

Library Music No. 2: Shanty Chunks for Choppy Seas

flute, violin, trombone, piano, keyboard, double bass, percussion

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Preface

Instruments

flute / bass flute | violin | trombone | piano | keyboard (synthesizer & sampler) | double bass | percussion / glockenspiel

General Remarks

Accidentals (also microtonal) apply for the rest of the respective bar and for the same octave position only.

Microtone accidentals should result in noticeably detuning the given pitch and do not have to be exact. If a precise value is helpful for you, you can think of them as sixths tone accidentals.

Dynamic markings are relative, meaning the same dynamic marking should result in a similar loudness for each instrument.

Glissandi are to be played as continuously as possible, except when indicated otherwise.

Horizontal arrows above the staff indicate a continuous transition from the playing technique of the first note to the playing technique of the last note.

The piece should be conducted.

Glissando & Pitch Modulation

The following indications are used for continuous pitch modulation, sometimes in combination with a glissando:

- Modulate the pitch irregularly and expressively ad lib. within a maximum range of +/- 2 semitones, unless indicated otherwise.
- Slide out towards the end of the note duration.
- a wide, periodic vibrato (~ +/- 1 semitone)

Repeats

Some repeats include material that is varied in each cycle according to a given instruction. Generally speaking, you are free to play any note marked by such a line or replace it with a rest, as long as the result matches the instruction. Accidentals and dynamics still take effect even if the note they are attached to is not played. The instructions used in this piece are:

- choose **n** each cycle

Choose the indicated amount of notes or chords in each cycle.
- increase density

Increase the amount of notes or chords over the course of all cycles, starting with very few notes or chords.
- nth** (+ **nth**)

Play the material only in the indicated cycle or cycles.
- vary ad lib.

Vary the notated material freely.
- (add) solo ad lib.

Play a solo or add a solo to the written material. A solo does not necessarily have to be in the absolute foreground, but can be.

Flute

- tongue or lip pizzicato
- key clicks
- flutter tongue
- air sound with slight pitch

Trombone

- tongue slap
- airy sound with audible pitch
- half-buzz
- growl

Violin & Double Bass

Only play vibrato where indicated.

- grainy sound
(more pressure than ord.)

▾ noisy sound
(less pressure than ord.)
-  glissando of artificial harmonic with constant distance between fingers (= seagull gliss.)

 col legno battuto

Keyboard (Sampler / Synthesizer)

The keyboard part consists of a sampler keyboard (full range, 88 keys) and a synthesizer keyboard (midi-note range 54–84) with pitch wheel and volume pedal. The synthesizer sounds are described approximately in the score and are up to you to choose. Samples are provided as wave-files (48 kHz, 24 bit) and are mapped onto the keyboard using an sfz-file (<https://sfzformat.com>). The midi output of the sampler keyboard should be rooted through the provided Pure Data patch (<https://puredata.info>) to the sfz player of your choice. The patch turns the highest note of the keyboard (C8) into a trigger for a series of one-shot samples throughout the piece. One-shots are numbered in the score and marked by an x-head. If anything goes wrong, you can stop the current one-shot using the lowest key of the keyboard (A0) and move back to the previous trigger using Bb7. Keep all files (especially audio and sfz) in the same directory.

Percussion

Where a + is written above a note, mute the cymbal after its notated duration.

Bass-drum

Snare

Snare, Rim

Snare, Rim Shot

HiHat Pedal

HiHat, closed

HiHat, open

Ride

Ride Bell

crashing Ride

Splash

Bongo high

Bongo low

Wood-block

Very high Roto-Tom

Waterphone Side

Waterphone Below

Waterphone bowed

Very small Gong

Small Gong

Reception Bell

Library Music No. 2: Shanty Chunks for Choppy Seas is based on music by Hans Conzelmann (alias Hans Eric), Manuel Landy, Hans Ehrlinger, Heinz Matschurat (alias Sven Björnson) and others.

