

INTRO

Oren

♩ = 135
dreamy orchard soundtrack

Tom Brunt

open
tutti free texture
col legno battuto

Violon

Guitare acoustique 1
tutti free texture
col legno battuto pick equivalent

Guitare acoustique 2
tutti free texture
col legno battuto pick equivalent

Double bass
tutti free texture
col legno battuto

A guit. 1 melo

3 Dmaj7(add13) texture evolves / progressively switch to normal playing

V.

Gtr. A. 1 Dmaj7(add13) simile

Gtr. A. 2 Dmaj7(add13) texture evolves / progressively switch to normal playing

D. B. texture evolves, second time : D pedal / progressively switch to normal playing

7 E(sus9)

V.

Gtr. A. 1 E(sus9) simile

Gtr. A. 2 E(sus9) VII# 8va-----1 / VII# 8va-----1 / VII# 8va-----1

D. B. E(sus9) free texture / col legno battuto

11 A⁹ A⁷(add9)

V.

Gtr. A. 1 A⁹ simile / A⁷(add9) simile

Gtr. A. 2 A⁹ V let ring IV / A⁷(add9) V let ring IV

D. B. A pedal, freely / progressively switch to normal playing

15 (melo guits & ctrb) w/ guit. 2

V.

Gtr. A. 1 (guit. 2 & v.) Em⁷(add9) w/ ctrb

Gtr. A. 2 XII VII VII# 8va-----1 IV V V IV VII w/ v. Em⁷(add9)

D. B. (guit. 2 & v.) Em⁷(add9) w/ guit. 1

pizz.

2

19

V. *Bm¹¹(b13)* (melody guit. 1 & ctrb) ✗

Gr. A. 1 (melody guit. 2) w/ctrb *allant*

Gr. A. 2 *Bm¹¹(b13)* (melody guit. 1 & ctrb) ✗

D. B. *Em⁷(add9)* w/guit.1 *allant*

23

V. *Em⁷* *Em⁷/D* w/ guitars *pizz.*

Gr. A. 1 *Em⁷* *Em⁷/D* w/ guit.2 & v.

Gr. A. 2 *Em⁷* *Em⁷/D* w/ guit.1 & v.

D. B. *Em⁷* *Em⁷/D* (melody guitars & v.)

27

V. *arco* *p*

Gr. A. 1 *ff*

Gr. A. 2 *Dmaj⁷(sus9)/E* *Dmaj⁷(sus9)/A* *ff*

D. B. *Dmaj⁷(sus9)/E* *Dmaj⁷(sus9)/A* *arco*

31

V. (melody guitars) texture w/ guit. 2 (guit. 1 cue) (!)just ctrb & guit. 1

Gr. A. 1 texture w/ v. (guit. 1 cue) (!)just ctrb & guit. 1

Gr. A. 2 V IV VII 8va- texture w/ v. (guit. 1 cue) (!)just ctrb & guit. 1

D. B. progressively morph from F#7sus to E6/9 to A6/9. w/ melodic fills *pizz*

INTRO 2 cue guit. 1 to start *mf* together

open 35

V. tutti free texture, shorter & more intense than INTRO *col legno battuto*

Gr. A. 1 tutti free texture, shorter & more intense than INTRO *col legno battuto pick equivalent*

Gr. A. 2 tutti free texture, shorter & more intense than INTRO *col legno battuto pick equivalent*

D. B. tutti free texture, shorter & more intense than INTRO *col legno battuto*

37 **B** texture evolves, similar to A but expand other textural ideas

V. progressively switch to normal playing

Gtr. A. 1 Dmaj7(add13) simile

Gtr. A. 2 Dmaj7(add13) texture evolves, similar to A but expand other textural ideas progressively switch to normal playing

D. B. texture evolves, similar to A but expand other textural ideas progressively switch to normal playing

41

V.

Gtr. A. 1 E(sus9) simile

Gtr. A. 2 E(sus9) 8va VII#

D. B. E(sus9) free texture col legno battuto

45

V.

Gtr. A. 1 A9 simile A7(add9) simile

Gtr. A. 2 A9 V let ring IV A7(add9) V let ring IV

D. B. A pedal, freely progressively switch to normal playing

49

V. (melo guits & ctrb) fmaj7(#11)

Gtr. A. 1 (guit. 2) fmaj7(#11)

Gtr. A. 2 V XII VII XII XII XII XII V fmaj7(#11)

D. B. pizz. fmaj7(#11)

53

V. fmaj7(#11) w/ guit 1 Cm/Eb Bb13/F#

Gtr. A. 1 fmaj7(#11) w/ v. Cm/Eb Bb13/F#

Gtr. A. 2 fmaj7(#11) (melo guit 1 & v) Cm/Eb Bb13/F#

D. B. fmaj7(#11) (melo guit 1 & v) Cm/Eb Bb13/F#

58 E Drone w/ ctrb

V. *arco*

Gr. A. 1 *mf* canon texture w/ guit 2

Gr. A. 2 *mf* canon texture w/ guit 1

D. B. E Drone w/ v. *arco*

62

V. *dirty* *pp*

Gr. A. 1

Gr. A. 2

D. B. C Pedal

65 **guit. 1 break**

V.

Gr. A. 1 *simile*

Gr. A. 2

D. B.

67 **tutti break**
w/ guit. 2

V.

Gr. A. 1 *w/ v.*

Gr. A. 2 *w/ guit. 1*

D. B. *w/ guit. 1*

71

V.

Gr. A. 1

Gr. A. 2

D. B.

C open solo, "à la Ambarchi"

73 Em w/ guit. 2

V.

Gtr. A. 1 Em w/ trtb

Gtr. A. 2 Em w/ v.

D. B. Em w/ guit. 1
on cue line to change tempos
other on cue line to change tempos

D on cue sortie solo

75 Em⁷ Em⁷/D *pizz.*

V.

Gtr. A. 1 Em⁷ Em⁷/D

Gtr. A. 2 Em⁷ Em⁷/D

D. B. Em⁷ Em⁷/D (melody guitars & v.)

79 *arco* *p* *ff* *arco* (melody guitars)

V.

Gtr. A. 1

Gtr. A. 2 D^{maj7}(sus9)/E D^{maj7}(sus9)/A *ff* V IV VII IV *8va*

D. B. D^{maj7}(sus9)/E D^{maj7}(sus9)/A *arco*

open

84 F^{#m7}(add11) texture w/ guit. 2

V.

Gtr. A. 1 F^{#m7}(add11) *simile*

Gtr. A. 2 F^{#m7}(add11) VII (8) texture w/ v.

D. B. F^{#m7}(add11) *pizz*

86 progressively go back to
intro texture and fade out

The image shows a musical score for four instruments: V. (Violin), Gtr. A. 1 (Guitar A. 1), Gtr. A. 2 (Guitar A. 2), and D. B. (Double Bass). Each instrument has a single staff with a treble clef (except for D. B. which has a bass clef). The staves are mostly empty, with a diagonal slash (/) placed in the middle of each staff, indicating a fade-out or a specific performance instruction. The score is numbered 86 at the beginning.