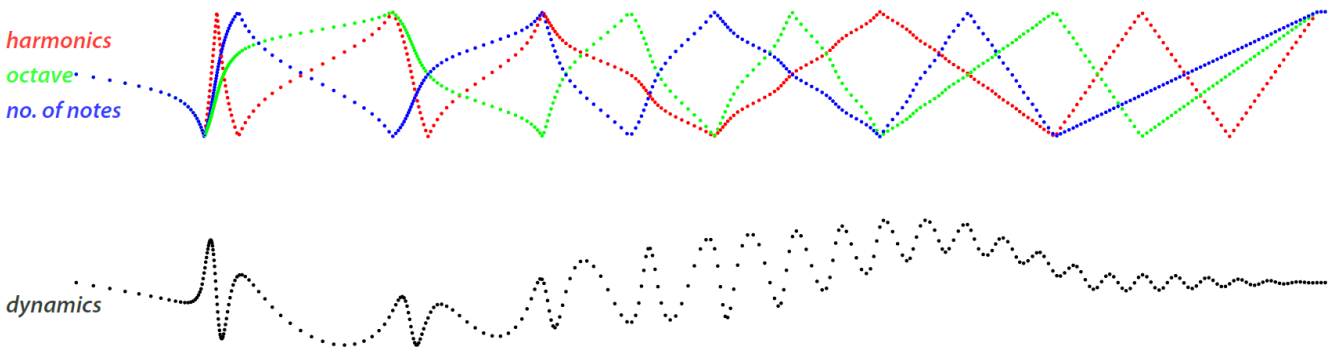
Every

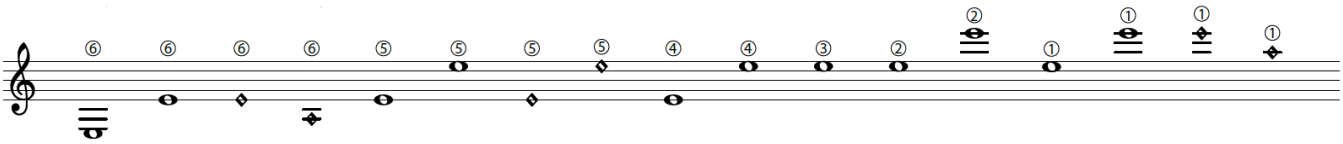
for guitar

(2013-2018)

David Pocknee



A compendium of
almost every playable chord
of 1-6 notes
solely containing the note E
and consisting only of fingered pitches or
natural harmonics (up to the 5th partial).



dedicated to

two guitarists who helped in the composition process:
Diego Castro Magas
Jorge Gomez Abrante

and two who taught me everything I know:
Rob Johns
Dave Taplin

About
A work formally structured around sine waves. A slowly ebbing and flowing change of timbre.

Score
The score presents the same information presented as both tablature and conventional notation, the performer can read of whichever notation they prefer.
All notation of harmonics indicates the fingered, not sounding, pitch.
String specifications for each note are mandatory, not optional.
Where a chord is linked with a beat, it should be played on that beat and left to ring until it decays or another note is played.
All chords should be left to ring for as long as is practical.
All chords are playable, although some are on the borderline of playability.
If any are truly unplayable due to guitar/hand shape, then as many notes as possible from the chord should be played.
Using my online composition tool at www.davidpocknee.com/every the chords in the work can be re-ordered if there are major playability problems resulting from their ordering.
Some chords, especially those above the 12th fret near the start of the work, may require inverting the left hand above the fretboard.

Dynamics and Timbre
No dynamics or timbre information is given for this work. It is up to the guitarist's discretion to choose dynamics, and a right-hand position between the fingerboard and bridge, such that all notes in the chord sound at equal volume. This volume should be as loud as possible for the particular chord to sound cleanly without distortion occurring.

Performance
Due to the restricted dynamic range of the guitar and this piece's focus on detail, any audience should be seated extremely close to the performer.
This piece has no programme note and none should be printed when it is performed.

History
The idea for an all-E guitar piece first occurred to me in 2010.
I started working on the piece in November 2013.
On 31 March 2014, I completed the piece, entitled *Every*, which featured every playable chord of 1-6 notes solely containing the note E and consisting of fingered pitches or natural harmonics. It was conceptually perfect but unplayable and utilized flawed perceptual models. Following a meeting about the piece with the guitarist Diego Castro Magas, I decided to re-write it.
On 26 March 2015, I finished a completely re-written version of the piece, entitled *Almost Every*, which removed many of the most difficult chords and tied the difficulty of the chords to the speed in which they would be played in order to aid playability. The ordering algorithm was also completely re-written and notation improved.
On 29 July 2018, I finished a new version of the piece, re-titled *Every*, which now supersedes all previous versions. The sounding result should be nearly exactly the same as *Almost Every*, but all the notation has been changed to aid performability. In the rewriting process, I also managed to decrease the rhythmic distortion from *Almost Every*'s 16.599 seconds down to only 5.6876 seconds (see my PhD thesis for more information on this).
August 2018 Unsatisfied with the ordering of chords in the July version, I decided to create a new tool for aiding composition, resulting in a web browser-based drag-and-drop interface written in ReactJS and using the webaudio API that allowed easy manipulating of the order of chords and showed relevant statistics (number of notes in each chord, their octaves, percentage of harmonics, their difficulty). This resulted in a version which kept the notation of the July 2018 version, but completely re-worked the chord order. This tool was made publicly accessible to aid any performers who need to make adjustments to the work in order to aid playability.