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Flute / Bass Flute $\text{♩} = 90$ **Flute**

Violin

Trombone

Piano / Melodica $\text{♩} = 90$ **Piano**

Synthesizer $\text{♩} = 90$ **Saw Synthesizer**

Sampler

Double Bass $\text{♩} = 90$

Percussion / Glockenspiel **Percussion (fast roll)**

This musical score is for the track "The Day After Tomorrow" and is divided into two systems. The first system includes staves for Flute (Fl.), Violin (Vn.), Trombone (Tb.), Piano (Pno.), Synthesizer (Synth.), Sampler (Samp.), Double Bass (Db.), and Percussion (Perc.). The second system continues with the same instruments. The score is written in 2/4 time and features a variety of musical notations, including triplets, slurs, and dynamic markings such as *mf*, *p*, *f*, and *fp*. The Percussion part is particularly complex, featuring many triplets and slurs. The Double Bass part includes a section marked "arco" (arco). The Synthesizer and Sampler parts are mostly silent, with some notes appearing in the second system. The Piano part includes a section marked "A2" and features a variety of chords and melodic lines. The Violin and Trombone parts include sections marked "pizz." (pizzicato) and "half-buzz". The Flute part includes a section marked "A2" and features a variety of melodic lines. The Double Bass part includes a section marked "A2" and features a variety of melodic lines. The Percussion part includes a section marked "A2" and features a variety of rhythmic patterns.

Fl. 15 *mf* *p* *mf* *f* *f* *ff*

Vn. *(p)* *mp* *mf* *f*

Tb. *p* *p* *mf* *f* *ff* fast gliss. solo ad lib.

Pno. *(p)* *mf* *f* *Red.*

Synth.

Samp. *(p)* *mf* *f*

Db. *mp* *pp* *mf* *f*

Perc. *(p)* *mf* *ff* *f*

21 **A3**

Fl.

Vn.

Tb.

Pno.

Synth.

Samp.

Db.

Perc.

mf *p* *f* *p* *mf* *f* *mf* *f* *mf* *f*

p *mf* *p* *mf* *f* *mf* *f* *mf* *f*

mf *p* *mf* *p* *f* *mf* *f* *mf* *f*

mf *p* *mf* *(mf)* *f* *mf* *f* *mf* *f*

f *mf* *f* *mf* *f* *mf* *f* *mf* *f*

mf *f* *mf* *f* *mf* *f* *mf* *f* *mf*

mf *f* *mf* *f* *mf* *f* *mf* *f* *mf*

f *mf* *p* *f* *mf* *f* *mf* *f* *f*

29 **A4**

Fl. *p* *f* *mf* *p* *mp*

Vn. *mp* *p* *mf* *f* *mf* *p* *mp*

Tb. *p* *pp* *f poss.* *p* *mp*

Pno. *p* *mf* *f* *mf* *p* *mp*

Synth. *f* *mf* *p* *mp*

Samp. *p* *f* *mf* *p* *mp*

Db. *p* *mf* *f* *mf* *p* *mp*

Perc. *p* *mf* *f* *mf* *p*

7

This musical score is for the track "The Day After Tomorrow" and includes the following parts and markings:

- Fl.** (Flute): Starts at measure 36. Dynamics include *mf*, *f*, *ff* (flz.), *f*, *fp*, *f*, and *mf*.
- Vn.** (Violin): Dynamics include *mf*, *f*, *ff* (more pressure), *f*, and *mf* (less pressure).
- Tb.** (Tuba): Dynamics include *f poss.*, *mf*, *f*, *ff*, and *mf*.
- Pno.** (Piano): Dynamics include *mf*, *f*, *ff*, and *f*.
- Synth.** (Synthesizer): Dynamics include *mf*, *f*, *ff*, and *f*.
- Samp.** (Sampler): Dynamics include *mf*, *f*, *ff*, and *f*.
- Db.** (Double Bass): Dynamics include *(mp)*, *mf*, *f*, *ff*, *f*, and *mf* (arco).
- Perc.** (Percussion): Dynamics include *f*, *ff*, and *mf*.

