Ghost Town

(keyboard part only)

by Kyle Gann

1994

Ghost Town (1994)

When choreographer Shellie Cash-Muller (a colleague at Bucknell University) asked me to collaborate on a dance for the Bucknell Dance Company, she expressed interest in both the Nancarrovian tempo structures I was working with and the bizarre array of sampled noises I had used in my incidental music for *Alice in Wonderland*. I was interested in working with a tuning system of septimal just intonation (scale: 1/1, 9/8, 7/6, 21/16, 4/3, 3/2, 12/7, 14/9). The combination, as it turned out, sounded darkly humorous, and I added the title *Ghost Town* because of the loneliness of the sampled goose calls (which are tuned to Harry Partch's 43-tone scale).

Ghost Town was written directly into an old music sequencing program called Voyetra Plus. Thus, there has never been a notated score. I would occasionally play the piece's organ part on keyboard with a background track, however, so at some point I made a score of the keyboard part with cues. That keyboard part is given here for purely scholarly interest. It shows the rhythmic structure, harmonies, bass line, and in places the virtual guitar part. The A is played as 4/3 in a harmony with E, and as 21/16 in a harmony with D. It would be time-consuming to reconstruct the entire score from the surviving MIDI. I may get around to it someday.

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Ghost Town

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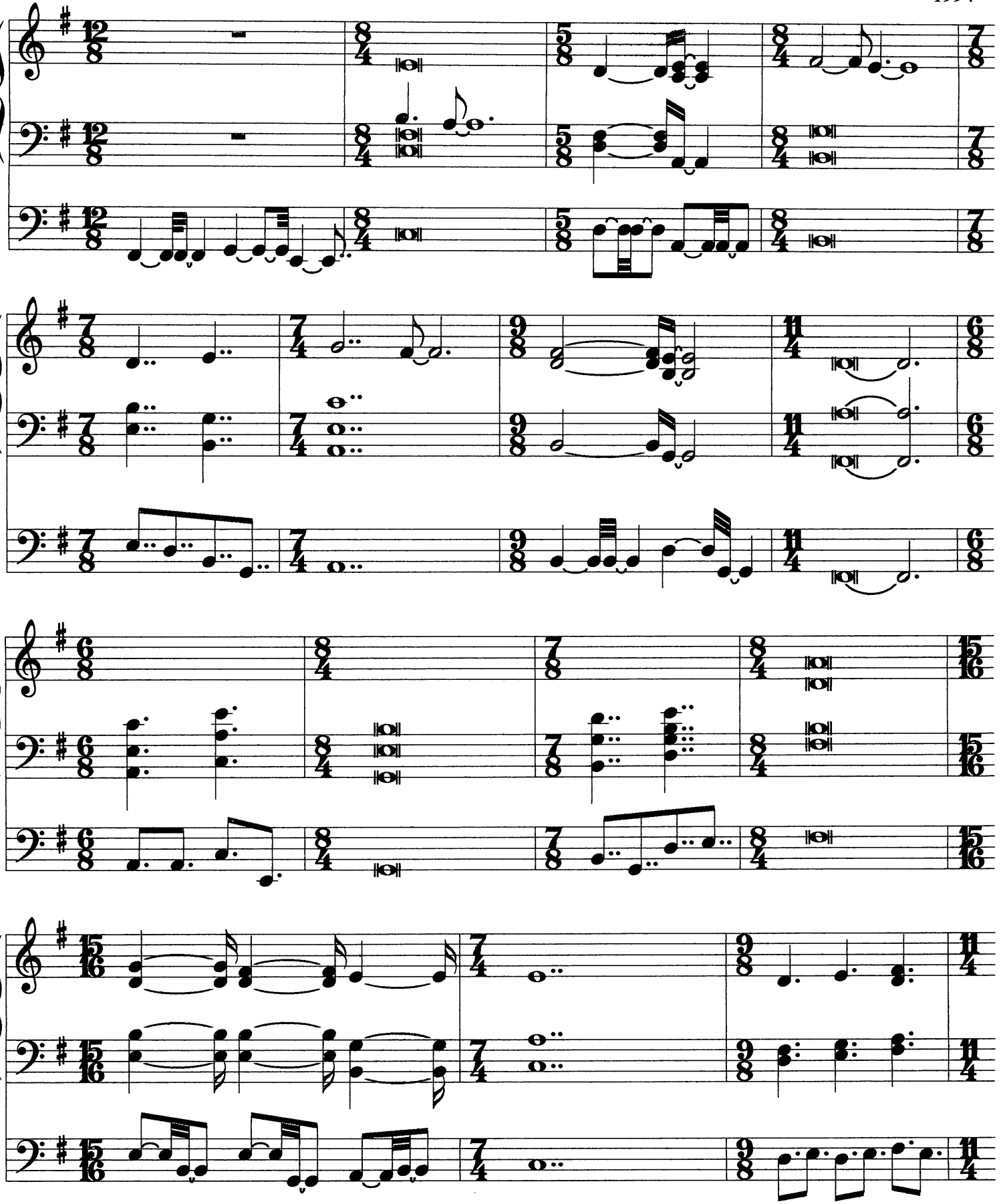

