

WAITING

9

Lead

8 next train out - ta here when I got the call — the trip — was off. I was on my

BGV

8

Hmm

BGV

p

Mmm

Hp.

Ab Bb G Bb Gm7

Synth

Dr.

rimshot w/ reverb and delay

shaker

Detailed description: This is a musical score for a song titled 'WAITING'. The score is for measures 9 through 12. The Lead part is in treble clef with a key signature of two flats (Bb, Eb) and a common time signature. The lyrics are: 'next train out - ta here when I got the call — the trip — was off. I was on my'. The BGV (Background Vocal) part has two staves. The top staff is in treble clef and has a vocal line starting in measure 11 with the word 'Hmm'. The bottom staff is in bass clef and has a vocal line starting in measure 9 with the word 'Mmm'. The Hp. (Harmonica) part is in treble clef and has a series of slanted lines indicating a specific playing technique. The Synth part is in treble clef and has a series of notes with a slur. The Dr. (Drum) part is in a standard drum notation and includes a 'rimshot w/ reverb and delay' in measure 10 and a 'shaker' in measure 12. The score is marked with a dynamic of *mp* (mezzo-piano) in measure 10.

9

10

11

12

WAITING

Lead *mp* (add two voices)

way, 'bout to diss - a - pear when I heard the news all hope was _____ lost. Can you meet me out -

BGV

BGV

Mmm

Hp.

Synth

Dr.

Perc.

Booming Bass Drum

13

14

p

15

16

WAITING

17

Lead

side? I'm try - ing to buzz in, but some - thing's wrong and I can't get through. Gon - na need a lit - tle

BGV

Oo

BGV

Hmm

BGV

Mmm

Hp.

Synth

Dr.

light kick drum

stuttering loop

Perc.

mp

Lead

8 help, no need to plan it out 'cause I'll be here run - ning in place ___ while I'm stan - ding still and

BGV

BGV

BGV

Mmm

Hp.

Synth

Dr.

low bongo

Perc.

The musical score is arranged in a multi-staff format. The top staff is the vocal lead, with lyrics written below the notes. Below it are three background vocal (BGV) staves. The piano (Hp.) part is in the fifth staff, and the synth part is in the sixth staff. The drum (Dr.) part is in the seventh staff, featuring a 'low bongo' pattern. The percussion (Perc.) part is in the eighth staff, showing a decaying cymbal effect. The score is divided into measures 21, 22, 23, and 24.

21

22

23

24

25

Lead

8

wait - ing for the sky to turn pink, for the moun - tains to sink. I keep

Bass

PULSING SYNTH BASS w/SUB

mp

25 26 27 28

Lead

8

wait - ing for the salt to taste sweet, for the day to re - peat. I'm

Synth

REVERSE RETRO PAD

p

f (w/more voices)

Bass

29 30 31 32

33

Lead

wait - ing

Wait - ing

Lead

PLUCKY ANALOG SYNTH

f

Synth

f

Synth

PULSING SQUARE WAVES

f

Bass

SYNTH BASS w/SUB (no pulse)

f

Dr.

Big Snare w/Reverb

Big Kick w/Sub

Metallic Percussion Loop

Perc.

Booming Percussion

33

34

35

36

2

WAITING

mf

Lead: Wait - ing but what for? It has - n't been the

BGV: Wait - ing but what for?

Hp. (arpeggios) Bb/F Bb+/F# Bb/G Bb7/Ab

Lead

Synth: SPACEY SYNTH *p* SYNTH SWEEP

Bass

Dr.

Perc. **2** Electronic Stuttering Loop *mp*

Detailed description of the musical score: The score is for a song titled 'WAITING'. It consists of eight staves. The top two staves are for vocal parts: 'Lead' and 'BGV'. The 'Lead' staff has lyrics: 'Wait - ing but what for? It has - n't been the'. The 'BGV' staff has lyrics: 'Wait - ing but what for?'. The third staff is for guitar ('Hp.') with arpeggiated chords: Bb/F, Bb+/F#, Bb/G, and Bb7/Ab. The fourth staff is for a second vocal line ('Lead'). The fifth and sixth staves are for two different synth parts, labeled 'SPACEY SYNTH' and 'SYNTH SWEEP'. The seventh staff is for bass ('Bass'). The eighth staff is for drums ('Dr.'). The ninth staff is for percussion ('Perc.') featuring an 'Electronic Stuttering Loop' starting at measure 39. The score is marked with dynamics: *mf* at the top right, *p* for the synth parts, and *mp* for the percussion. Measure numbers 37, 38, 39, 40, and 41 are indicated at the bottom.

37

38

39

40

41

42

Lead

same since the day we found out it was o - ver, — stuck in cy - cles that have no end. Pri - o - ri - ties are

BGV

Stuck in cy - cles that have no end.

