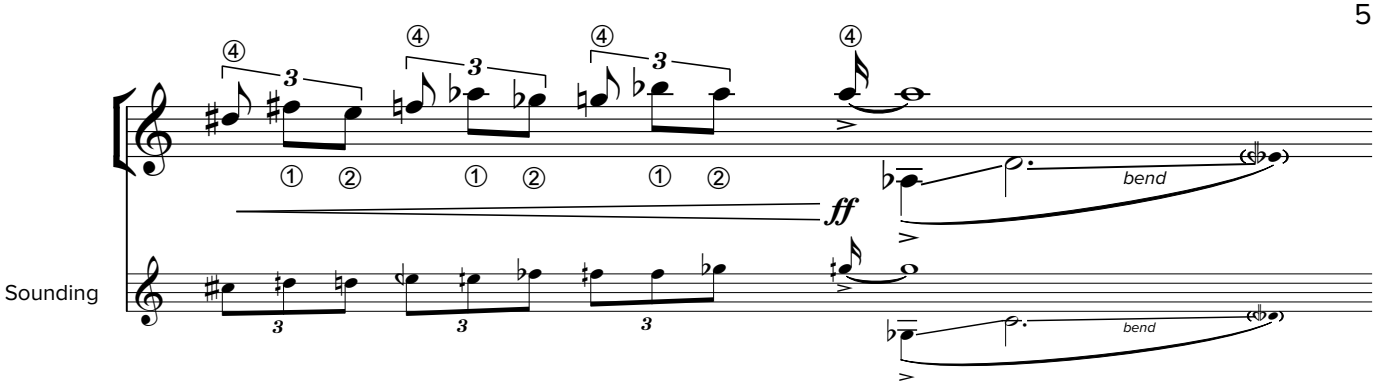
ca. 6"

bend (only ② with R.H.)