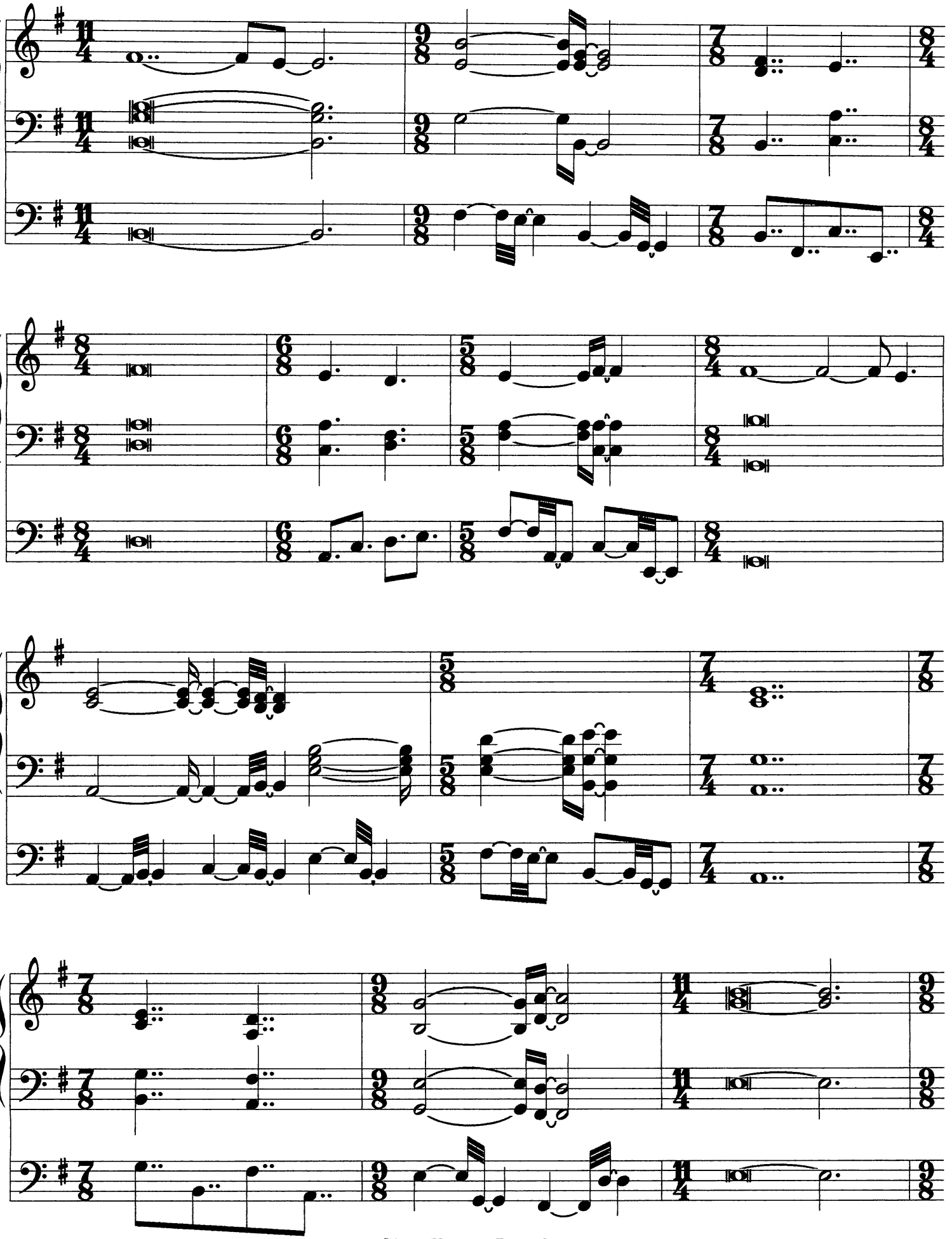

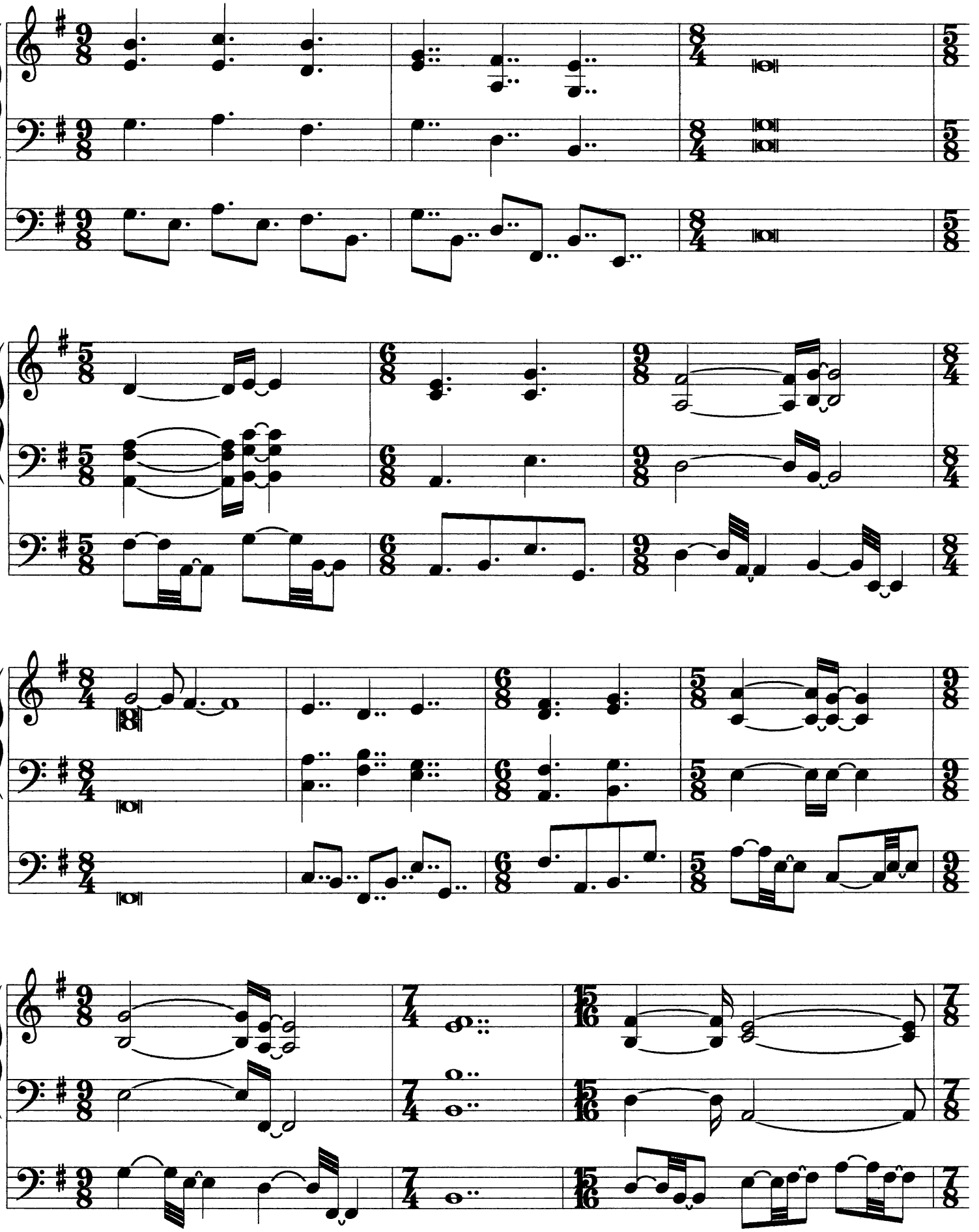

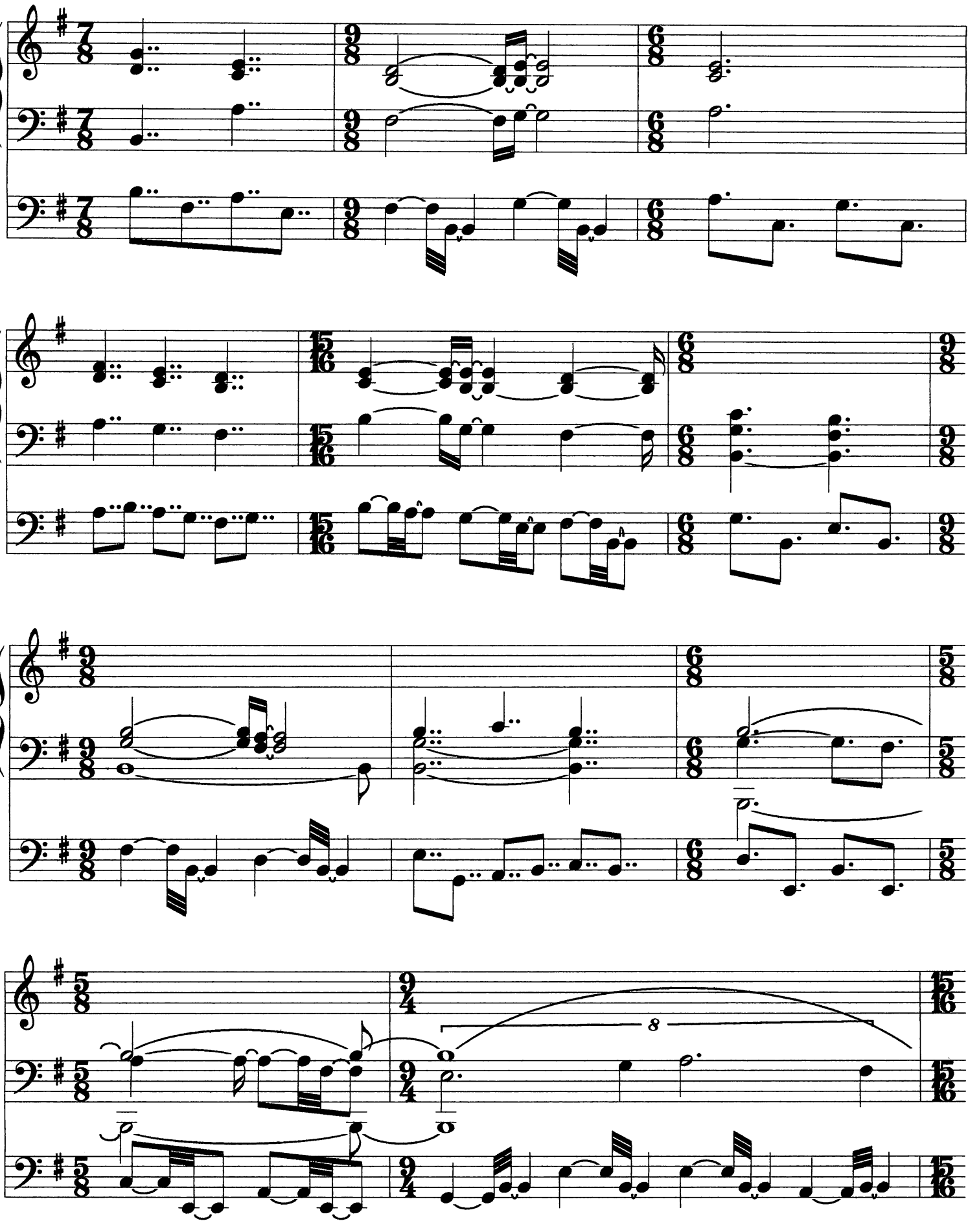
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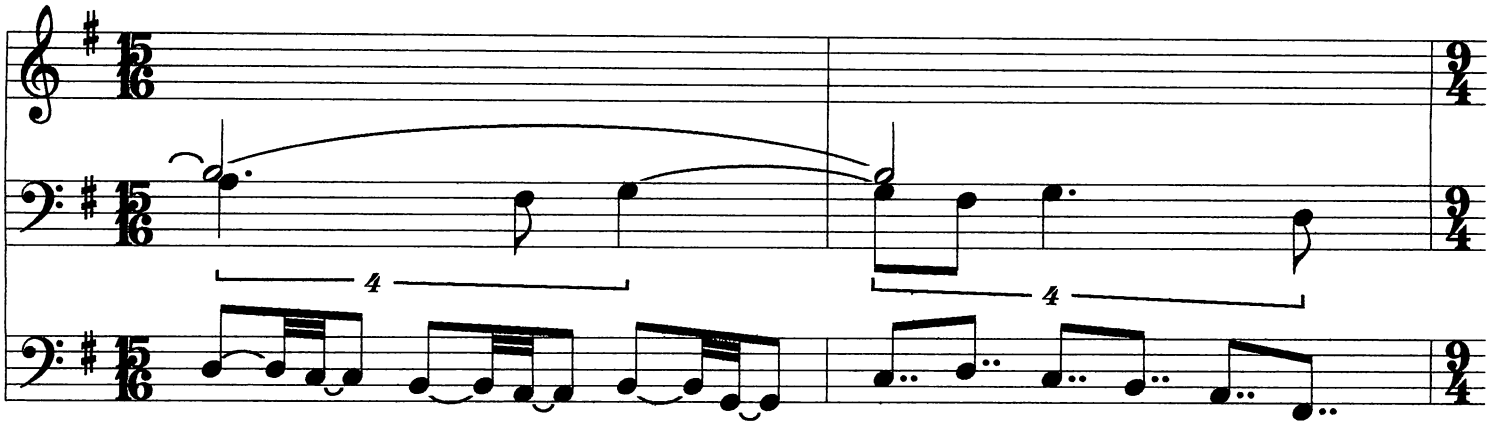