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Every completed 31/03/2014
Almost Every completed 26/03/2015
Every completed 29/07/2018
Every completed 25/08/2018

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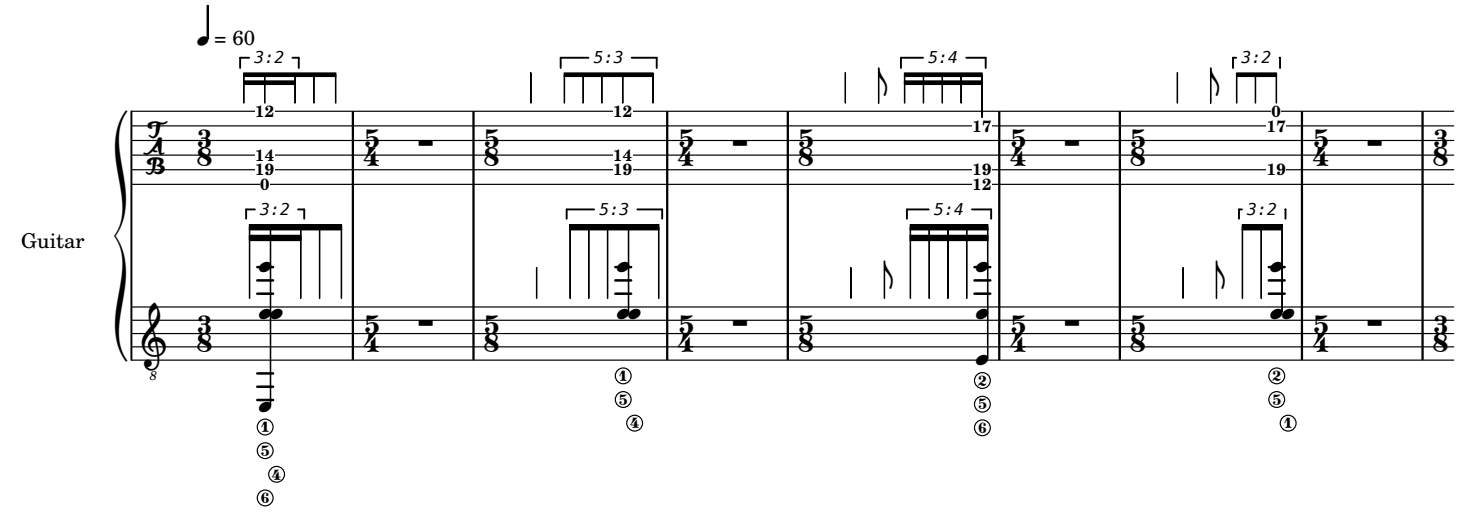
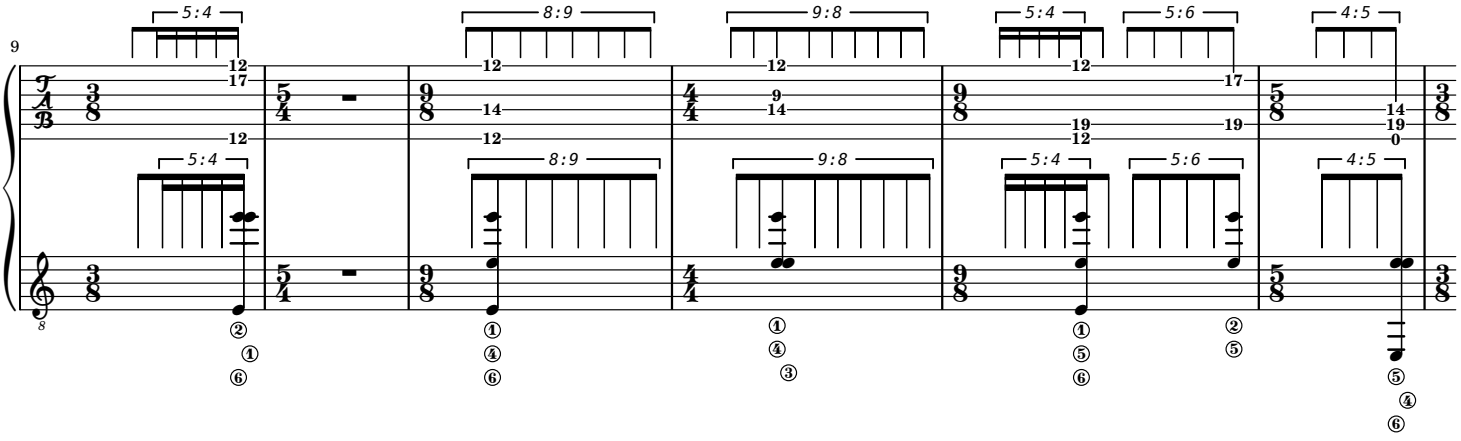
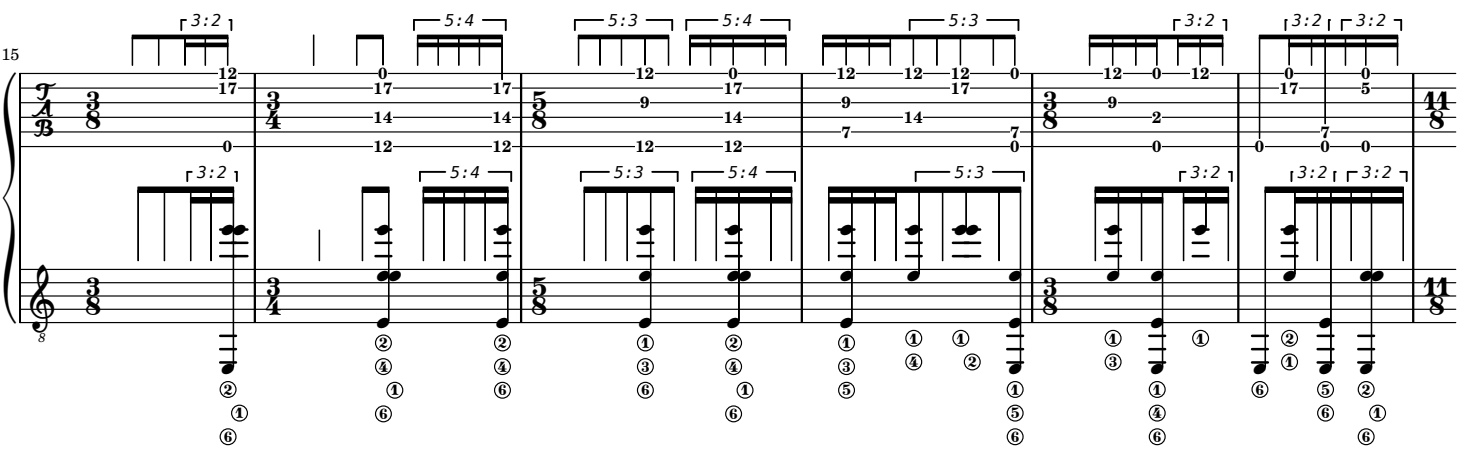
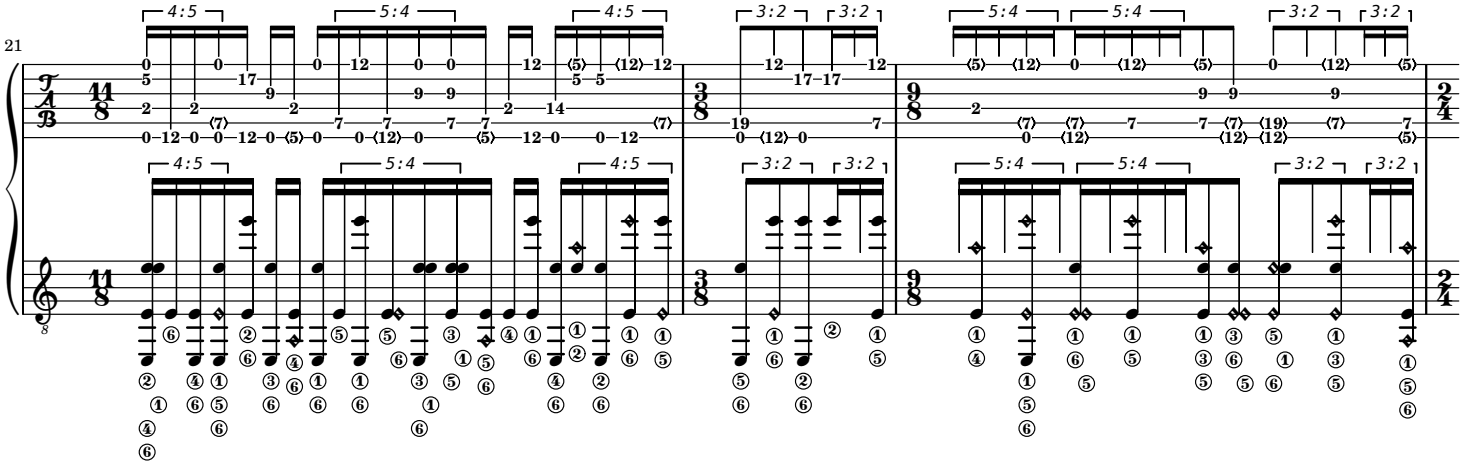
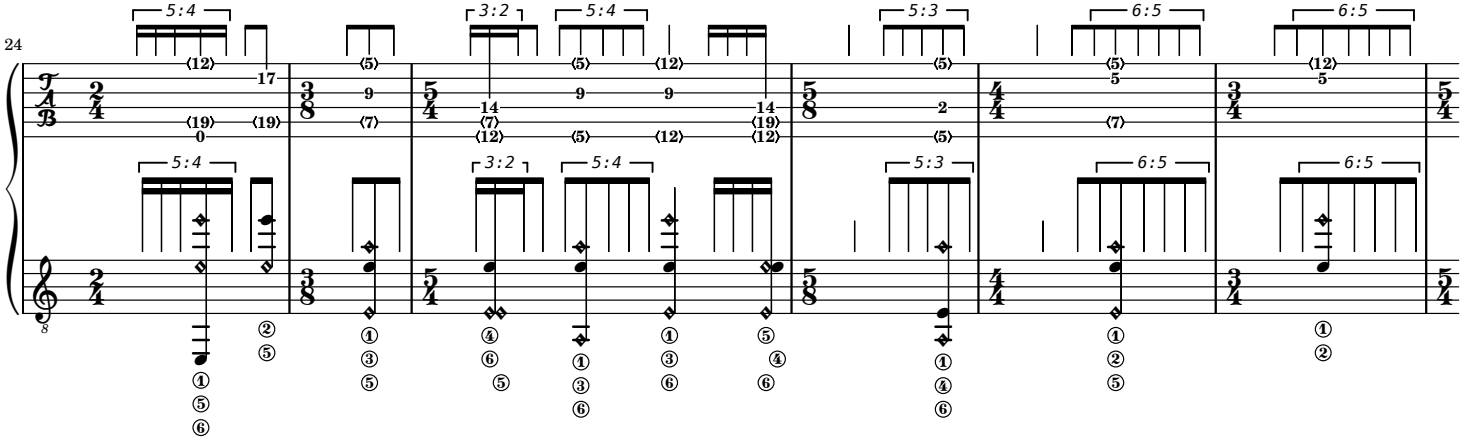
David Pocknee (2018)