51 **B**

Tb. *(p)* *mp* *mf*

Pno. *f* 15

Samp. 1 15

Db. (less pressure) *(p)* *mp* *mf* *mp* *f* (more pressure) *mp*

Perc. *mf*



60

Vn. *p* *mp* *mf* *f*

Tb. *f* *mf* *f*

Db. *f* *mf* *f* *mf* *f*

Glock. Glockenspiel *mp*

The musical score for measures 71-84 is divided into two systems by a double bar line. The first system (measures 71-77) includes staves for Samp., Db., and Glock. The second system (measures 78-84) includes staves for Fl., Vn., Tb., Pno., Samp., Db., and Glock. Measure numbers 71, 78, and 84 are indicated at the beginning of their respective staves. Rehearsal marks B2 and B3 are present above measures 71 and 78. Performance instructions like 'pizz.' and 'Melodica' are included. Dynamics such as *mp*, *f*, and *mp* are marked throughout the score.

87 **B4**

Fl. *(f)* *p* *f*

Vn. *ppp* *f* *p* *mf*

Tb. *(f)* *p* *mp* *mf*

Pno. **B4** *Piano* *f* *p* *f* *mp*

Synth.

Samp. **4** *15* *pp* *p* *3* *3* *3* *mp* *3*

Db. **B4** *pp* *f* *p* *f*

Glock. *(f)* *p poss.* **Percussion** *p* *f* *p* *f* *p* *f*

95

Fl.

f *mf* *f* *mf* *p* *f*

Vn.

f vibrato

Tb.

f

Pno.

p *mp* *mf* *f*

Synth.

Samp.

mf *f* *mf* *f*

Db.

f

Perc.

f *p* *f* *p* *f*

104

Fl.

Vn.

Tb.

Pno.

Synth.

Samp.

Db.

Perc.

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[illegible]

[illegible]

131 **C4**

Fl. *p* *f* *mf* *mp* *rit.*

Vn. *pizz.* *arco* *mp* *p* *mf* *f* *mf* *mp*

Tb. *p* *pp* *f poss.* *mp*

Pno. *p* *mf* *f* *mf* *mp*

Synth. *f* *mf* *mp*

Samp. *p* *f* *mf* *mp*

Db. *pizz.* *mp* *mf* *f* *mf* *mp*

Perc. *p* *mf* *f* *mf* *mp*

137 (rit.)

Fl. *(mp)* *p* *mf*

Vn. *(mp)* *p* *mf*

Tb. *(mp)* *p* *mf*

Pno. *(mp)* *p* *mf*

Synth. *(mp)* *p* *mp* *mf*

Samp. *(mp)* *p* *mp*

Db. *(mp)* *p* *mf*

Perc. *(mp)* *p* *mf*

The musical score is for a piece titled "D" in 7/8 time, with a tempo of 72 beats per minute. The key signature has one flat (B-flat). The score is arranged for a chamber ensemble consisting of Flute (Fl.), Violin (Vn.), Trombone (Tb.), Piano (Pno.), Synthesizer (Synth.), Sampler (Samp.), Double Bass (Db.), and Percussion (Perc.).

Flute (Fl.): The part begins with a melodic line in the right hand, featuring triplets and slurs. It includes dynamic markings of *mp* and *mf*, and a *pizz.* (pizzicato) instruction. Rehearsal mark 143 is indicated at the start.

Violin (Vn.): The part features a melodic line in the right hand with triplets and slurs. It includes dynamic markings of *mp* and *mf*, and a *pizz.* instruction.

Trombone (Tb.): The part features a melodic line in the right hand with triplets and slurs. It includes dynamic markings of *mp* and *mf*.