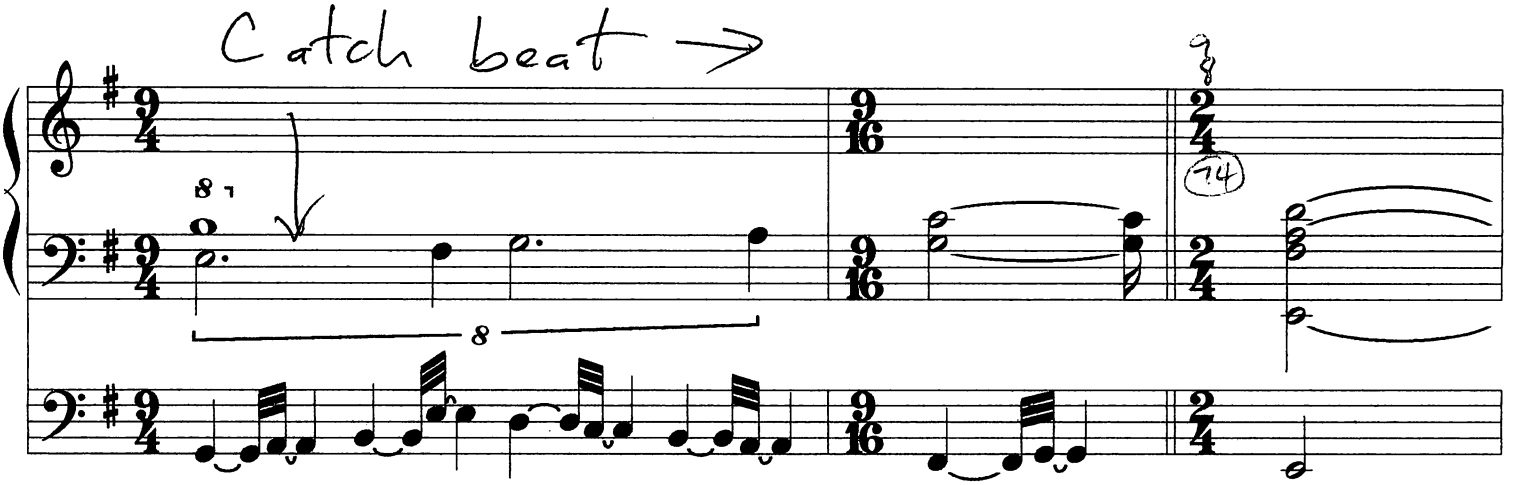
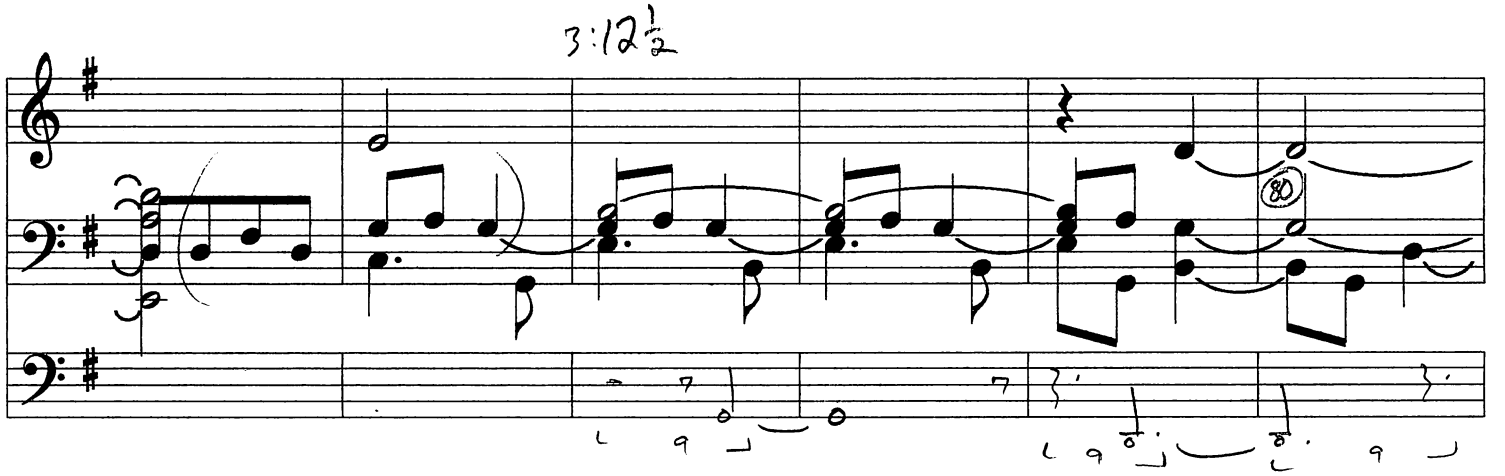



Catch beat →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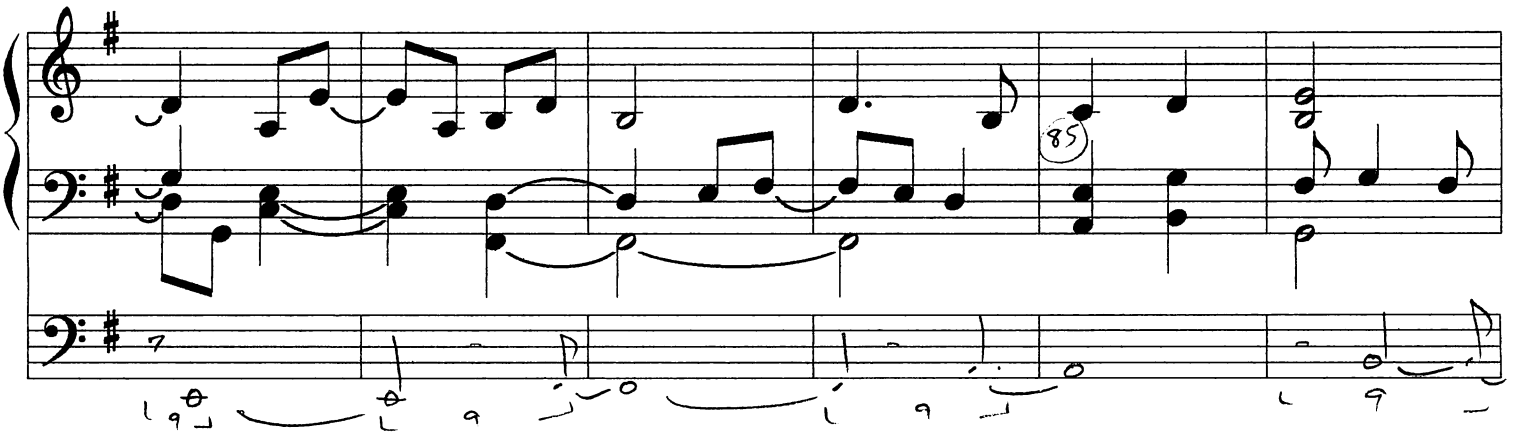