BGV

Hmm

BGV

Mmm

Synth

mp

Bass

mf

Dr.

mf

Perc.

Shaker Loop

(Both loops continue)

The musical score is written in 4/4 time with a key signature of two flats (B-flat and E-flat). The Lead part features a vocal melody with lyrics. The BGV parts provide harmonic support, including a vocal line and a 'Mmm' vocalization. The Synth part consists of sustained chords. The Bass part has a melodic line. The Drums part features a pattern of eighth notes and rests. The Percussion part includes a 'Shaker Loop' and a second loop that continues through measures 43-45.

42

43

44

45

Lead *(w/ Qtr note delay)*
 gone, now just wor - ried and hung - o - ver. Why save more mo - ney you can't spend? And I know what I

BGV *(long delay)*
 You can't spend I

BGV
 Mmm

Vln. *p*

Lead *mp*

Synth

Synth SYNTH SWEEP

Bass

Dr.

Perc.

The musical score is arranged in a standard multi-staff format. The vocal parts (Lead and BGV) are in treble clef with a key signature of two flats. The instrumental parts (Vln., Synth, Bass, Dr., Perc.) are in their respective clefs. The score includes various musical notations such as slurs, ties, and dynamic markings. The lyrics are placed below the vocal staves. The piece concludes with a 'SYNTH SWEEP' effect in the final measure.

50

Lead: want, but it's not the thing I need. So which one's right? Where should I go? Show me how to be

BGV: want Where should I go? Show me how to be

BGV: Hmm

BGV: Mmm

Vln. *divisi* *mp*

Vc. *pp* *mp*

Lead

Synth

Synth: HOLLOW PAD

Bass

Dr.

Perc. (add new "pots and pans" loop)

50

51

52

53

Lead

real. Can I feel the way you feel? But that's not me, and I can see you're wait - ing for me to give in but I'm still

BGV

real. Can I feel the way you feel?

BGV

Mmm

Vln.

Vc.

unison

Lead

Synth

RISER

Synth

Bass

Dr.

Perc.

58

ff

Lead

wait - ing for the sky to turn pink, for the moun - tains to sink. I keep

BGV

Wai - ting

Vln.

aggressive, very staccato

Vc.

aggressive, very staccato

Lead

f

Synth

f

+ PULSING SQUARE WAVES
w/FILTERED RETRO PAD

Bass

f

Dr.

f

(add lower snare)

Perc.

Multiple Metallic Loops - reduction

58

59

60

61

Lead: wait - ing — for the salt to taste sweet, for the day to re - peat. I'm

BGV: Wai - ting

BGV: *f* Woah Woah

Vln.

Vc.

Lead

Synth

Bass

Dr.

Perc.

66

Lead: wait - ing Wait - ing

BGV: Woah Woah

E. Gtr. *f* Bb(add2) Light Distortion w/long reverb Cm Bb(add2) Ab(add2)

Synth: REVERSE RETRO PAD *f*

Bass

Dr.

Perc. (add "Pots and Pans" and "Booming Percussion")

66

67

68

69

WAITING

Lead: Wait - ing I'm

BGV: Wait - ing Wait - ing

BGV: Woah

Vln. *divisi*

Vc. *divisi*

E. Gtr. B^b B^b+ Gm/B^b B^b7/A^b G^m

Hp. B^b/F $B^b7/F\sharp$ B^b/G B^b7/A^b (arpeggios)

Lead

Synth

Synth

Pno. *mf*

Bass

Dr.

Perc.

Detailed description: This is a musical score for the piece 'WAITING'. It consists of 12 staves. The top two staves are vocal parts: 'Lead' and 'BGV'. The 'Lead' part has lyrics 'Wait - ing' and 'I'm'. The 'BGV' part has lyrics 'Wait - ing' and 'Wait - ing'. The third staff is another 'BGV' part with the lyric 'Woah'. The fourth and fifth staves are for Violin (Vln.) and Viola (Vc.), both marked 'divisi'. The sixth staff is for Electric Guitar (E. Gtr.) with chords B^b , B^b+ , Gm/B^b , B^b7/A^b , and G^m . The seventh staff is for Harp (Hp.) with chords B^b/F , $B^b7/F\sharp$, B^b/G , and B^b7/A^b , and the instruction '(arpeggios)'. The eighth and ninth staves are for Lead and Synth instruments. The tenth staff is for Piano (Pno.) with a dynamic marking of *mf*. The eleventh and twelfth staves are for Bass, Drums (Dr.), and Percussion (Perc.). The score is divided into four measures, with measure numbers 70, 71, 72, and 73 indicated at the bottom.

