

WORMS

FOR ELECTRIC GUITAR QUARTET

SCORE

FOR DITHER
WORMS
FOR ELECTRIC GUITAR QUARTET
CA. 5'30"

INSTRUMENTATION

4 ELECTRIC GUITARS IN DROP C

[C A D G B E]

NOTES

PEDALS NEEDED:

REVERB

OCTAVE

DISTORTION/OVERDRIVE

ANYTHING YOU WANT!

QUARTER-TONES ARE NOT PRECISE

THE TONE IN DISTORTED SECTIONS IS TO BE AS FAT AND HEAVY AS POSSIBLE WITHOUT SACRIFICING THE CLARITY OF THE GROOVE

TEMPI DO NOT NEED TO BE EXACT, SO LONG AS THE RELATIVE PROPORTIONS BETWEEN THEM REMAIN CONSISTENT

DASHED SLURS INDICATE PHRASING, OR DEMARCAT A GIVEN RHYTHMIC PATTERN/GROOVE

***WORMS* IS A MANIFESTATION OF THE DYSTOPIAN FEELING OF SITTING ON THE TRAIN AND SEEING CHEAP, AI-GENERATED ADVERTISEMENTS ON BRIGHT ELECTRONIC SCREENS. AI WAS **NOT** USED IN THE CREATION OF THIS WORK.**

DEDICATED TO THE HUMAN MIND.

BRAIDEN!

FOR DITHER

WORMS

FOR ELECTRIC GUITAR QUARTET

BRAYDEN CARR

STABLE, MATHEMATICAL

$\text{♩} = 180$

13
16

GUITAR 1
[DROP C]

13
16

GUITAR 2
[DROP C]

13
16

GUITAR 3
[DROP C]

13
16

GUITAR 4
[DROP C]

pp OPEN, VAST

pp OPEN, VAST

A

4

GTR. 1

GTR. 2

GTR. 3

GTR. 4

pp OPEN, VAST

pp OPEN, VAST

GTR. 1

GTR. 2

GTR. 3

GTR. 4

This block contains the first system of a guitar score, spanning measures 7 to 9. It features four staves labeled GTR. 1 through GTR. 4. GTR. 1 and GTR. 3 play a steady eighth-note pattern in the right hand, while the left hand plays chords. GTR. 2 and GTR. 4 play a more complex eighth-note pattern. The key signature has one flat (B-flat), and the time signature is 4/4. The system is divided into three measures by vertical bar lines.

GTR. 1

GTR. 2

GTR. 3

GTR. 4

This block contains the second system of the guitar score, spanning measures 10 to 12. It continues the four-staff arrangement from the first system. The musical notation and instrumentation remain consistent, with GTR. 1 and GTR. 3 providing a rhythmic foundation and GTR. 2 and GTR. 4 adding harmonic complexity. The system is divided into three measures by vertical bar lines.

GTR. 1

GTR. 2

GTR. 3

GTR. 4

This block contains the third system of the guitar score, spanning measures 13 to 15. It maintains the same four-staff structure and musical style as the previous systems. The notation for each track continues, with GTR. 1 and GTR. 3 playing eighth-note patterns and GTR. 2 and GTR. 4 playing more intricate lines. The system is divided into three measures by vertical bar lines.

PERUSAL SCORE

GTR. 1

GTR. 2

GTR. 3

GTR. 4

16

PERUSAL SCORE

GTR. 1

GTR. 2

GTR. 3

GTR. 4

19

B

CRES.

CRES.

CRES.

CRES.

PERUSAL SCORE

GTR. 1

GTR. 2

GTR. 3

GTR. 4

22

DIRTIER TONE

C

25 ONLY A TINY BIT OF CRUNCH

GTR. 1 *mp*

GTR. 2 *mp*

GTR. 3 *mp*

GTR. 4 *mp*

CLEANER TONE

GTR. 1

GTR. 2

GTR. 3

GTR. 4

D

33 3/4 (CLEAN)

GTR. 1

GTR. 2

GTR. 3 *pp*

GTR. 4 *pp*

WITH OCTAVE↓ PEDAL
ART. HARM.

f LIKE A BELL

PERUSAL SCORE

5

GTR. 1

WITH OCTAVE↓ PEDAL
ART. HARM.

GTR. 2

f LIKE A BELL

GTR. 3

4

GTR. 4

PERUSAL SCORE

GTR. 1

GTR. 2

GTR. 3

4

GTR. 4

PERUSAL SCORE

GTR. 1

GTR. 2

GTR. 3

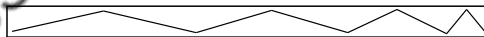
4

GTR. 4



BUILDING IN INTENSITY

OUT OF TIME, SLOWLY BEND
UP TO C HALF SHARP AND
BACK DOWN TO C NATURAL



48 KINDA CRUNCHY

GTR. 2

p POTENTIAL ENERGY

53 KINDA CRUNCHY

GTR. 1

mf POTENTIAL ENERGY

GTR. 2

GTR. 4

p POTENTIAL ENERGY

OUT OF TIME, SLOWLY BEND
UP TO C HALF SHARP AND
BACK DOWN TO C NATURAL

58

GTR. 1

pp POTENTIAL ENERGY

mp

GTR. 2

GTR. 3

pp POTENTIAL ENERGY

mp

GTR. 4

WITH OCTAVE ↑ PEDAL

KINDA CRUNCHY

mf POTENTIAL ENERGY

pp POTENTIAL ENERGY

63

GTR. 1

pp
POTENTIAL ENERGY

mf

POTENTIAL ENERGY
pp

GTR. 2

GTR. 3

mp

5

OUT OF TIME, SLOWLY BEND UP TO C HALF SHARP AND BACK DOWN TO C NATURAL

p POTENTIAL ENERGY

WITH OCTAVE ↑ PEDAL
KINDA CRUNCHY

GTR. 4

pp
POTENTIAL ENERGY

mp

7

68

GTR. 1

mp

mf

PICK SCRAPE

GTR. 2

GTR. 3

(NO OCT. PED.)

mf

pp
POTENTIAL ENERGY

mf

f

GTR. 4

(NO OCT. PED.)

pp

mp

f

F KICK IT UP ♩ = 188

13 16

GTR. 1

f CRUNCHY, KICKING ASS

GTR. 2

f CRUNCHY, KICKING ASS

75

GTR. 1

PAUSE FOR BARELY TOO LONG, STUTTER

GTR. 2

78

GTR. 1

CRESC.