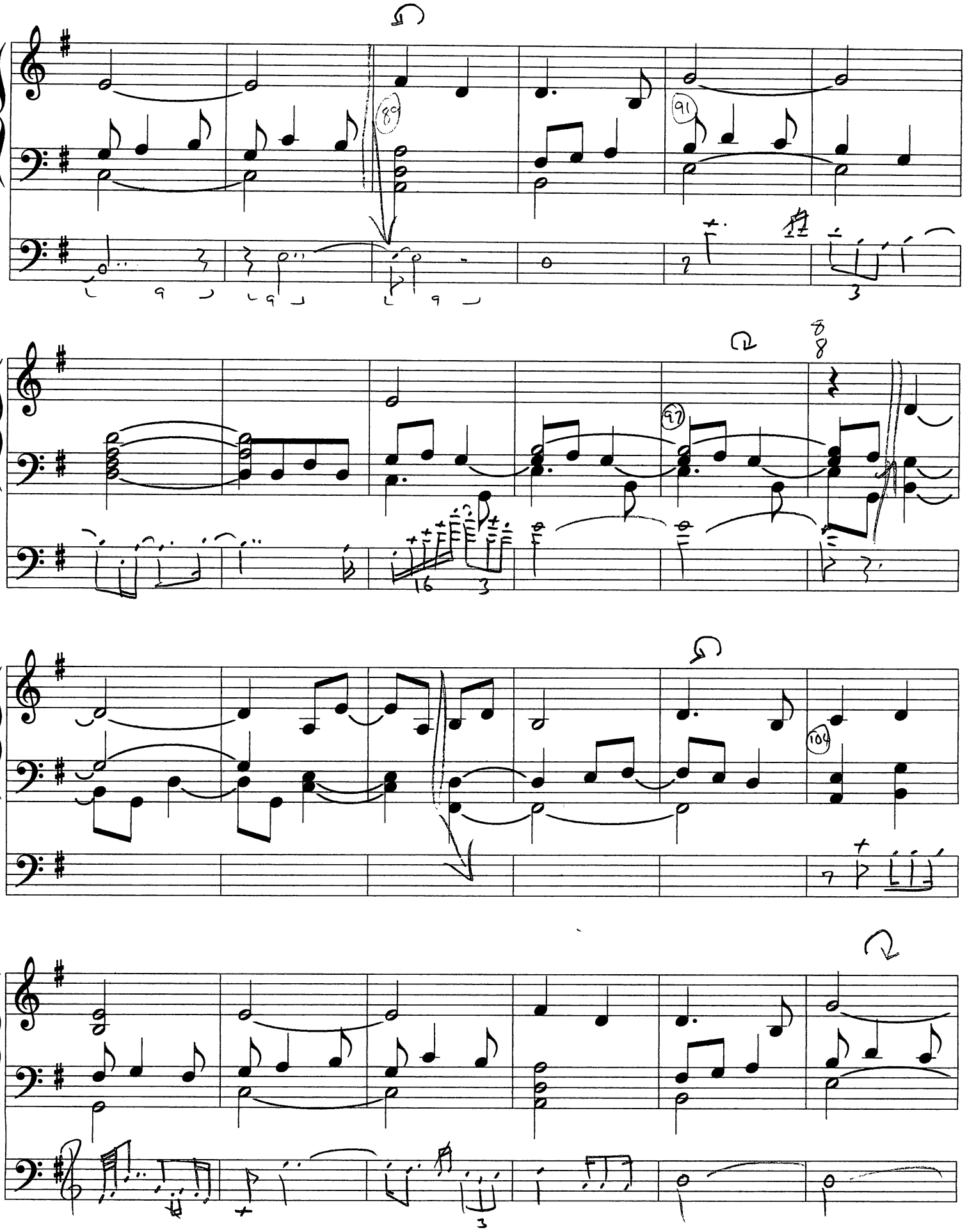
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97
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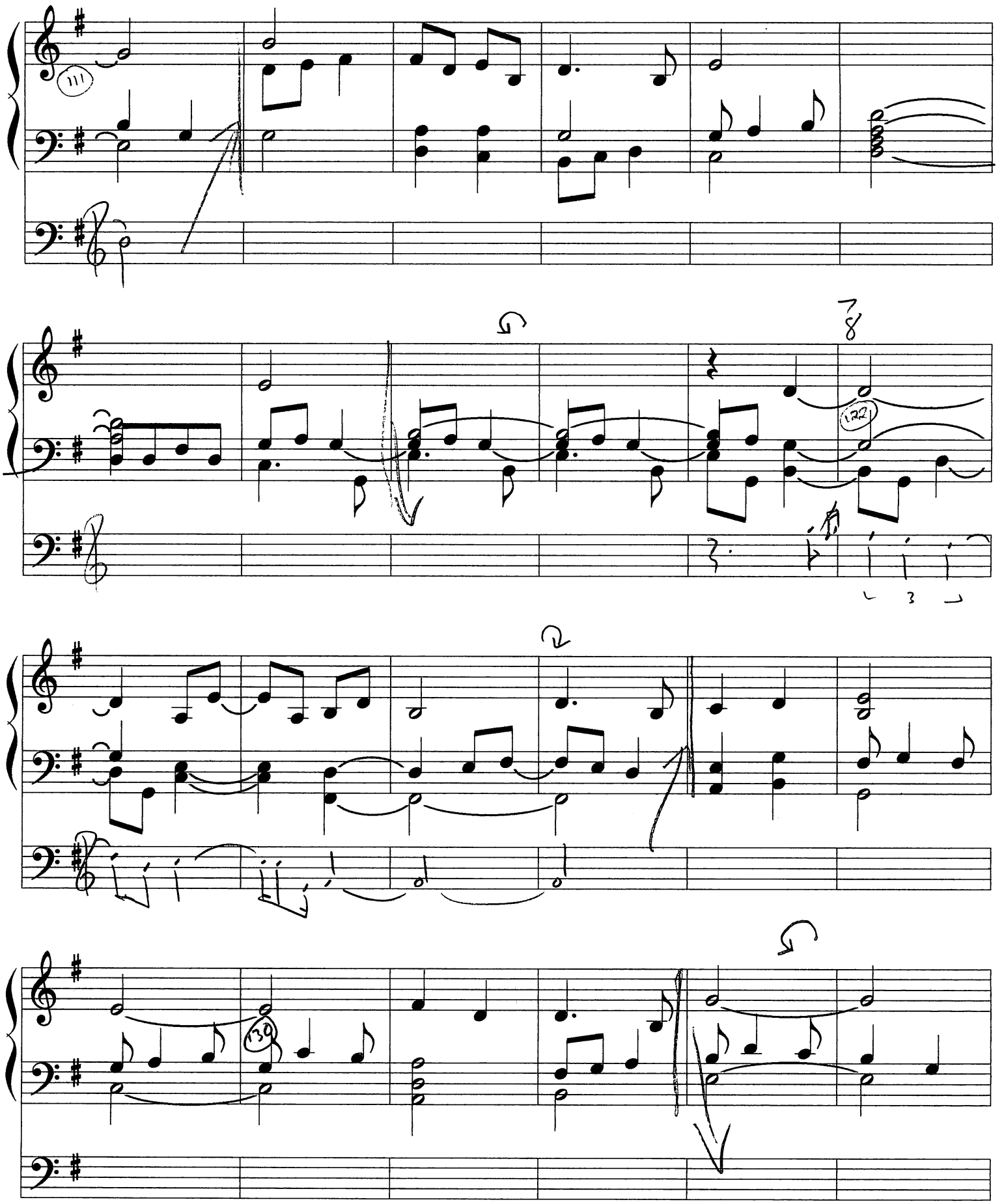