Piano (Pno.): The part is written for both hands, featuring chords and melodic lines. It includes dynamic markings of *p* and *mf*.

Synthesizer (Synth.): The part is written for both hands, featuring chords and melodic lines. It includes dynamic markings of *mp* and *mf*.

Sampler (Samp.): The part is written for both hands, featuring chords and melodic lines. It includes dynamic markings of *mp* and *mf*.

Double Bass (Db.): The part is written in the right hand, featuring a melodic line. It includes dynamic markings of *p*, *mp*, *mf*, and *f*.

Percussion (Perc.): The part is written in the right hand, featuring a rhythmic pattern. It includes dynamic markings of *pp*, *p*, *mp*, *mf*, and *f*.

The score includes various performance instructions such as "choose 1-2 each cycle", "increase density", "1st + 2nd + 3rd", and "vary ad lib.". The piece concludes with a final chord in the piano and a final rhythmic pattern in the percussion.

Fl. **D2** *f* *mf*

Vn. *f* arco

Tb. *f* *mf*

Pno. **D2** *(mf)*

Synth. **D2**

Samp. *f*

Db. **D2** *f*

Perc. vary ad lib. *(f)*

This musical score is for the track "D3" from the album "The New Age of Earth Music" by David Byrne and Brian Eno. The score is written for a full ensemble, including Flute (Fl.), Violin (Vn.), Trombone (Tb.), Piano (Pno.), Synthesizer (Synth.), Sampler (Samp.), Double Bass (Db.), and Percussion (Perc.).

The score is divided into two systems, each containing eight measures. The first system is marked with a tempo of 48 beats per minute (♩ = 48) and a key signature of D3. The second system is marked with a tempo of 72 beats per minute (♩ = 72) and a key signature of D3. The score includes various musical notations such as notes, rests, dynamics (mf, f, ff, p), articulation (accents, slurs), and performance instructions (e.g., "vary ad lib.").

The Flute part features a melodic line with slurs and accents, starting with a dynamic of *mf* and ending with *ff*. The Violin part plays a rhythmic pattern of eighth notes, starting with *mf* and ending with *ff*. The Trombone part features a melodic line with slurs and accents, starting with *mf* and ending with *ff*. The Piano part features a rhythmic pattern of eighth notes, starting with *p* and ending with *ff*. The Synthesizer part features a melodic line with slurs and accents, starting with *p* and ending with *ff*. The Sampler part features a melodic line with slurs and accents, starting with *p* and ending with *ff*. The Double Bass part features a melodic line with slurs and accents, starting with *mf* and ending with *ff*. The Percussion part features a rhythmic pattern of eighth notes, starting with *mf* and ending with *ff*.

This musical score is for the piece 'E' by John Williams, featuring a variety of instruments and dynamic markings. The score is divided into eight staves, each representing a different instrument or section.

- Fl. (Flute):** The first staff, marked with a box 'E' and the number 171. It features a melodic line with dynamic markings *p*, *f*, and *mp*.
- Vn. (Violin):** The second staff, featuring a melodic line with dynamic markings *p*, *pp*, and *f*.
- Tb. (Trombone):** The third staff, featuring a melodic line with dynamic markings *p* and *f*.
- Pno. (Piano):** The fourth staff, featuring a complex melodic and harmonic line with dynamic markings *p* and *f*.
- Synth. (Synthesizer):** The fifth staff, marked with a box 'E' and the text 'Square Synthesizer'. It features a melodic line with dynamic markings *p*, *pp*, and *f*.
- Samp. (Sampler):** The sixth staff, featuring a melodic line with dynamic markings *p* and *f*.
- Db. (Double Bass):** The seventh staff, marked with a box 'E' and the text 'arco'. It features a melodic line with dynamic markings *p*, *pp*, and *f*.
- Perc. (Percussion):** The eighth staff, featuring a rhythmic line with dynamic markings *p*, *mp*, *f*, and *p*.