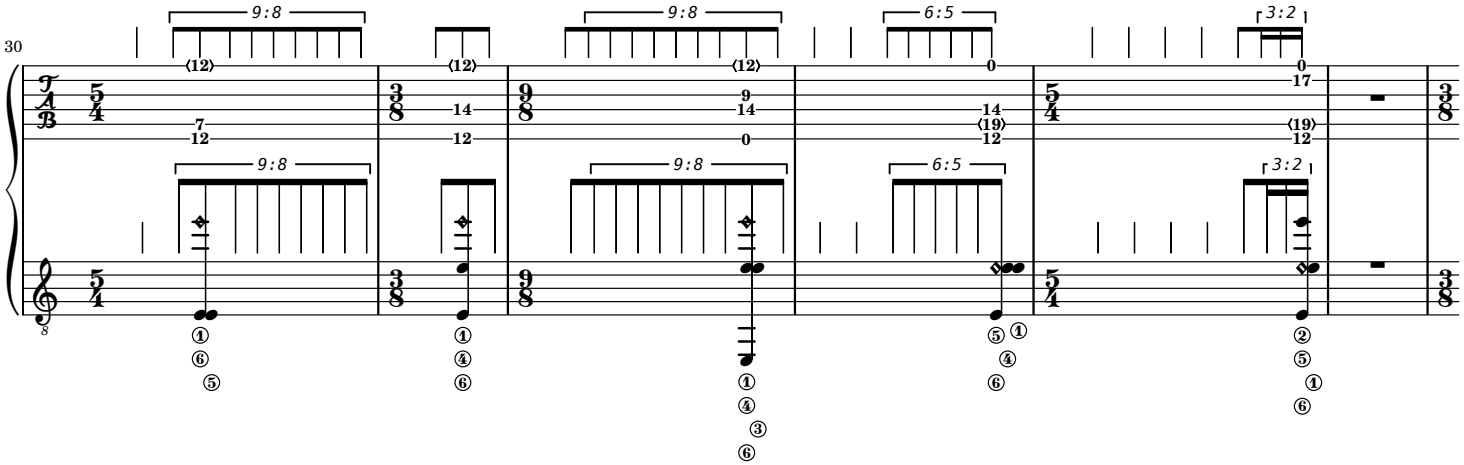


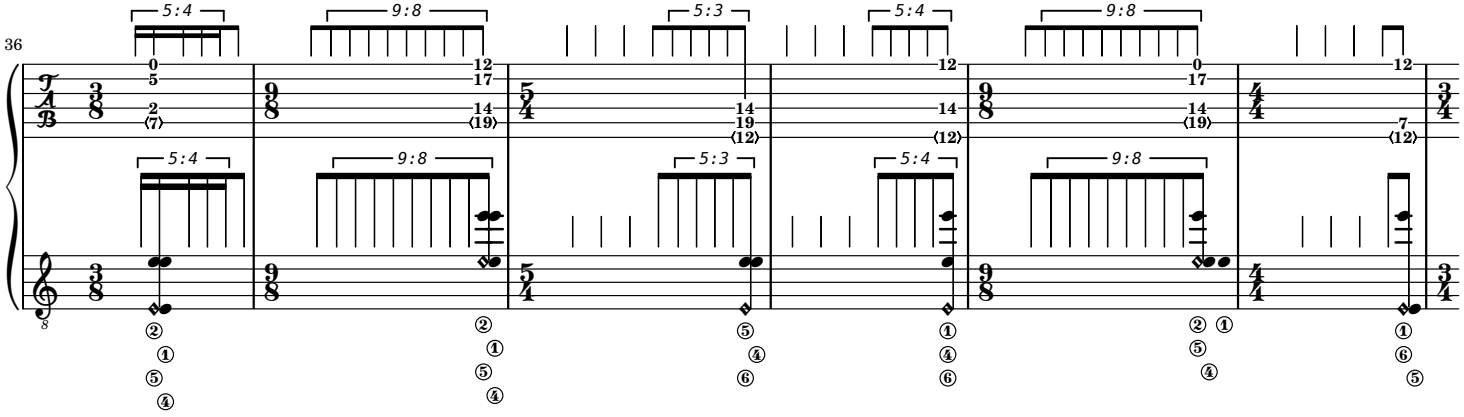


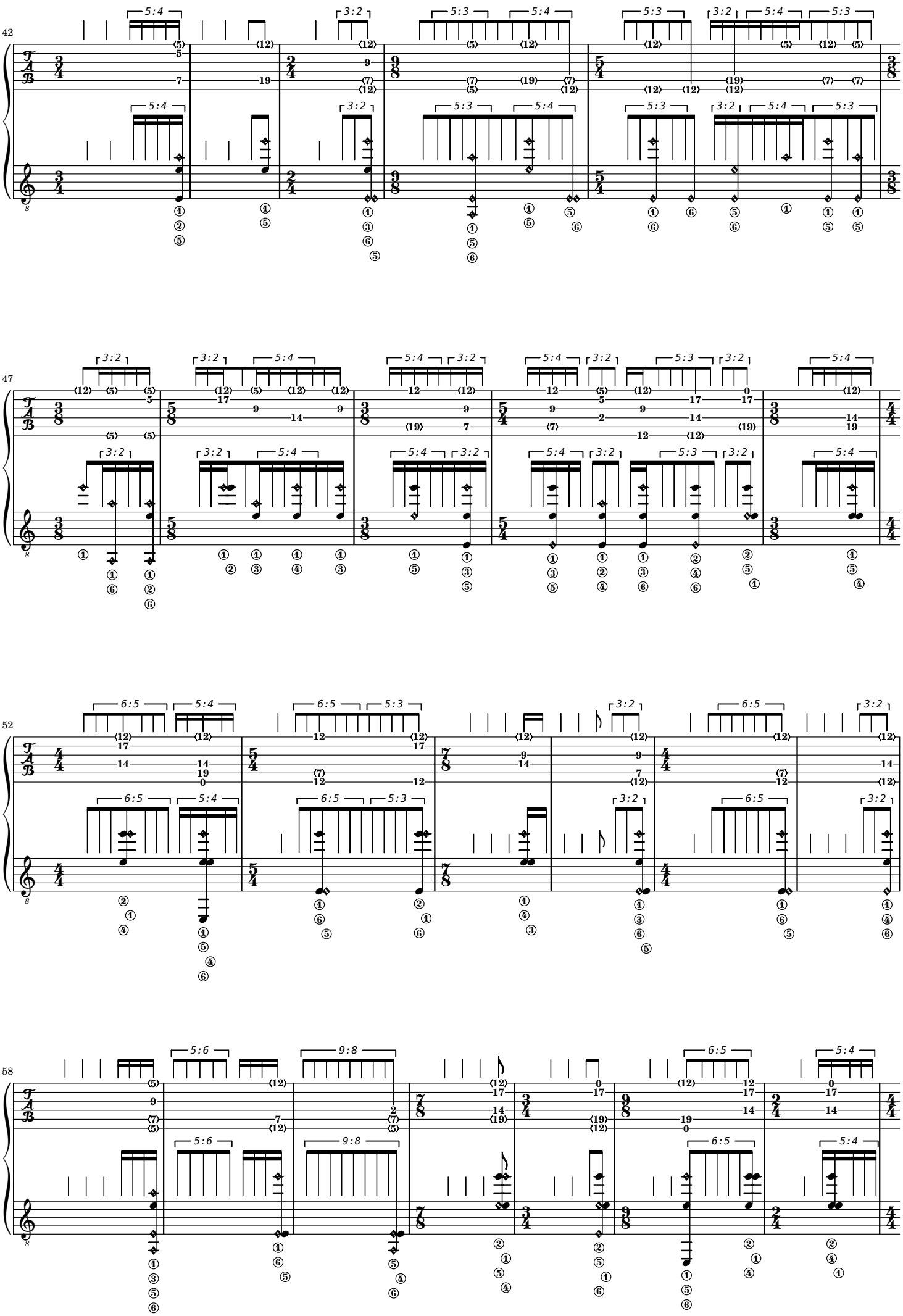








