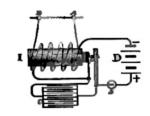
many traceries, several(ly)



eldritch Priest

#### Instrumentation:

**Required:** lap steel guitar (doubling voice) acoustic steel string guitar (doubling voice), with "quick draw" capo

# Tape part:

harmonica(s) Realistic 'concertmate' 500 Slide Bass guitar

# **Optional instruments**:

Any instrument (in any number) may be used in section "A" so long as the performer is able to sing the part while playing the melody (ie. no wind instruments).

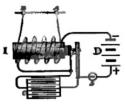
### Notes:

*many traceries, several(ly)* attempts to maximize the echoes and referrals that flicker over its surface in order to create itself as an effect, an effect of an effect.

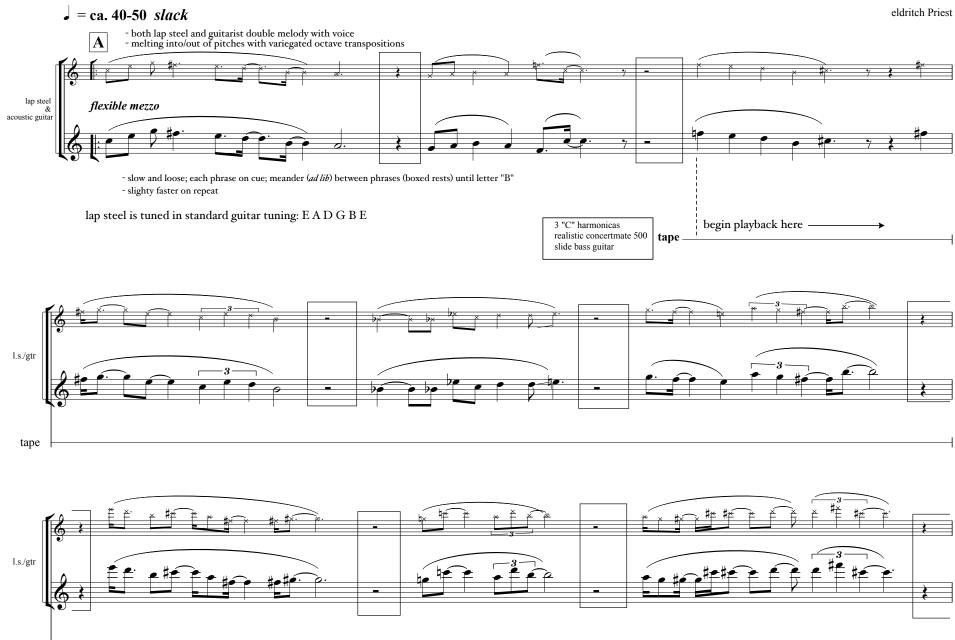
At letter "B" the **guitar** strums "open" harmonics (at 12<sup>th</sup>, 7<sup>th</sup>, 5<sup>th</sup> frets). However, periodically a "quick draw" capo is used to alter the string length and displace the harmonics (e.g. capo 1<sup>st</sup> fret: harmonics sound at 13<sup>th</sup>, 8<sup>th</sup>, 7<sup>th</sup> frets...).

The **lap steel** may choose to play the coda as written or may improvise based on the basic pattern.

many traceries, several(ly) (2003/2006) approx. 13'00 eldritch Priest

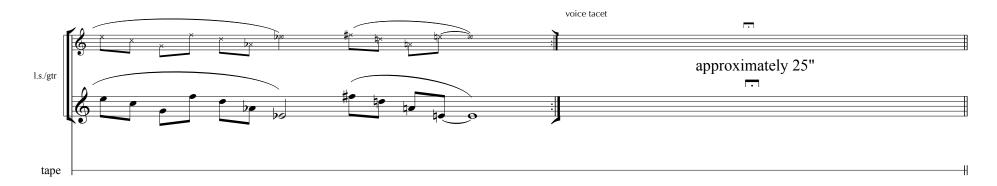


# many traceries, several(ly)



tape





#### NOTE:

Guitar and lap steel only = ca. 54

1) Players rest during single harmonica note at 8'12". If in the middle of a phrase, stop strumming as soon as possible, letting the chord die out. Resume strumming (even from the middle of a phrase) immediately at 8'43". 2) Continue strumming figures throughout the harmonica solo at 9'53.