The score includes various musical notations such as notes, rests, beams, and dynamic markings. The overall structure is a single melodic line with a complex harmonic and rhythmic accompaniment.

This musical score is for a piece titled "E3". It is a multi-staff score for a chamber ensemble. The instruments included are Flute (Fl.), Violin (Vn.), Trombone (Tb.), Piano (Pno.), Synthesizer (Synth.), Sampler (Samp.), Double Bass (Db.), and Percussion (Perc.).

The score is divided into two main sections, each marked with a tempo change. The first section starts at a tempo of 72 (indicated by a quarter note = 72) and the second section starts at a tempo of 60 (indicated by a quarter note = 60). The key signature is E major, indicated by three sharps (F#, C#, G#) in the key signature area.

The Flute, Violin, and Trombone parts feature complex rhythmic patterns, including triplets and sixteenth notes, with dynamic markings ranging from *mf* to *f*. The Piano part provides harmonic support with chords and arpeggios, also marked with dynamics like *mf* and *f*. The Synthesizer part includes a section marked "solo ad lib., using Sampler and Synth" with a tempo change to 60. The Sampler part features a section marked "solo ad lib." with a tempo change to 60. The Double Bass part includes a section marked "pizz." (pizzicato) with a tempo change to 60. The Percussion part features a section marked "arco" (arco) with a tempo change to 60.

The score includes various musical notations such as triplets, sixteenth notes, and dynamic markings (*mf*, *f*, *ppp*, *ff*). The piece concludes with a final measure marked with a double bar line.

200

Fl. *mf* **F**

Vn. *mf*

Tb. *mf*

Pno. *mf* **F**

Synth.

Samp. **12** *15* **13** *15*

Db. *mf* **F** *ppp*

Glock. *mf* Glockenspiel Percussion *f*

This musical score is for the track "F2" by The xx. It is a full orchestration featuring a variety of instruments. The score is divided into two systems, each containing staves for Flute (Fl.), Violin (Vn.), Trombone (Tb.), Piano (Pno.), Synth., Samples (Samp.), Double Bass (Db.), and Percussion (Perc.).

System 1:

- Fl.:** Starts with a forte (*f*) dynamic, playing a melodic line with slurs and ties. It includes a 3x repeat sign and a mezzo-forte (*mf*) section.
- Vn.:** Also starts with a forte (*f*) dynamic, playing a similar melodic line to the flute. It includes a 3x repeat sign and a mezzo-forte (*mf*) section.
- Tb.:** Starts with a forte (*f*) dynamic, playing a bass line. It includes a 3x repeat sign and a mezzo-forte (*mf*) section.
- Pno.:** Starts with a forte (*f*) dynamic, playing a complex melodic line with many accidentals. It includes a 3x repeat sign and a mezzo-forte (*mf*) section.
- Synth.:** Starts with a forte (*f*) dynamic, playing a simple melodic line. It includes a 3x repeat sign and a mezzo-forte (*mf*) section.
- Samp.:** The sample track is mostly silent, with some faint notes visible in the later measures.
- Db.:** Starts with a forte (*f*) dynamic, playing a bass line. It includes a 3x repeat sign and a mezzo-forte (*mf*) section.
- Perc.:** Starts with a forte (*f*) dynamic, playing a rhythmic pattern. It includes a 3x repeat sign and a mezzo-forte (*mf*) section.

System 2:

- Fl.:** Continues the melodic line, ending with a mezzo-forte (*mf*) dynamic.
- Vn.:** Continues the melodic line, ending with a mezzo-forte (*mf*) dynamic.
- Tb.:** Continues the bass line, ending with a mezzo-forte (*mf*) dynamic.
- Pno.:** Continues the complex melodic line, ending with a mezzo-forte (*mf*) dynamic.
- Synth.:** Continues the simple melodic line, ending with a mezzo-forte (*mf*) dynamic.
- Samp.:** The sample track remains mostly silent.
- Db.:** Continues the bass line, ending with a mezzo-forte (*mf*) dynamic.
- Perc.:** Continues the rhythmic pattern, ending with a forte (*f*) dynamic.

