

Gangsta Kids

for Guitar Duo

AKIS FILIOS

Athens, 2015

♩ = 110

The musical score is written for two guitarists in 4/4 time. It consists of four systems of two staves each. The first system (measures 1-3) features a melodic line in the upper staff and a bass line in the lower staff, both starting with a piano (*p*) dynamic and moving to fortissimo (*f*) by measure 3. Measure 3 includes guitar-specific techniques: a natural harmonium (*i*) on the upper staff and a glissando (*gliss.*) on the lower staff. The second system (measures 4-6) continues the melodic and bass lines, with measure 6 featuring a natural harmonium (*Harm.V*) and fortissimo (*f*) dynamics. The third system (measures 7-9) includes a natural harmonium (*Harm.XII*) and a *mf* dynamic in measure 7, followed by a *simile* marking in measure 8. The fourth system (measures 10-12) features a natural harmonium (*Harm.V*) and fortissimo (*f*) dynamics in measure 10, with a *mf* dynamic in measure 11. The score includes various articulation marks such as accents, slurs, and staccato (*s*) markings.

- Gangsta Kids -
Guitar Duo

Harm. VII

8va



13

16

19

22

25

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- *1) Play the strings behind the nut
- *2) Percussive sound: over the soundboard (low pitch)
- *3) Percussive sound: over the soundboard (move gradually from high to low pitch)
- *4) Percussive sound: slap bass strings with the right thumb
- *5) Percussive sound: over the soundboard with both hands
- *6) Percussive sound: over the soundboard with (R)ight and (L)eft hand (high pitch)
- *7) Cross the 5th and 6th strings at the 7th fret and play 6th string with the thumb

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GUITAR I

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p *f* *f* *mf*

Harm.V *8va* Harm.VII *8va* Harm.V *8va* Harm.VII *8va*

6 15 19 23 27

*1) i gliss. *4)

5

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Guitar I

31

1. 3- 2- 1- 2-
① ② *p* *f*

34

2. *6)
R L *p* *sfz*

D.S. al Coda

39

3 2 1 2
① ② *p* *f*

41

1 3 2
mf

*1) Play the strings behind the nut

*2) Percussive sound: over the soundboard (low pitch)

*3) Percussive sound: over the soundboard (move gradually from high to low pitch)

*4) Percussive sound: slap bass strings with the right thumb

*5) Percussive sound: over the soundboard with both hands

*6) Percussive sound: over the soundboard with (R)ight and (L)eft hand (high pitch)

*7) Cross the 5th and 6th strings at the 7th fret and play 6th string with the thumb

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GUITAR II

AKIS FILIOS

*3) Athens, 2015

♩ = 110

p *f* *p* *f* *mf* *sfz* *mf*

Harm. XII

*2) gliss.

*4) simile

*5)

6 10 14 18

Detailed description: The score is written for a single guitar part in 4/4 time. It begins with a tempo marking of 110 beats per minute. The first staff (measures 1-5) features a melodic line starting on a half note G#4, moving through A4, B4, C#5, D5, and E5, with a dynamic of *p* (piano) and a hairpin crescendo leading to *f* (forte) at measure 5. A glissando (marked *2) occurs in measure 6. The second staff (measures 6-9) shows a rhythmic accompaniment of eighth notes with a dynamic of *f* (forte) and a hairpin crescendo to *mf* (mezzo-forte). The third staff (measures 10-13) continues the accompaniment with a dynamic of *mf* and includes a section marked 'Harm. XII' and 'simile'. The fourth staff (measures 14-17) features a section marked with a double bar line and repeat sign, with a dynamic of *mf*. The fifth staff (measures 18-21) continues the accompaniment with a dynamic of *mf* and includes a section marked with a double bar line and repeat sign, with a dynamic of *sfz* (sforzando) and a hairpin crescendo to *mf*. The score includes various guitar techniques such as glissando, harmonics (Harm. XII), and dynamic markings.

- Gangsta Kids -
Guitar II

The musical score is written for guitar and consists of five systems of music. The first system (measures 22-25) features a melodic line with slurs and a bass line with percussive 'x' marks and fret numbers (1, 2, 3, 4). The second system (measures 26-29) continues the melodic and bass lines. The third system (measures 30-33) includes a first ending bracket and dynamic markings *p* and *f*. The fourth system (measures 34-38) features a second ending bracket, a *7) instruction, and dynamic markings *p* and *sffz*. The fifth system (measures 39-42) includes dynamic markings *p*, *f*, and *mf*, and ends with a Coda symbol.

*1) Play the strings behind the nut

*2) Percussive sound: over the soundboard (low pitch)

*3) Percussive sound: over the soundboard (move gradually from high to low pitch)

*4) Percussive sound: slap bass strings with the right thumb

*5) Percussive sound: over the soundboard with both hands

*6) Percussive sound: over the soundboard with (R)ight and (L)eft hand (high pitch)

*7) Cross the 5th and 6th strings at the 7th fret and play 6th string with the thumb