

Joel Kirk (2023)

PERCUSSION TRIO

c. 9 minutes

SCORE

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- premiered by Michael Lipsey, Matthew Gold, and Caitlin Cawley of Talujon Percussion at June in Buffalo, 2023

Requirements:

3x cowbells (small/medium/large)
3x woodblocks (small/medium/large)
3x tom-toms (small/medium/large)
3x brake drums (small/medium/large)

Percussion 1: SMALL instruments
Percussion 2: MEDIUM instruments
Percussion 3: LARGE instruments

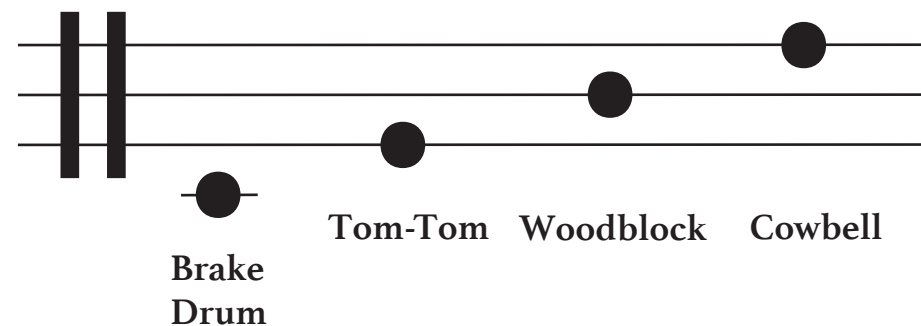
Technology:

Optional click-tracks may be used with this piece until rehearsal mark J.

1. Input the click-track mp3's into Logic/Reaper/Ableton, etc.
2. Connect the computer to a multiple output interface with at least 3 outputs (you may need to install the appropriate drivers to do this).
3. Route the Part 1, 2 and 3 clicks to outputs 1, 2 and 3 respectively.
4. Connect the headphones/earphones of each player to their respective output (a headphone amplifier may be required here to boost the volume).
5. Once you press play on Logic/Reaper/Ableton, each player should hear their respective click-track.

Instrument Set-up/Layout:

Rubber mallets (all instruments) from beginning to R; hands/finger percussion from R to end



I

perc. 1 $\frac{2}{4}$ RUBBER MALLETS; DAMPEN TOM-TOM WITH CLOTH

(IF USED) CLICK BEGINS DIRECTLY FROM MEASURE 1; CLICK GIVES QUINTUPLETS

perc. 2 $\frac{2}{4}$ RUBBER MALLETS; DAMPEN TOM-TOM WITH CLOTH

(IF USED) CLICK BEGINS DIRECTLY FROM MEASURE 1; CLICK GIVES SEPTUPLETS

perc. 3 $\frac{2}{4}$ RUBBER MALLETS; DAMPEN TOM-TOM WITH CLOTH

(IF USED) CLICK BEGINS DIRECTLY FROM MEASURE 1; CLICK GIVES NONUPLETS

I2

perc. 1 $\frac{2}{4}$

perc. 2 $\frac{2}{4}$

perc. 3 $\frac{2}{4}$

I3

perc. 1 $\frac{2}{4}$

perc. 2 $\frac{2}{4}$

perc. 3 $\frac{2}{4}$

34

perc. 1

perc. 2

perc. 3

5:4

7:8

9:8

p mp mf

pp mp

ppp pp

3

D

3

2

45

perc. 1

perc. 2

perc. 3

5:4

7:8

9:8

p mp mf

pp mp

ppp p

I

E

56

perc. 1

perc. 2

perc. 3

5:4

7:8

9:8

mf mp p

mp pp

ppp p

2

3

I

F

perc. 1 67

perc. 2

perc. 3

2

3

G

I

perc. 1 78

perc. 2

perc. 3

2

3

H

I

perc. 1 89

perc. 2

perc. 3

2

3

I CLICK GIVES QUINTUPLETS
rests omitted for clarity

2

3

perc. 1

perc. 2

perc. 3

CLICK GIVES SEPTUPLETS
rests omitted for clarity

CLICK GIVES NONUPLETS
rests omitted for clarity

J CLICK STOPS = c. 56 speed up slightly and maintain new tempo (out of time with rest of ensemble; you are all playing at different speeds here)