The score includes various musical notations such as slurs, ties, repeat signs, and dynamic markings (*f*, *mf*). The tempo is marked as 90 beats per minute.

[illegible]

231

Fl. *ff* sul pont. *fff* *chrom.*

Vn. *ff* *fff* *ff*

Tb. *ff* *fff* *ff* *fff* *ff*

Pno. *ff f* *ff* *f* *ff* *ff* *fff* *ff*

Synth. *ff* fast gliss. solo ad lib.

Samp. *ff* *fff* *ff*

Db. *ff* *fff* *ff* *fff* vary ad lib.

Perc. *ff* *ff* vary ad lib.

G3

G3

G3

[illegible]

245 **H** ♩ = 60 **rit.** ♩ = 45

B. Fl. *pp* *mp*

Vn.

Tb. *p* *pp* *p* *pp* *p* *pp* *p* *pp*

Mel. **H** ♩ = 60 **Melodica** **rit.** ♩ = 45

Synth. **H** ♩ = 60 **Accordion Synthesizer*** **rit.** ♩ = 45

*saw with added detuned square an octave above, slow attack and release, maybe add a little chorus

Samp.

Db. **H** ♩ = 60 **rit.** ♩ = 45

Perc. bow Waterphone ad lib. *pp* *p*

252

B. Fl. **H2** $\text{♩} = 90$ (air) **rit.** *pp* *mp* *p* *p* *pp* *p*

Vn. pizz. *p*

Tb. *p* full slide full slide full slide full slide

Mel. **H2** $\text{♩} = 90$ **rit.** *(p)*

Synth. **H2** $\text{♩} = 90$ **rit.** *p*

Samp. 18 15 *p* 5 3 5 3 3 3

Db. **H2** $\text{♩} = 90$ **rit.** *(p)*

Glock. Glockenspiel *p*

260 (rit.) $\text{♩} = 45$ **H3** $\text{♩} = 90$ rit. $\text{♩} = 60$

B. Fl. *(p)* *pp* *p* *mp* *pp* *p* *mp* *p*

Vn. arco *(p)* *pp* *mp* *p*

Tb. *(p)* *pp* *p* *pp* *mp* *p* *pp*

Mel. (rit.) $\text{♩} = 45$ **H3** $\text{♩} = 90$ rit. $\text{♩} = 60$
(p) *(p)* *mp* *p*

Synth. (rit.) $\text{♩} = 45$ **H3** $\text{♩} = 90$ rit. $\text{♩} = 60$
mp *p*

Samp. *(p)* *5*

Db. (rit.) $\text{♩} = 45$ **H3** $\text{♩} = 90$ rit. $\text{♩} = 60$
mp

Glock. *(p)* *pp* *ppp* *mp* *pp* let ring

Percussion
soft
mallet
bow Waterphone ad lib.

268 **H4** ♩ = 90 rit. ----- ♩ = 45

B. Fl. *p* *pp* *ppp*

Vn. (seagull gliss.) 15 *p* *pp* *ppp* 15 *p* *pp* 15 *p* *pp* *ppp*

Tb. *(pp)* *mp* *pp* *mp* *pp* *mp* *pp* *ppp*

Mel. **H4** ♩ = 90 rit. ----- ♩ = 45 *pp* *ppp*

Synth. **H4** ♩ = 90 rit. ----- ♩ = 45 *pp* *ppp*

Samp. 19 15 *pp* 3 OFF 15

Db. **H4** ♩ = 90 rit. ----- ♩ = 45 *pp* *ppp*

Perc. *ppp* *pp* *p* *ppp* *pp*