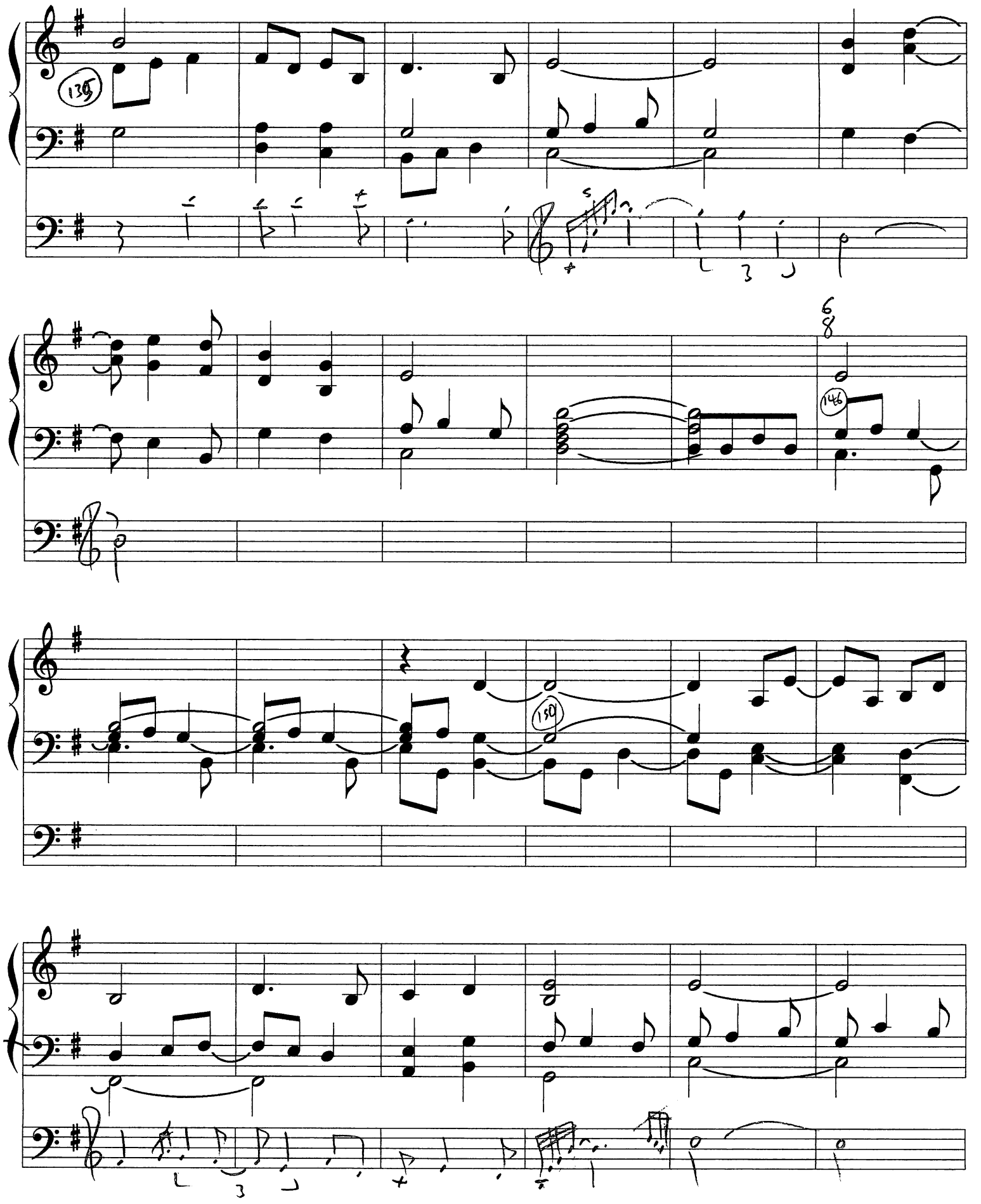
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6/8
146
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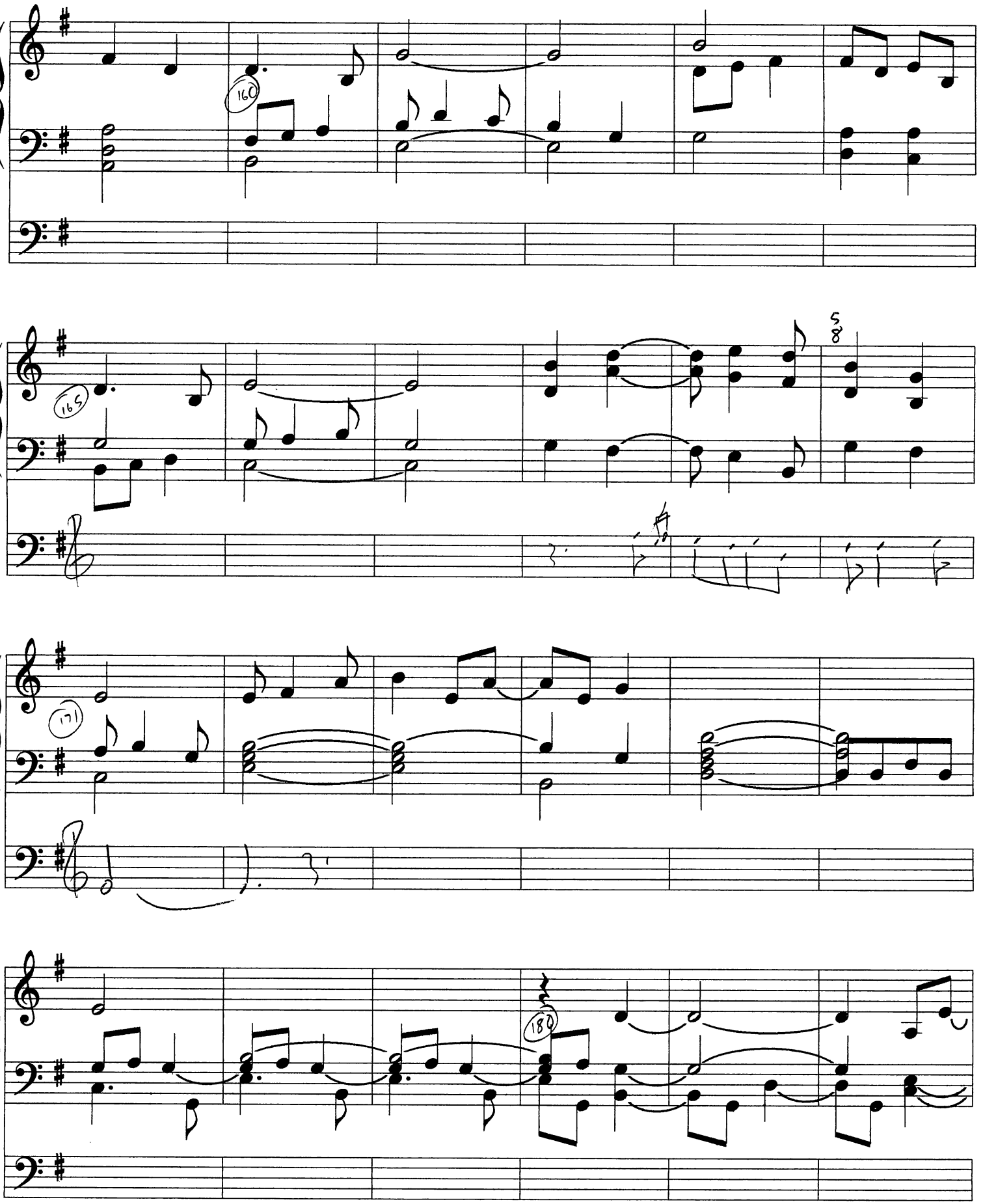