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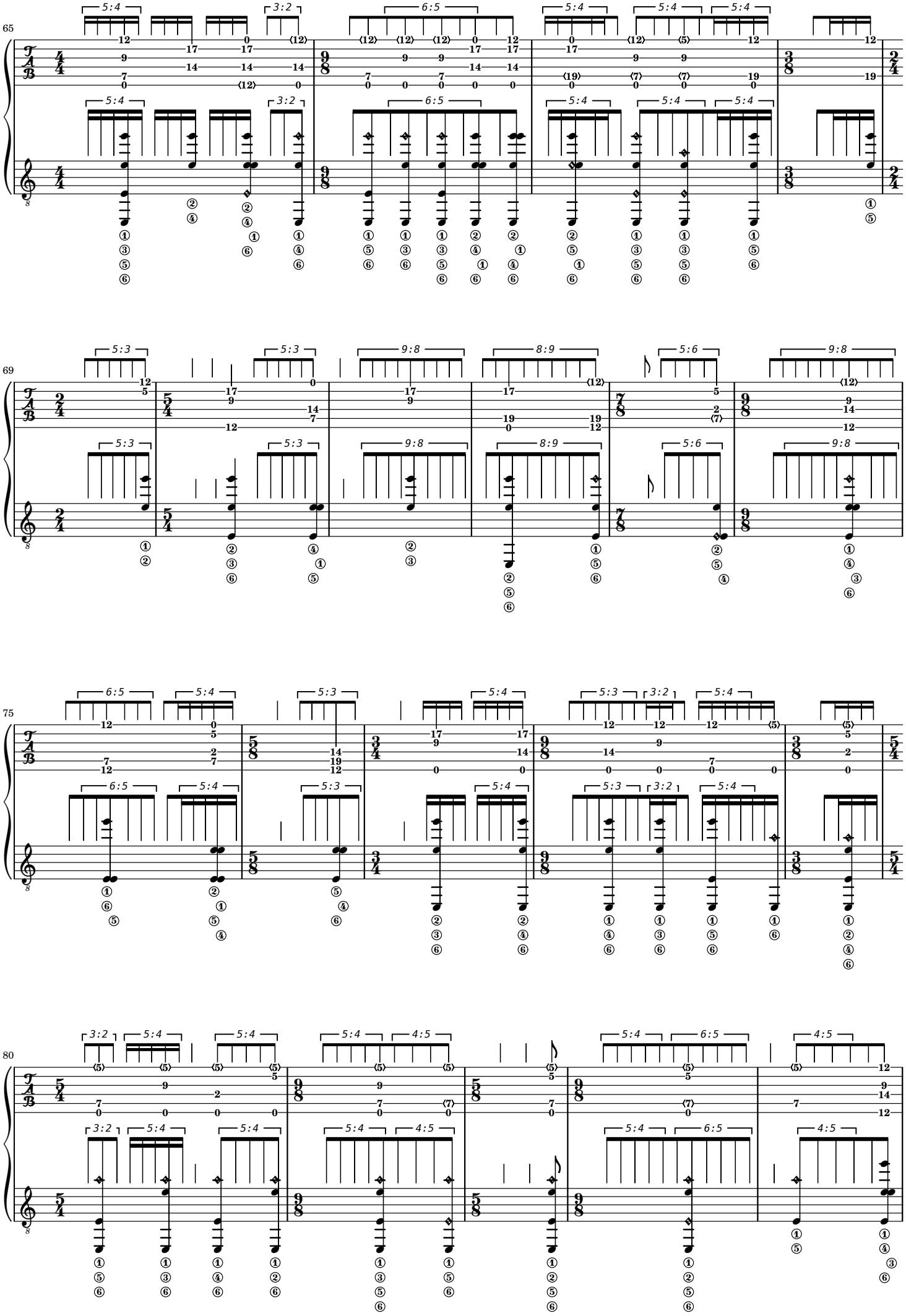