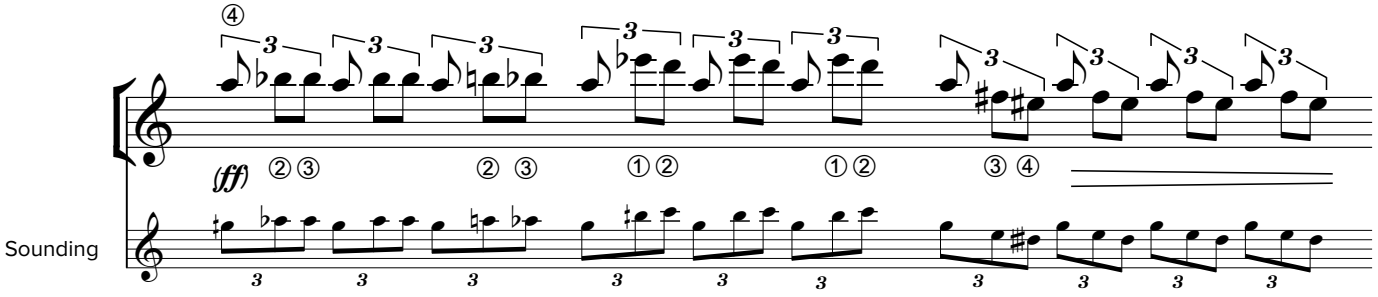


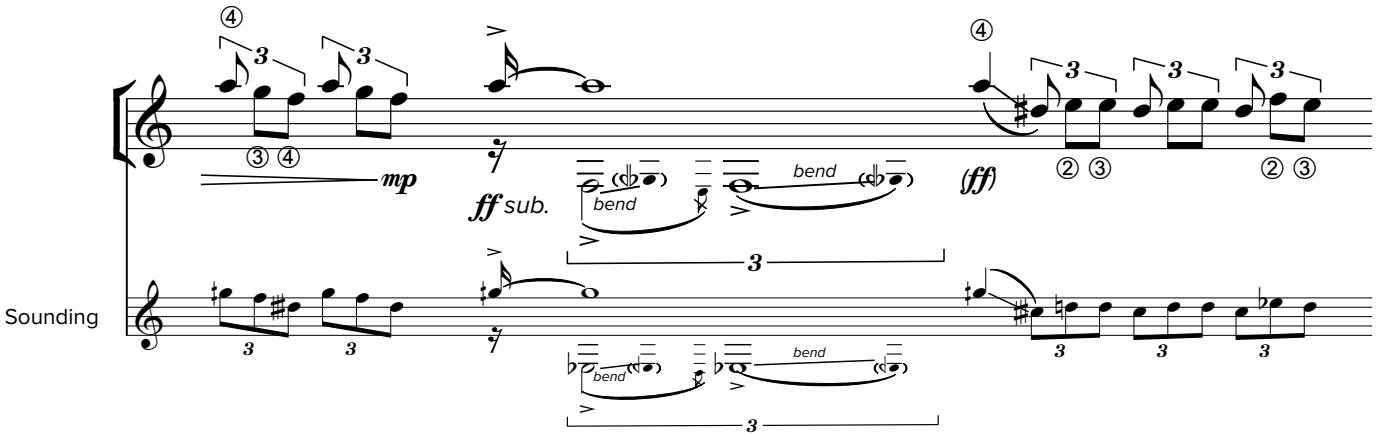
Prickly

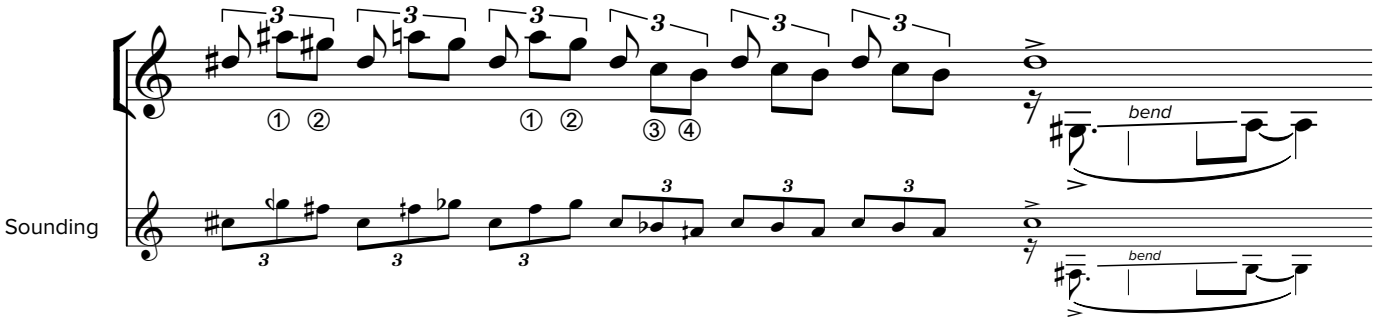

7
(bend creates sounding unison)
bend 1/4
bend
ff
Sounding
11
(sim.)
accel.
mp sub.
pp
sffz
14
(♩. = ca. 200)
♩ = ca. 140
16
molto rubato (range from ♩ = 130 - ♩ = 180)
p sub.
pre-bend and release

