many echos, many ghosts

for flute, bass clarinet, violin, cello, and electronics

alex christie

2 0 2 1

a note for the performers, but not for the audience: many echos, many ghosts is about the things that linger (for better and for worse) when we're suddenly faced with an unexpected vacuum. This piece is for my dear friend Ryan Maguire who died on October 22, 2020. Ryan was
one of the most thoughtful listeners I have ever known.

a note about electronics:	
The electronics in this piece are entirely "fixed" (purely playback). I have provide its electronic sound, electronic sound with click track, just click track.	ded the electronics in three forms:
The electronics in this piece are entirely "fixed" (purely playback). I have provious just electronic sound, electronic sound with click track, just click track.	ded the electronics in three forms:
	ded the electronics in three forms:
	ded the electronics in three forms:
	ded the electronics in three forms:
	ded the electronics in three forms:
	ded the electronics in three forms:
	ded the electronics in three forms:
	ded the electronics in three forms:
	ded the electronics in three forms:

performance instructions

many echos, many ghosts is a 14-note loop (in 4 parts) that is repeated 8 times. Both the electronics and acoustic instrumentalists engage with this loop with varying degrees of variation. The simultaneous and differing performances of this loop create illusions of emergence and cause and effect. Variations are notated in the right column in the structure below. Dynamics are described in the left column.

notation key

as written: play the loop as written (precise pitch, rhythm, and duration).

extend: players may sustain a pitch for longer than notated. After a player is done with an extended pitch, they must re-enter the sequence at the correct spot. In other words, if a player extends a note from measure 2 through measure 4, they must continue paying the notated pitch at measure five in rhythm with the rest of the ensemble.

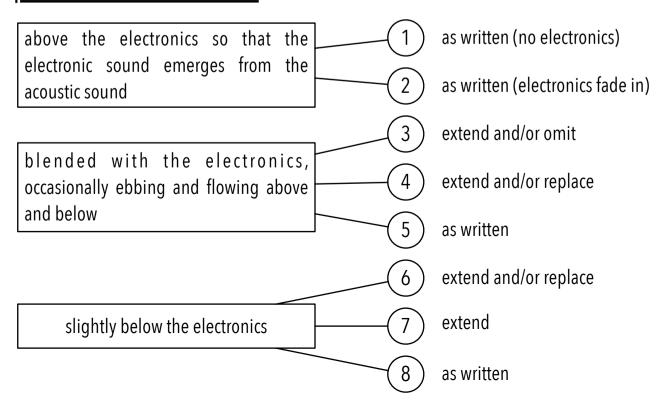
omit: players may choose to rest instead of playing a written pitch.

replace: players may choose to play a pitch other than the notated pitch. Players should replace a notated pitch only with a pitch they hear in the electronics. Players should replace only a maximum of 2 pitches per loop.

dynamics are described in relative terms in the boxes on the left

boundaries between sections are fluid, not strict

performance structure



many echos, many ghosts

Play the following 14-measure loop 8 times. Follow the instructions under "performance structure" for dynamics and variations.





many echos, many ghosts

Play the following 14-measure loop 8 times. Follow the instructions under "performance structure" for dynamics and variations.