GTR. 2

CRESC.

81

GTR. 1

GTR. 2

⑥ ⑤

84

GTR. 1

f⁺

DIM.

GTR. 2

⑥

f⁺

DIM.

87

GTR. 1

mp *f⁺*

GTR. 2

mp *f⁺*

⑥

90

GTR. 1

GTR. 2

GTR. 3

p
CRUNCHY, KICKING ASS

GTR. 4

p
CRUNCHY, KICKING ASS

93

GTR. 1

GTR. 2

GTR. 3

GTR. 4

mf

p

mf

96

GTR. 1

GTR. 2

GTR. 3

GTR. 4

p

mf

p

p

mf

p

99

GTR. 1

GTR. 2

GTR. 3

GTR. 4

mf+

p

f

mf+

p

f

102

GTR. 1

GTR. 2

GTR. 3

GTR. 4

p

f

p

p

f

p

105

GTR. 1

GTR. 2

GTR. 3

GTR. 4

f

p

f

f

p

f

108

GTR. 1

GTR. 2

GTR. 3

GTR. 4

fp

ff BIG CRES.

fp

ff BIG CRES.

p

ff BIG CRES.

p

ff BIG CRES.

H EXPLOSIVE, WALL OF SOUND

111

2/4

GTR. 1

MASSIVE

GTR. 2

MASSIVE

GTR. 3

Abmaj7

MASSIVE

GTR. 4

Abmaj7

MASSIVE

115

GTR. 1

GTR. 2

GTR. 3

Bbmaj

GTR. 4

119

GTR. 1

GTR. 2

GTR. 3

Abmaj

GTR. 4

123

GTR. 1

GTR. 2

GTR. 3

GTR. 4

B^bMAJ

127

GTR. 1

GTR. 2

GTR. 3

GTR. 4

mf SUDDENLY RESTRAINED

mf SUDDENLY RESTRAINED

mf SUDDENLY RESTRAINED

mf SUDDENLY RESTRAINED

131

GTR. 1

GTR. 2

GTR. 3

GTR. 4

ff

ff

A^bmaj7

A^bmaj7

B^bMAJ

135

GTR. 1

mf SIMILE

GTR. 2

mf SIMILE

GTR. 3

mf SIMILE

GTR. 4

mf SIMILE

139

GTR. 1

ff

GTR. 2

ff

GTR. 3

ff A⁷ maj7

GTR. 4

ff A⁷ maj7

143

GTR. 1

GTR. 2

GTR. 3

GTR. 4

ff B⁷ MAJ

147

GTR. 1

GTR. 2

GTR. 3

GTR. 4

A^bmaj7

B^bMAJ

ACCEL.

151

GTR. 1

GTR. 2

GTR. 3

GTR. 4

F⁺MAJ

F⁺SUS4

155

GTR. 1

GTR. 2

GTR. 3

GTR. 4

16 **GROOVIN'!** ♩ = 60

GTR. 1

GTR. 2

GTR. 3

GTR. 4

159

160

GTR. 1

GTR. 2

GTR. 3

GTR. 4

161

162

GTR. 1

GTR. 2

GTR. 3

GTR. 4

163

164

Csus4

165

OCTAVE ↑ PEDAL

GTR. 1

3

GTR. 2

OCTAVE ↑ PEDAL

3

3

GTR. 3

F_{MAJ}

C_{SUS4}

GTR. 4

PERUSAL SCORE

167

K SUDDENLY SLOW ♩ = 160

13 16

GTR. 1

13 16

GTR. 2

13 16

GTR. 3

♩ + ♩ + ♩ + ♩

DIRTY, SOME DISTORTION

GTR. 4

♩ + ♩ + ♩ + ♩

DIRTY, SOME DISTORTION

PERUSAL SCORE

L UNSETTLING**ALL: TOGGLE OCTAVE ↑**
PEDAL AT RANDOM

170

GTR. 1

GTR. 2

GTR. 3

GTR. 4

p

DIRTY, SOME DISTORTION

DIRTY, SOME DISTORTION

173

GTR. 1

GTR. 2

GTR. 3

GTR. 4

p

pp GHOSTLY

pp GHOSTLY

ALL: BEND NOTES UP BY A
QUARTER-TONE AT RANDOM

176

GTR. 1

GTR. 2

GTR. 3

GTR. 4

pp GHOSTLY

pp GHOSTLY

CRESC.

CRESC.

CRESC.

CRESC.

178 **2**/**4**

GTR. 1 *mf*

GTR. 2 *mf*

GTR. 3 *mf*

GTR. 4 *mf*

M 183 **13**/**16** ♩ = 180.01

GTR. 1 *ff* HEAVY, DISTORTED

GTR. 2 *ff* HEAVY, DISTORTED

GTR. 3 *ff* HEAVY, DISTORTED

GTR. 4 *ff* HEAVY, DISTORTED

185

GTR. 1 PICK SCRAPE LET RING

GTR. 2 LET RING

GTR. 3 LET RING

GTR. 4 LET RING