III

perc. 1

perc. 2

perc. 3

CLICK STOPS = c. 52 maintain speed (out of time with rest of ensemble; you are all playing at different speeds here)

CLICK STOPS = c. 48 slow down slightly and maintain new tempo (out of time with rest of ensemble; you are all playing at different speeds here)

perc. 1

perc. 2

perc. 3

O = 108 speed up slightly and maintain 108bpm as central tempo (out of time with parts 2+3, who will remain synchronized)

perc. 1
perc. 2
perc. 3

170 6:4

mp p mp p mf mp f mp

perc. I moves out of time; keep in sync with perc. 3!

perc. I moves out of time; keep in sync with perc. 2!

maintain 104bpm as central tempo (out of time with rest of ensemble; you are all playing at different speeds now)

2 = 104 poco accel.

slow down slightly and maintain new tempo (out of time with rest of ensemble; you are all playing at different speeds now)

3 = 100

perc. 1
perc. 2
perc. 3

179 6:4 6:4 5:4 5:4 5:4 7:8 7:8 7:8 7:8 7:8 9:8 9:8 9:8 9:8

mf p mp

perc. 2

6:4 6:4 6:4 6:4 6:4 6:4 6:4 6:4 6:4 6:4 6:4 9:8 9:8 5:4 5:4 9:8 9:8 9:8

mp p mf mp f mp mf p

maintain 100bpm as central tempo

3 = 100 poco accel. poco rall. poco accel. poco rall. poco accel. poco rall.

perc. 3

6:4 6:4 6:4 6:4 6:4 6:4 6:4 6:4 6:4 6:4 6:4 6:4 6:4 6:4 6:4 6:4 6:4 6:4

p mp p mf mp f

perc. 1
perc. 2
perc. 3

190 9:8 9:8 5:4 5:4 5:4 5:4 5:4 7:8 7:8 7:8 7:8 7:8 9:8 9:8 9:8 9:8 9:8

mf f

perc. 2

5:4 5:4 7:8 7:8 7:8 7:8 7:8 9:8 9:8 9:8 9:8 9:8 9:8 9:8 9:8 9:8

mp mf

perc. 3

6:4 6:4 6:4 6:4 9:8 9:8 9:8 9:8 9:8 9:8 5:4 5:4 5:4 5:4 9:8 9:8 9:8

mp mf p mp mf

maintain consistent speed

100 = 100 poco accel. poco rall.

P maintain individual tempo with rhythm shown; repeat cell continuously (no gaps!); do not move on until parts 2+3 have reached this figure

Q molto rubato; slackening the rhythm and tempo; allow small gaps between repetitions of cell; cue parts 2 to move to this figure after you, then part 3

R *TO HANDS (FINGER PERCUSSION AL FINE)* selection of gestures may be played on any instrument/s; allow small 2-3 second gaps between gestures; cue parts 2 to move to this figure after you, then part 3

S simile; longer 3-4 second gaps between gestures; cue parts 2 to move to this figure after you, then part 3

T simile; longer 4-5 second gaps between gestures; cue parts 2 to move to this figure after you, then part 3

U simile; longer 5-6 second gaps between gestures; cue parts 2 to move to this figure after you, then part 3

V FINE; keep still! Part 3 will give the signal when the piece is done

WOODBLOCK ONLY PPP

perc. 1 = 108, perc. 2 = 104, perc. 3 = 100

201, 202, 203, 204, 205, 206, 207

ff, f, mf, mp, p, pp, ppp

PERC. 1 CUE 2, PERC. 1 CUE 3

repeat ad lib.

TO HANDS (FINGER PERCUSSION AL FINE)

selection of gestures may be played on any instrument/s; allow small 2-3 second gaps between gestures; do not move on until part 1 gives you the cue

simile; longer 3-4 second gaps between gestures; do not move on until part 1 gives you the cue

simile; longer 4-5 second gaps between gestures; do not move on until part 1 gives you the cue

simile; longer 5-6 second gaps between gestures; do not move on until part 1 gives you the cue

move to this final block once parts one and two have stopped; longer 5-6 second gaps between gestures; finish when the time feels right

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