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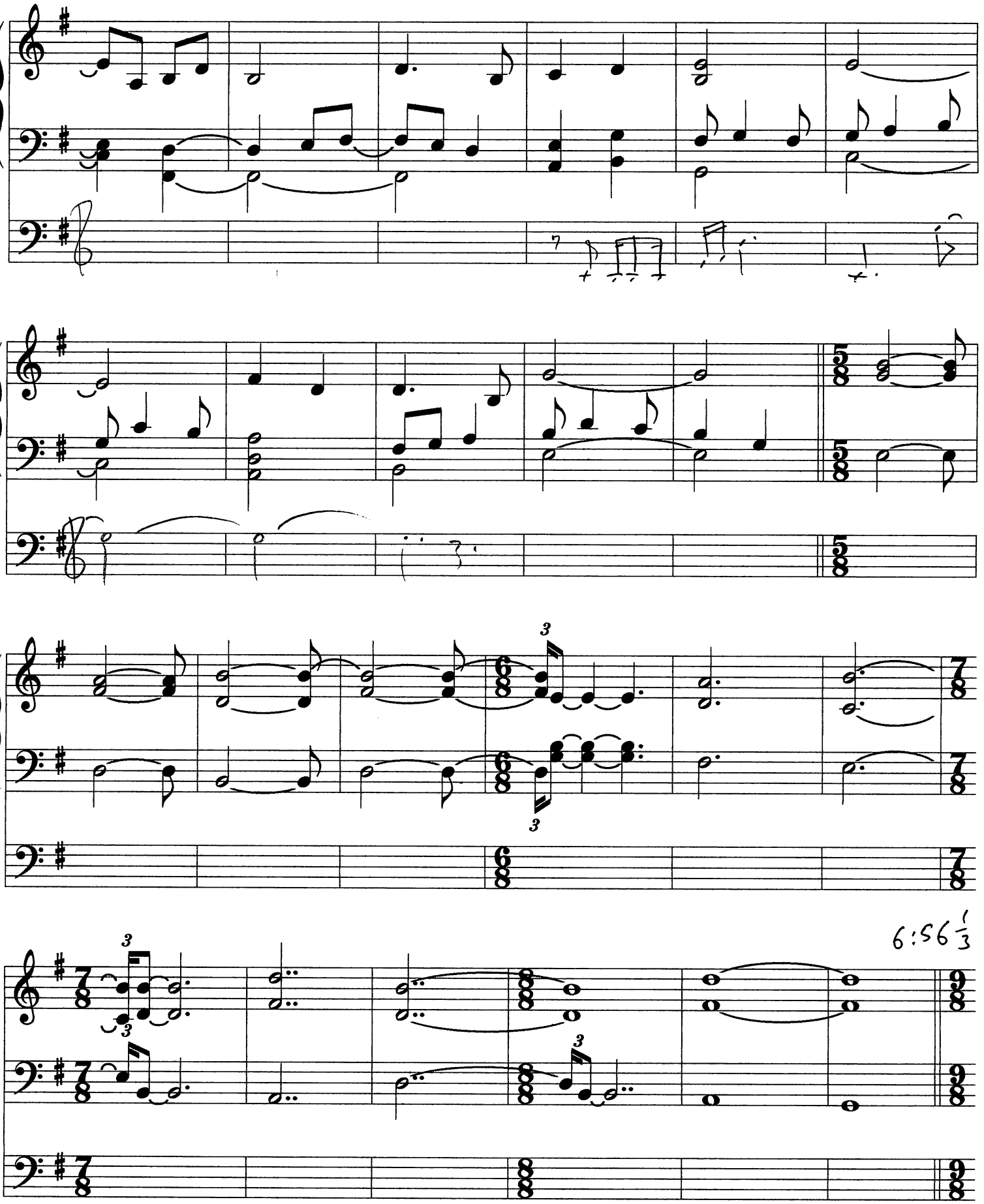
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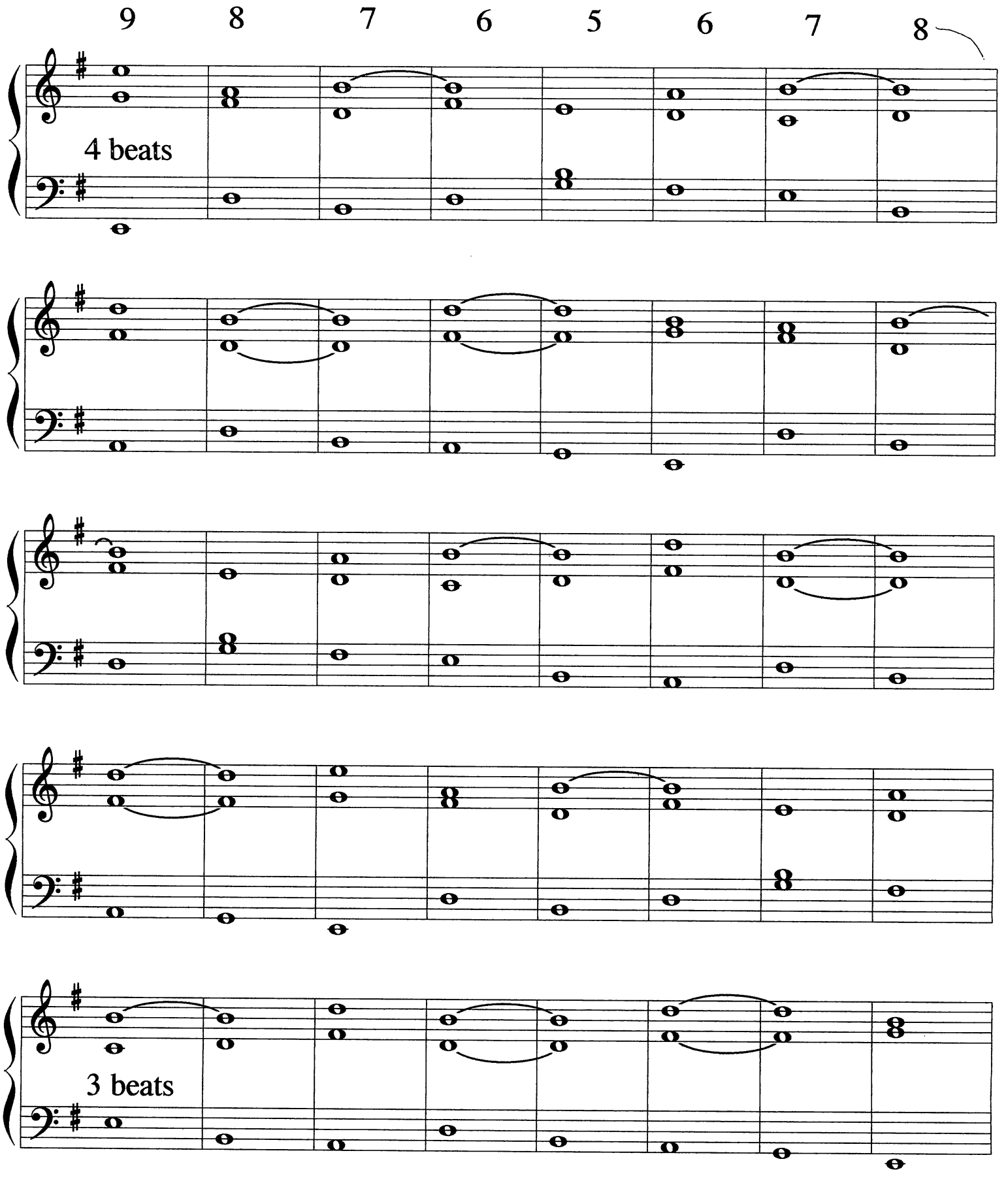
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