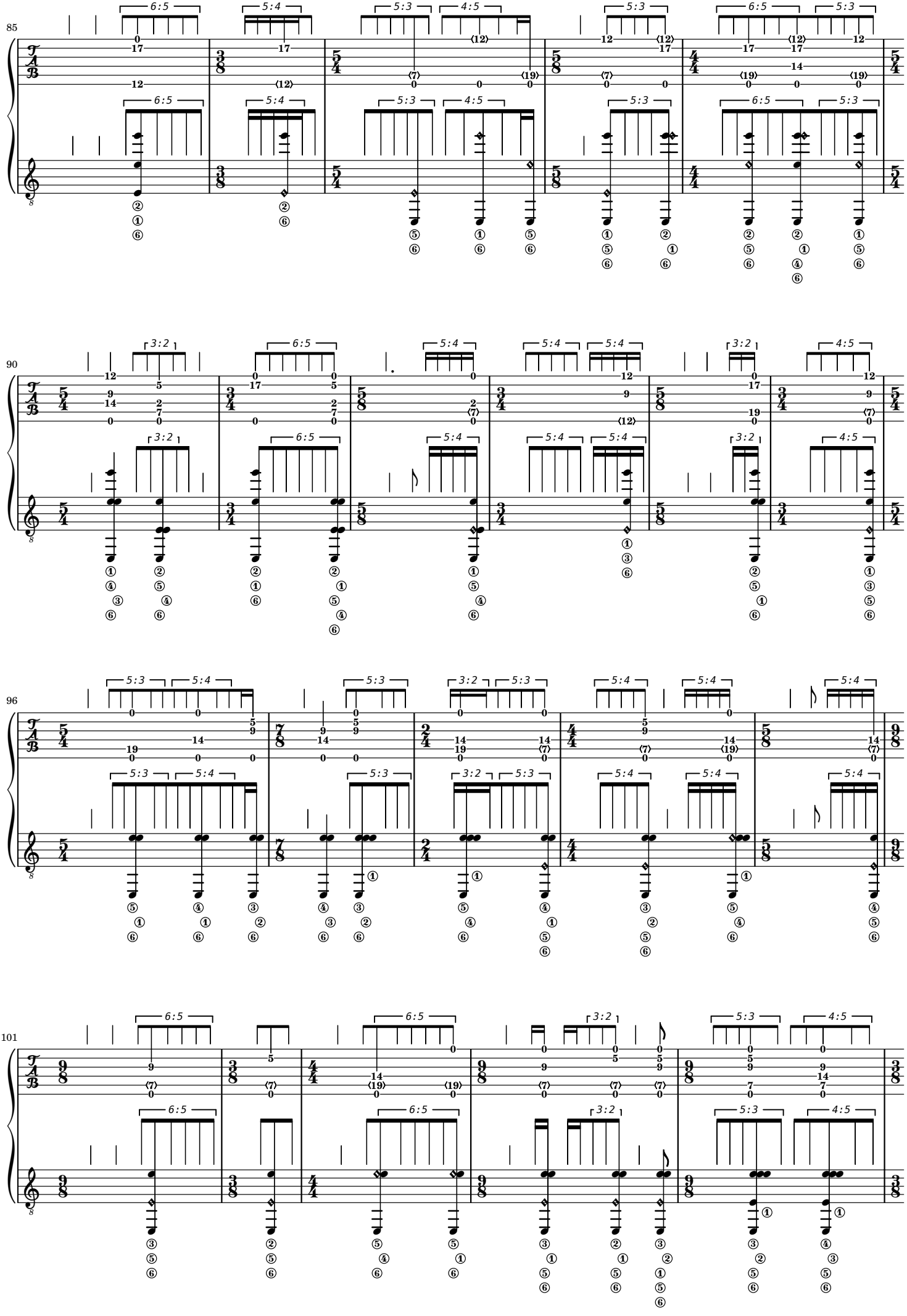
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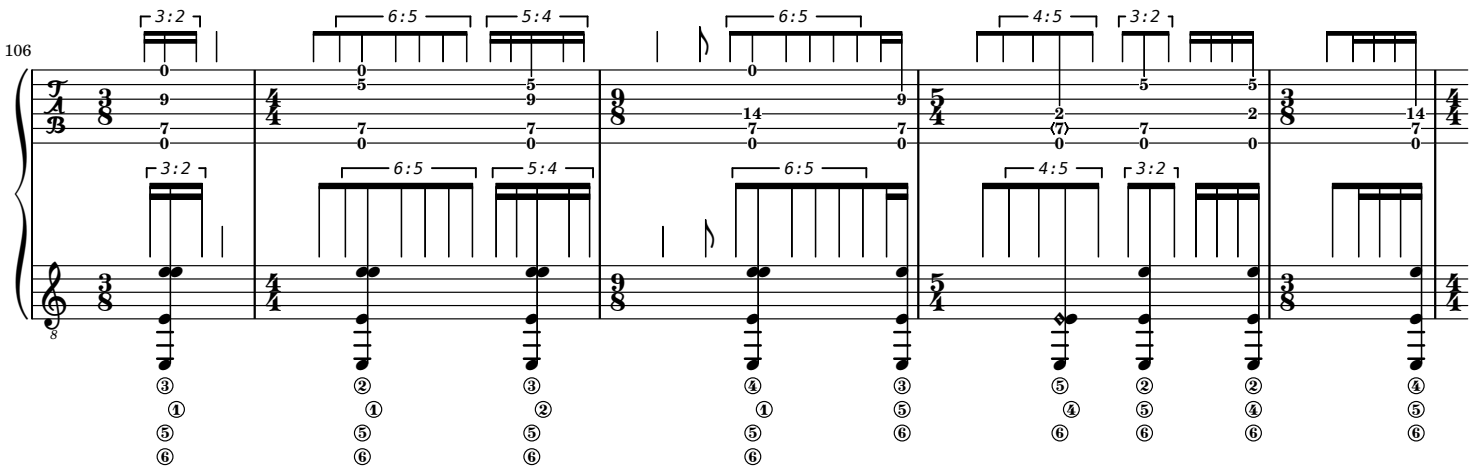
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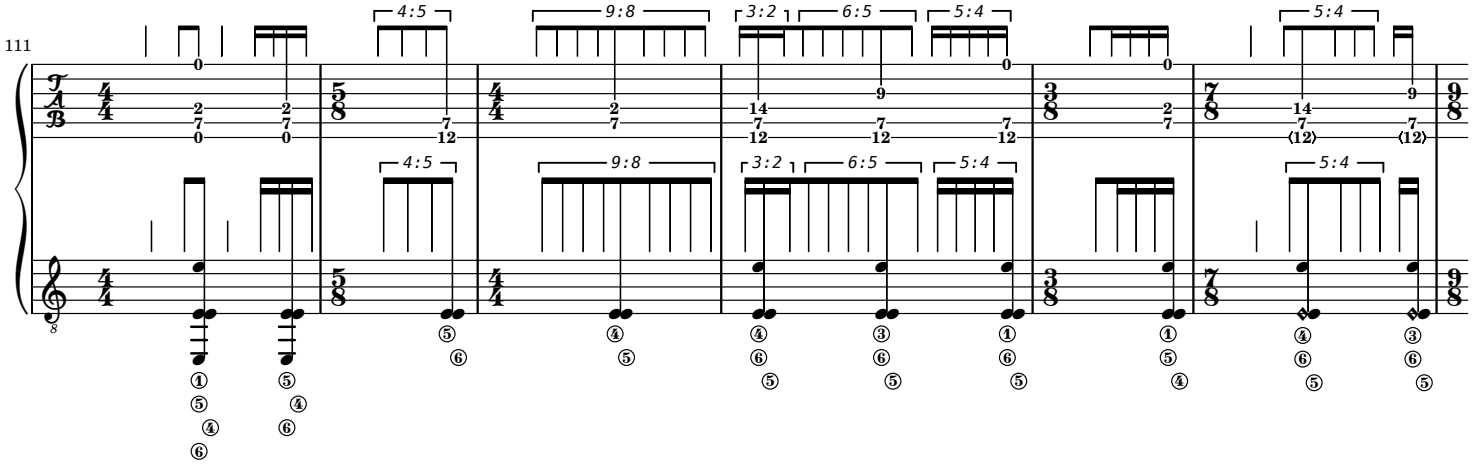