74

Lead (long reverb tail with delay) (reverse effect)

wait - ing... I... I'm

BGV

Vc. Solo *mp* molto espressivo

Pno.

Bass ELEC. BASS w/trem and delay *mp*

74

75

76

77

Lead

wait - ing... I'm

BGV

heavily filtered,
large reverb and delay,
panning each entrance

p
I'm wait - ing I'm wait - ing, I'm wait - ing... Sun - rise...

Vln.

Solo
mf molto espressivo

Vc.

Synth

SPACIOUS THERMIN-LIKE SYNTH
mp

Pno.

Bass

Lead

wait - ing... Wait... Wait...

BGV

w/reverb and delay, pitched down from lead Vox

Wait - ing... Wait - ing.

BGV

I'm wait - ing on the

Vln.

Vc.

E.Gtr.

More Distortion, doubled 8va

mf

Synth

Pno.

Bass

mf

Dr.

ROCK DRUM SET

p

Lead *ff*
I'm

BGV Wait - ing..

BGV sun - rise... I'm wait - ing on the sun - rise...

Vln. (two more players slowly join in)

Vln. *mf* *cont. staccato*

Vc. (two more players slowly join in)

Vc. *mf* *cont. staccato*

E.Gtr. *pp* *f*

E.Gtr. High-Pass w/Heavy Chorus *pp* *f*

Lead *mf*

Synth

Synth RISER

Pno.

Bass

Dr. *ff*

86 87 88 89

Detailed description: This is a page of a musical score for the piece 'WAITING'. The score is arranged in a multi-stem format. At the top, there are two vocal lines: 'Lead' and 'BGV'. The 'Lead' line has a few notes and the lyrics 'I'm'. The 'BGV' line has the lyrics 'Wait - ing..' repeated. Below the vocal lines are two guitar parts: 'E.Gtr.' and another 'E.Gtr.' part with a 'High-Pass w/Heavy Chorus' effect. There are also two violin parts ('Vln.') and two viola parts ('Vc.'). The bottom section of the score includes piano ('Pno.'), bass, and drum ('Dr.') parts. The score is divided into measures, with measure numbers 86, 87, 88, and 89 indicated at the bottom. Dynamics like *mf*, *pp*, *f*, and *ff* are used throughout. Performance instructions such as '(two more players slowly join in)' and 'cont. staccato' are present. A 'RISER' effect is marked on the synth part in measure 89.

90

Lead
wait - ing Wait - ing

BGV

Vln. *ff* aggressive, very staccato

Vc. *ff* aggressive, very staccato

E.Gtr. *Bb* Heavy Distortion, Doubled 8va and 8vb, Long Reverb *Cm* *Bb* *Asus2*

E.Gtr. *ff* BIG Metal Solo *f* Distorted/Crunchy (Keep rhythm going, change notes when indicated)

E.Gtr. *Bb5* Heavy Distorted Power Chords *C5* *Bb5* (long notes with a little rhythm) *A5*

Lead *ff*

Synth *ff* REVERSE RETRO PAD

Synth *ff* PULSING SQUARE WAVES w/FILTERED RETRO PAD

Bass *f* +Original Bass w/Sub

Bass *ff* +Rock Electric Bass w/strong attack

Dr. *ff*

Perc. *ff* Multiple Metallic Loops - reduction

90 91 92 93

Lead

Wait - ing

BGV

ff Wait - ing

Vln.

Vc.

E. Gtr.

B^b B^{b7} B^{b6} B^{b7}

E. Gtr.

B^{b5}

Lead

Synth

Synth

Bass

Bass

Dr.

Perc.

CRAZY FILL

Lead: Wait - ing. Wait - ing!

BGV: Wait - ing.

BGV: *ff* Woah

Vln.: *mf* *cresc. poco a poco, get scratchier and more aggressive*

Vc.: *mf* *cresc. poco a poco, get scratchier and more aggressive*

E.Gtr.: Gm, Gm/A, Ebmaj7, Emin7(b5)

Lead: (melodic line)

Synth: (chords)

Bass: (melodic line)

Dr.: (basic groove, fill in and go crazy!)

Perc.: (drum pattern)

Slower

Lead

BGV *mp* Heavily Filtered
less Reverb and high end
with each phrase
I'm wait - ing on the sun - rise. I'm wait - ing on the sun - rise. I'm wait - ing on the sun - rise. I'm wait - ing on the sun - rise. I'm wait - ing on the sun - rise. I'm wait - ing on the sun - rise. I'm wait - ing on the sun - rise.

BGV

Vln. *ff*

Vc. *ff*

E.Gtr.

E.Gtr.

Lead (pitch begins to fall)

Synth

Synth

Bass

Bass

Dr. *ff* (assorted, out-of-time cymbals) *p*

Perc. Vinyl Sounds Vinyl Scratch