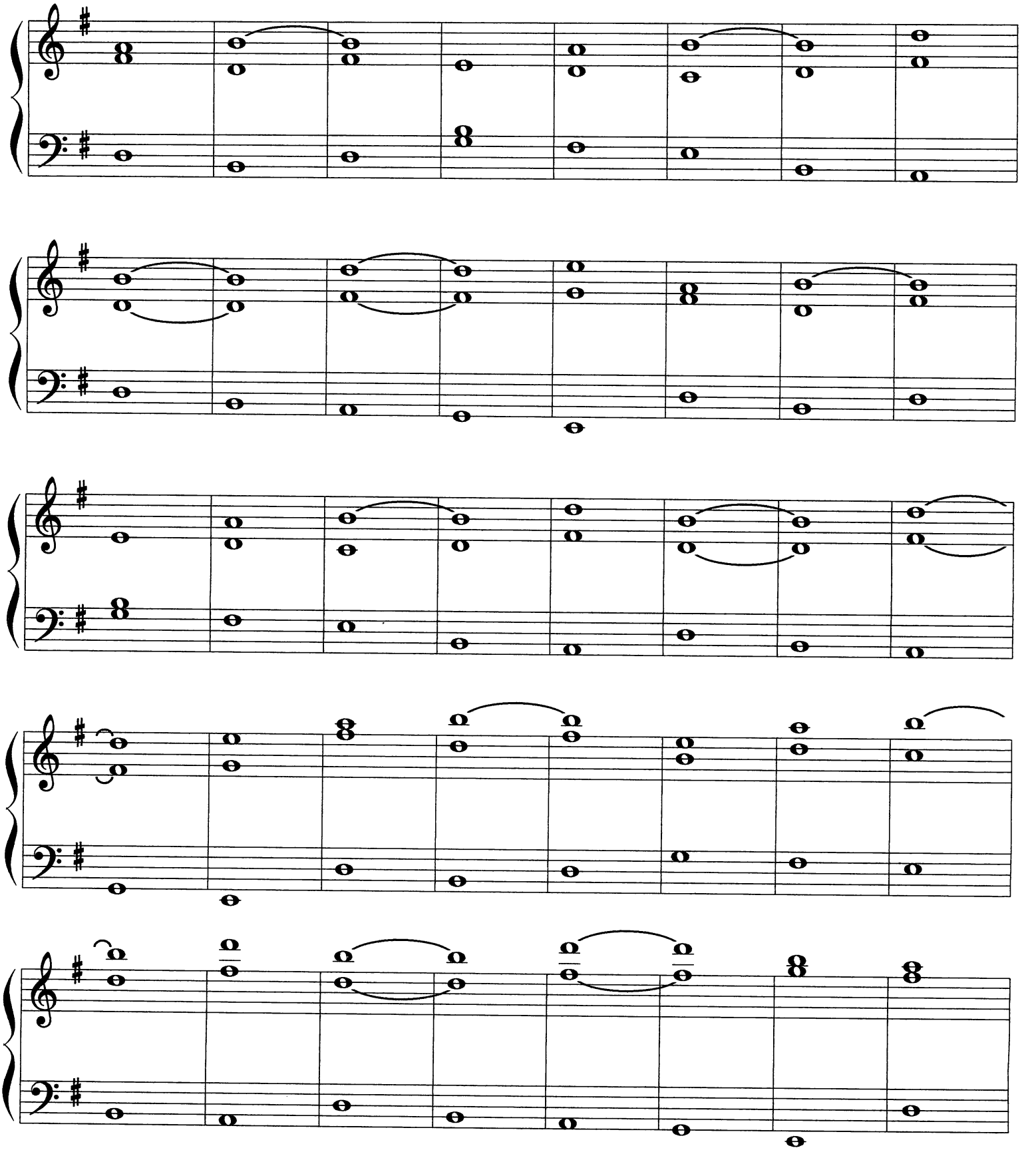
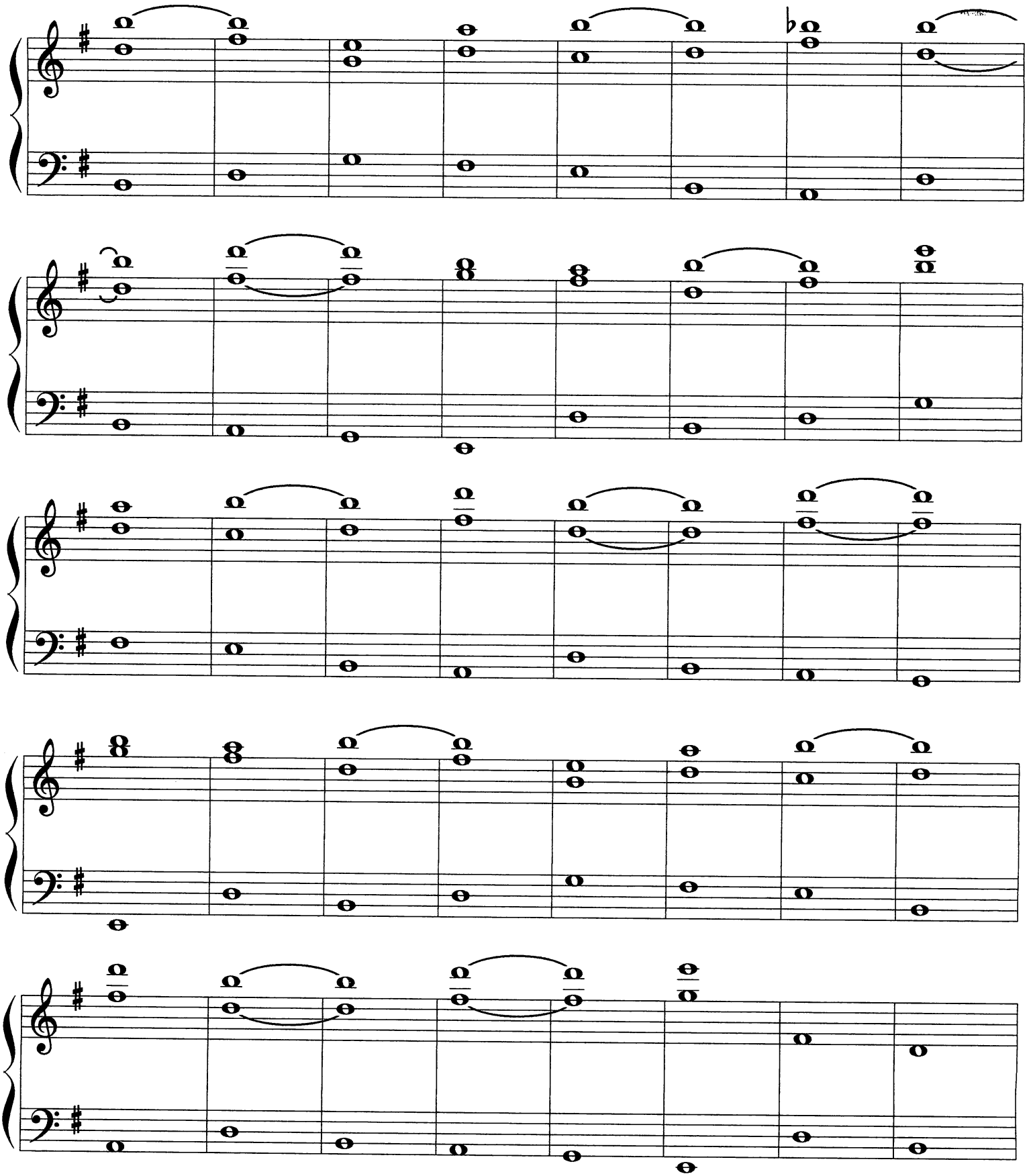
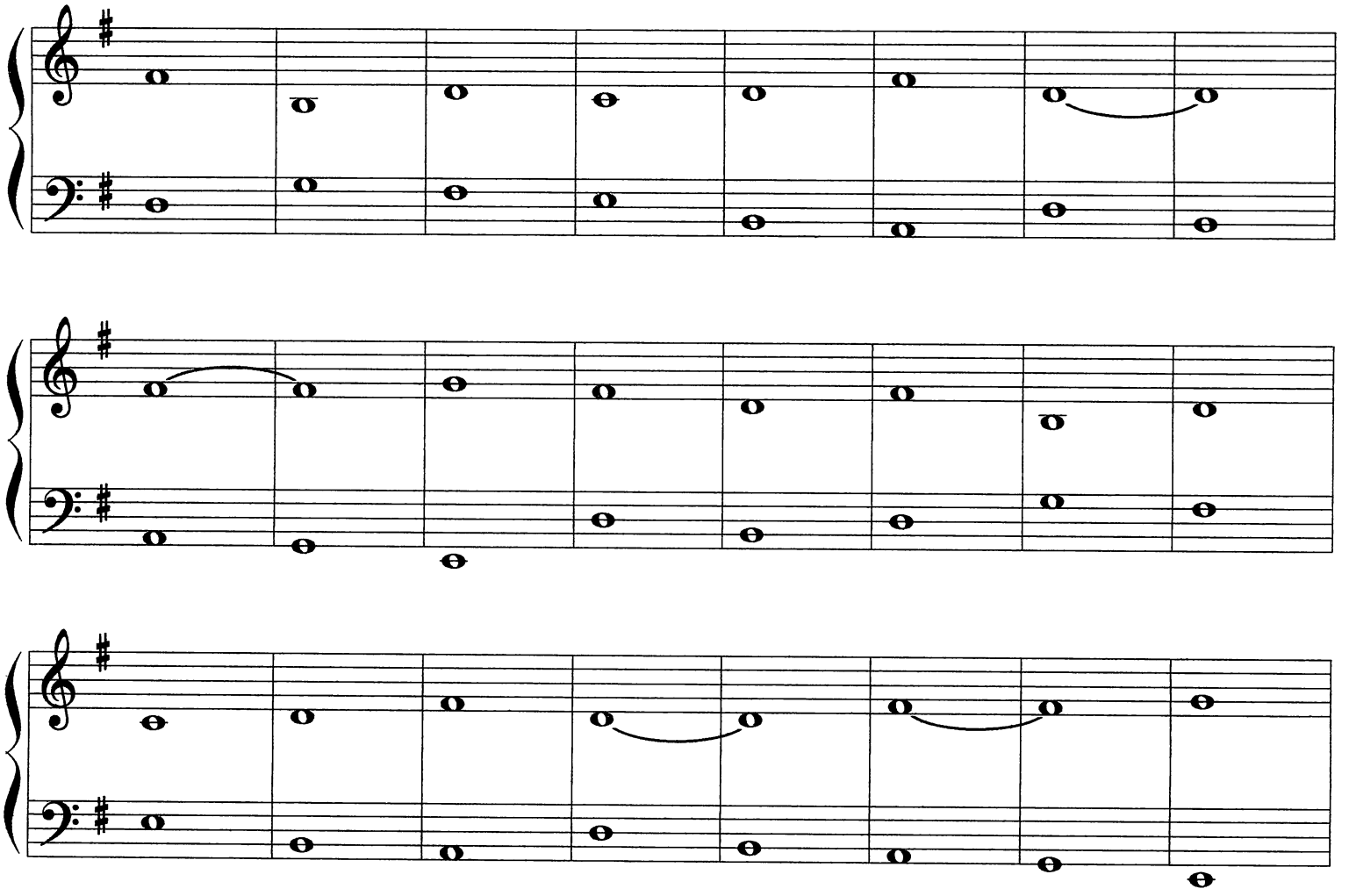
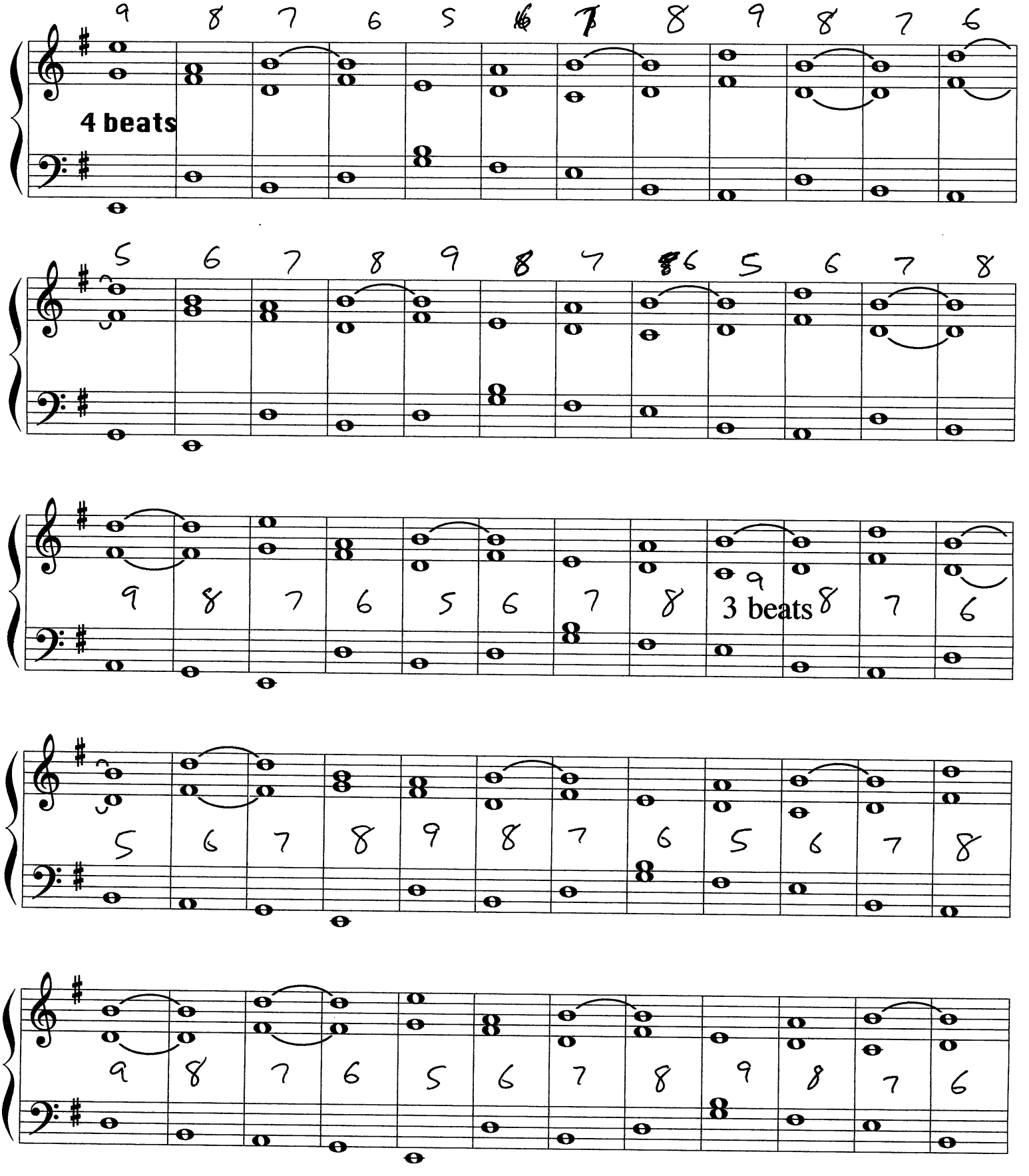
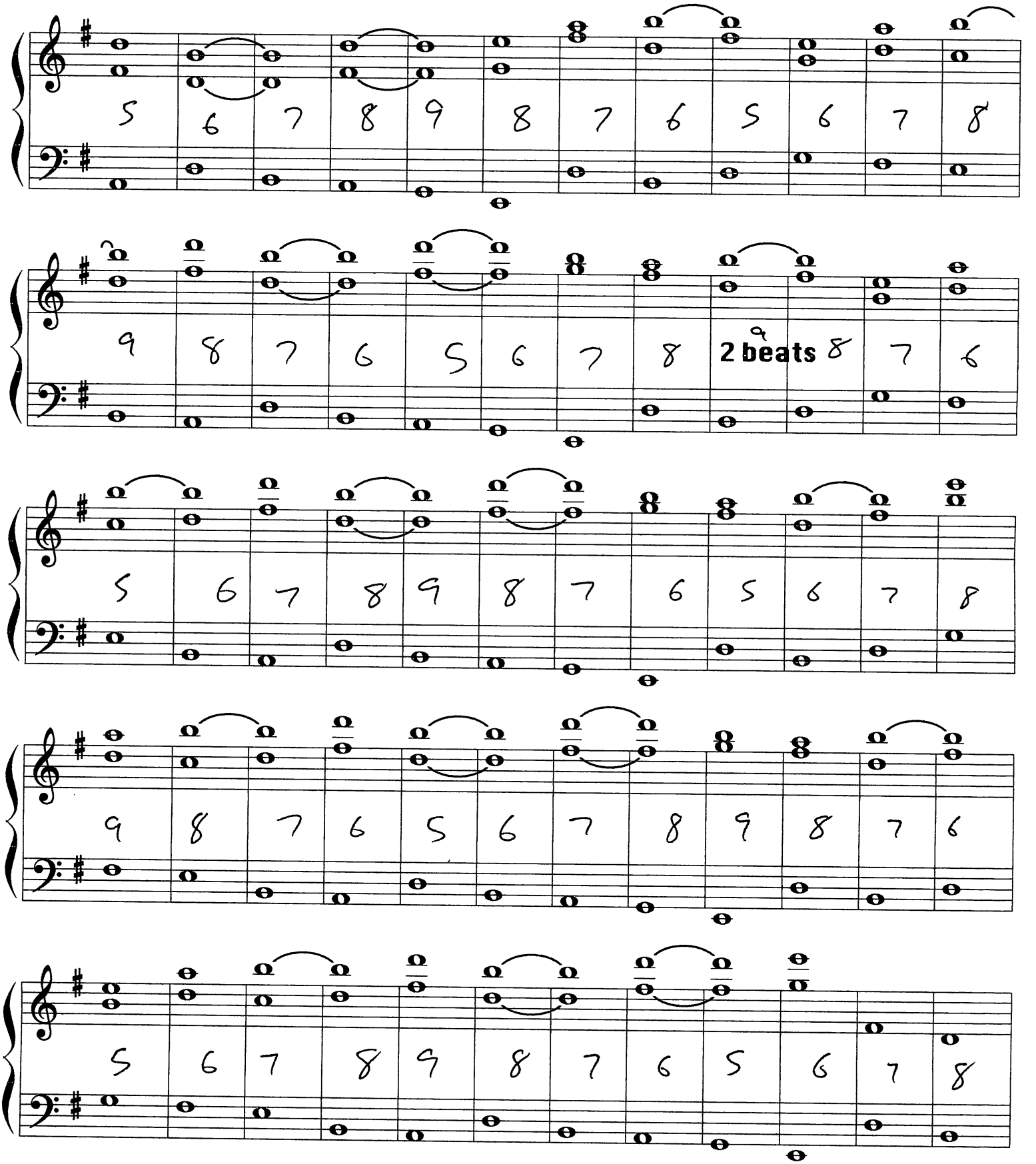
4 beats
3 beats