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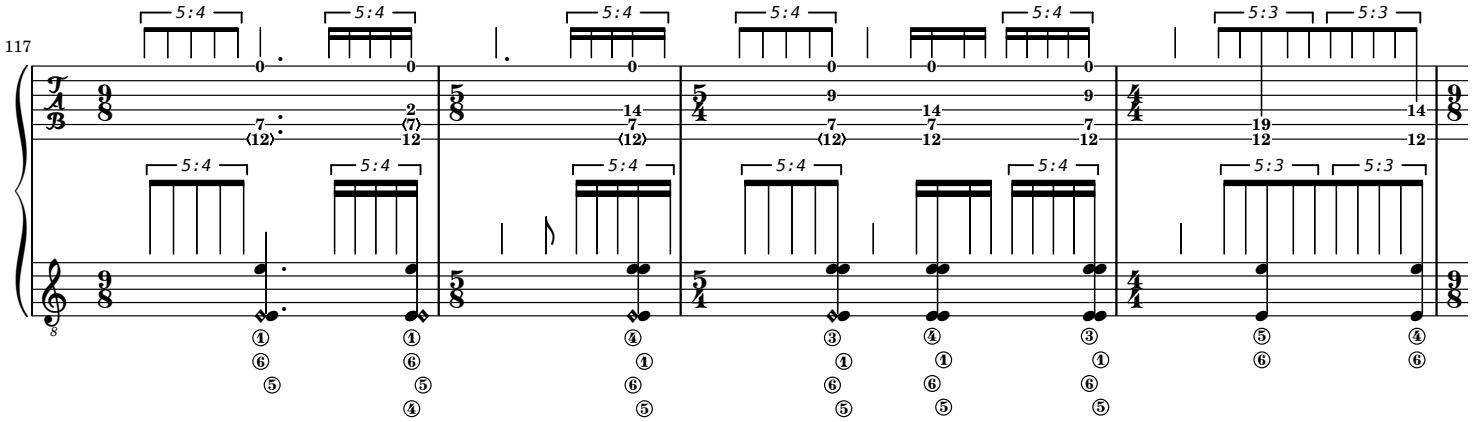
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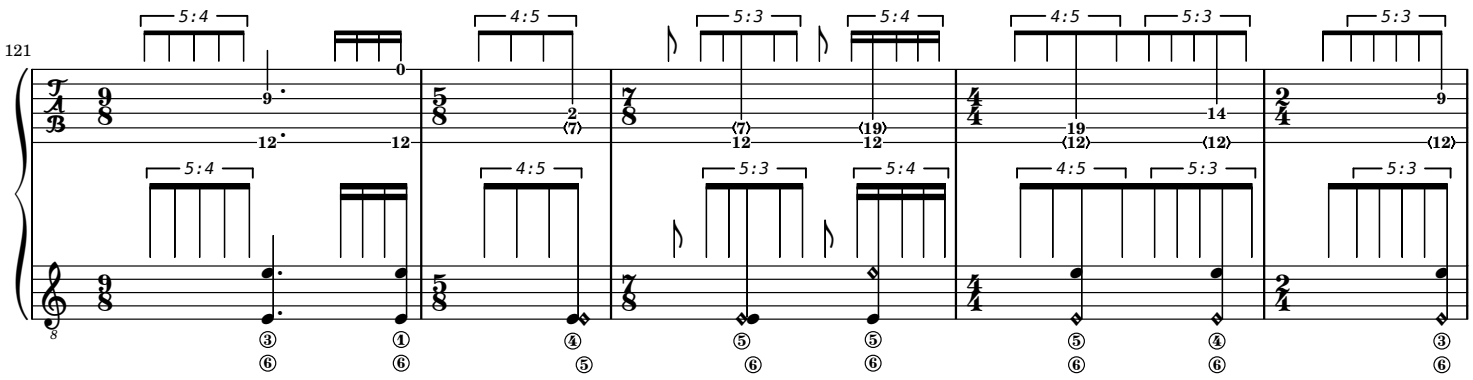