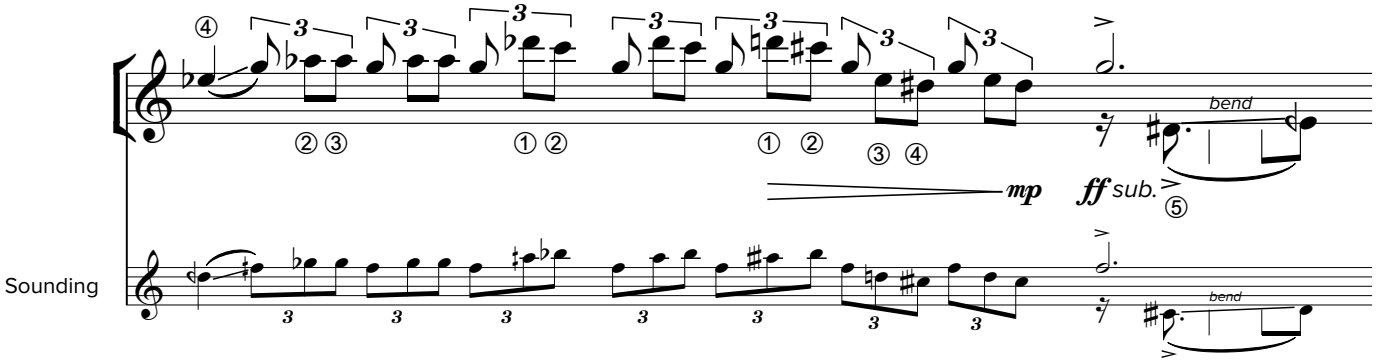


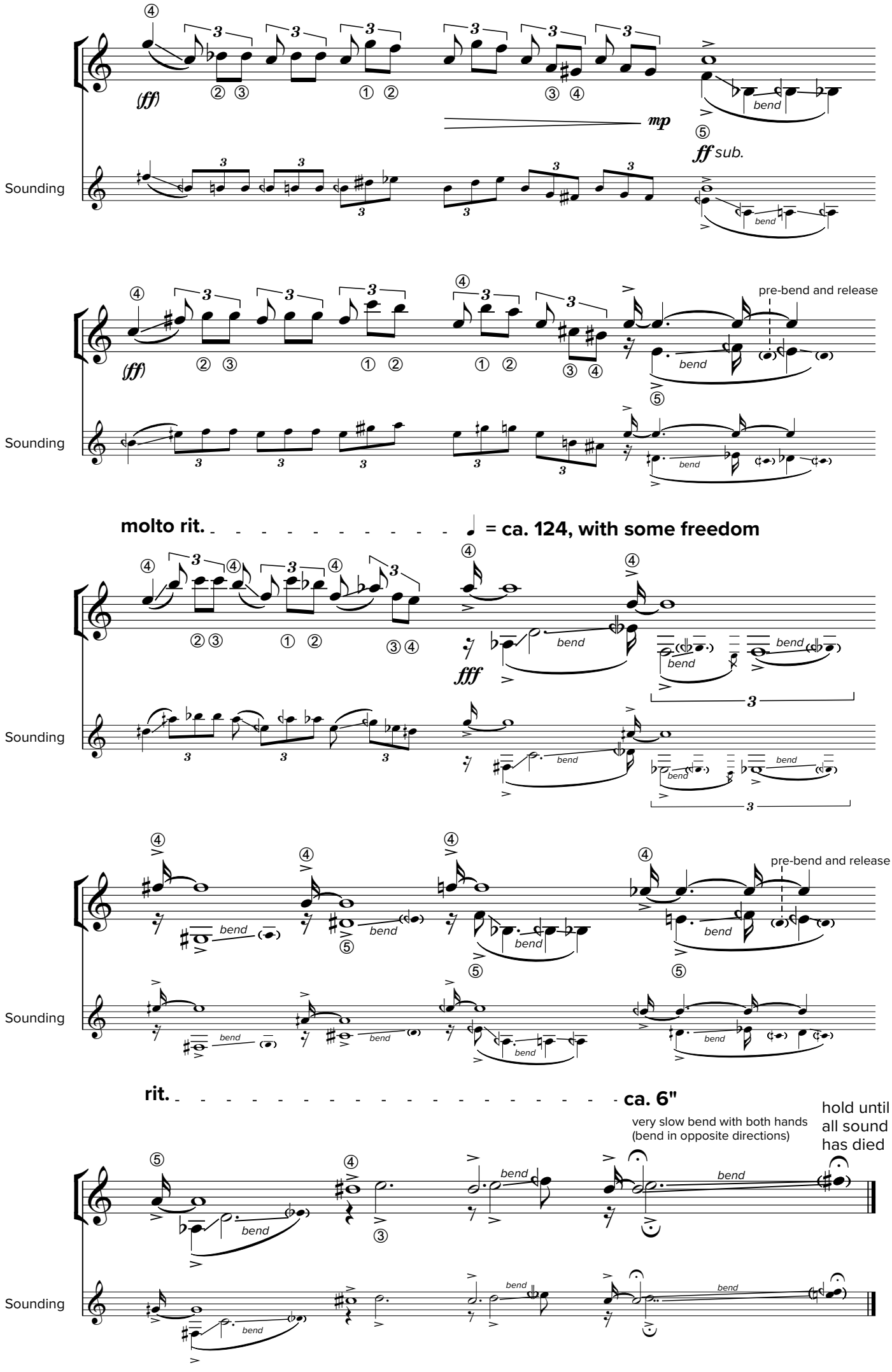
a bit faster,
molto rubato **(range from ♩ = 145 - ♩ = 200)**










(ff)
mp
ff sub.
bend
Sounding
pre-bend and release
molto rit.
= ca. 124, with some freedom
fff
rit.
ca. 6"
very slow bend with both hands
(bend in opposite directions)
hold until
all sound
has died