4 beats
3 beats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9 8 7 6 5 6 7 8 9 2 beats 8 7 6
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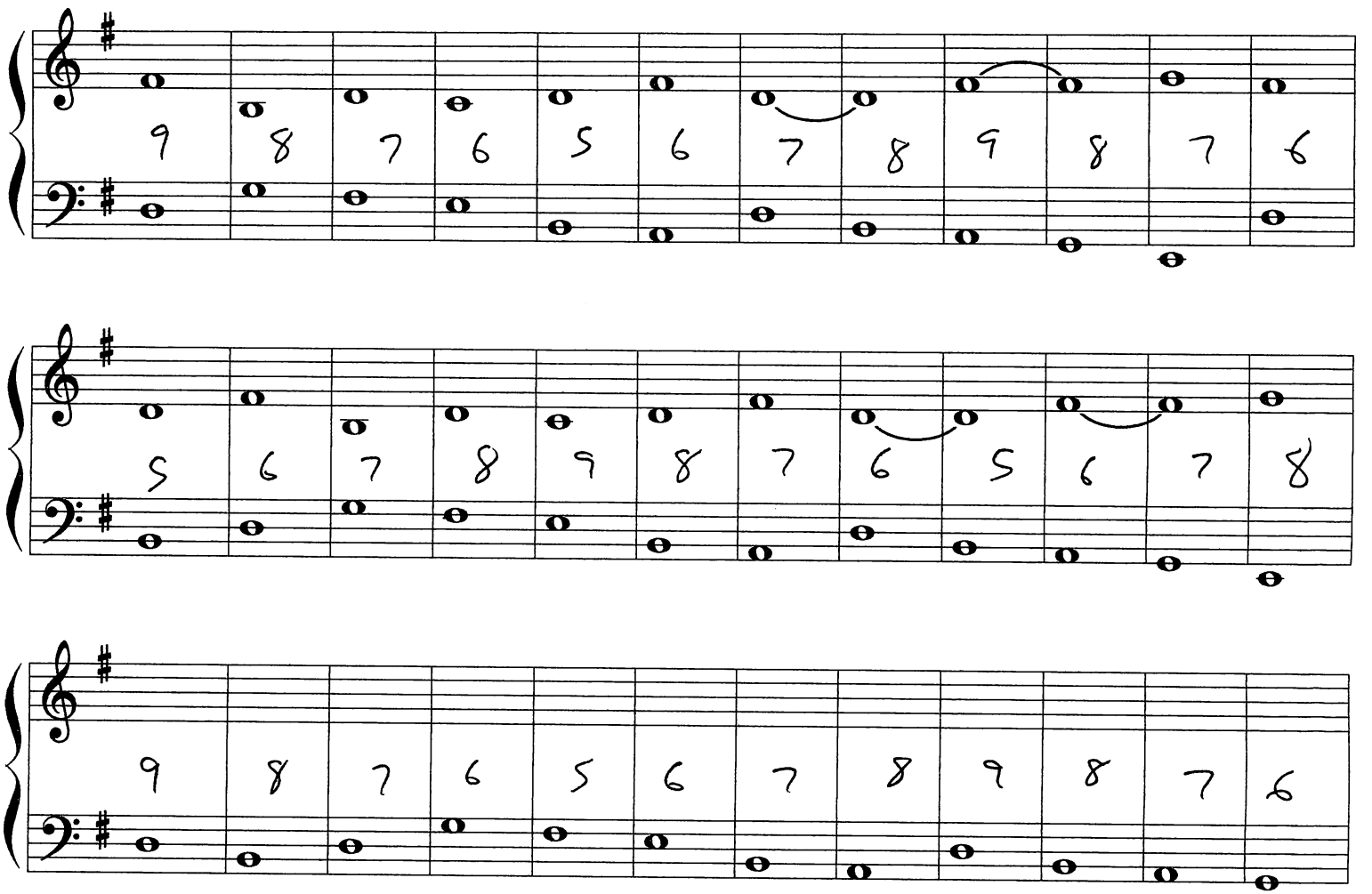
9 8 7 6 5 6 7 8 9 8 7 6
5 6 7 8 9 8 7 6 5 6 7 8
9 8 7 6 5 6 7 8 9 8 7 6