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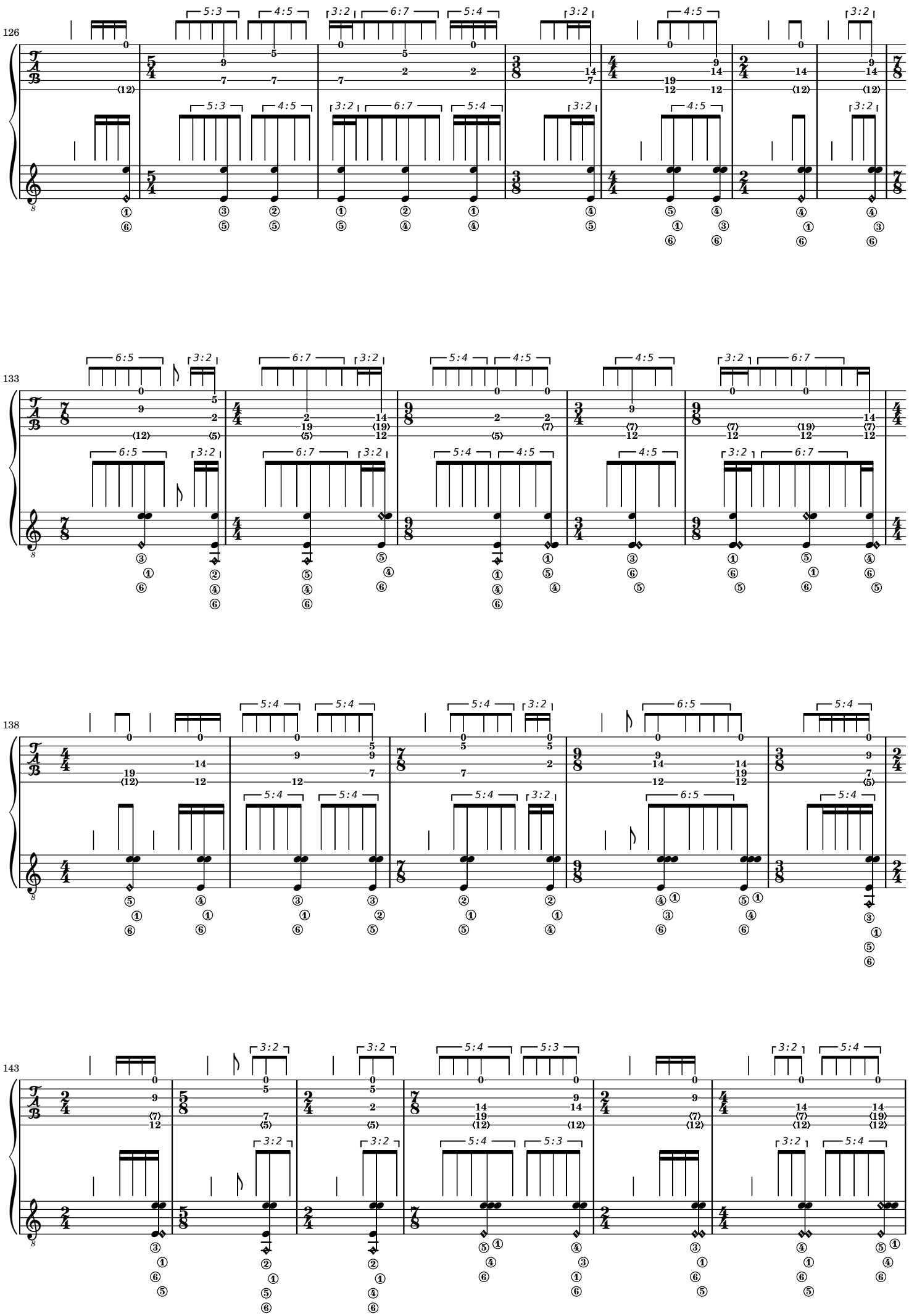
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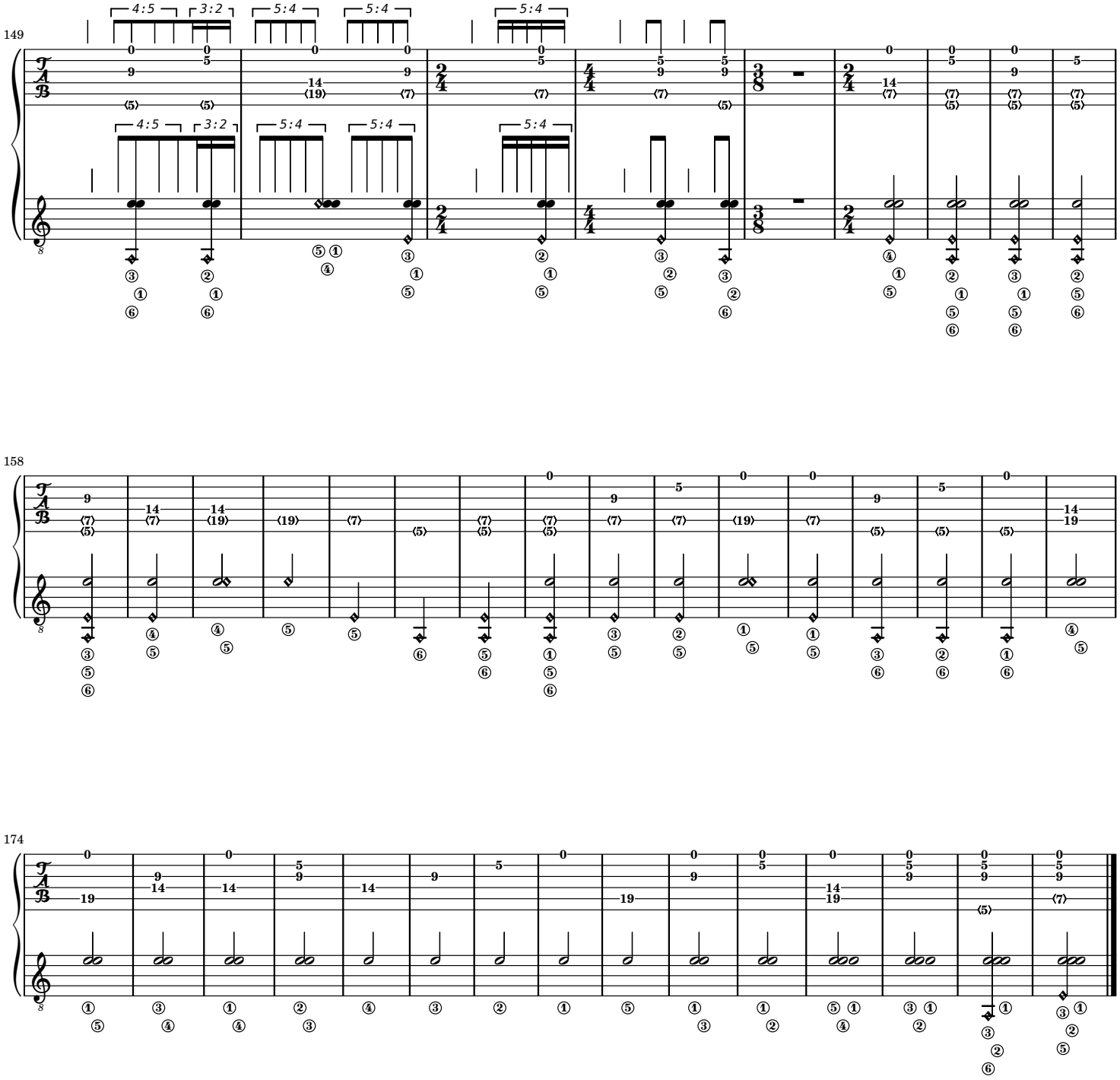
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