Connor Simpson

Percussion Quartet

Buzzed

6'

2020

For Perusal Only

Mere Fly Press

Buzzed
Percussion Quartet
6 minutes
2020
Connor Simpson
Mere Fly Press (ASCAP)

Program Notes

Buzzed slows down and analyses the gestures of the sounds chosen for the piece and represents them structurally. The buzzing gesture controls the form of the piece, just as a coin rattles on a vibraphone, large attacks occur throughout the piece increasing in frequency by a constant ratio. Other sounds like rattles are represented by randomly scattered wooden attacks and the friction within an attack is represented by bowed techniques.

Instrumentation

Percussion 1
Steel Pan
(if no steel pan, play steel drum part on Vibes)
Temple Blocks (coin half taped on middle tpl. bl.)
Snare (upside down, batter head on both sides)
1 Finger Cymbal
Bow

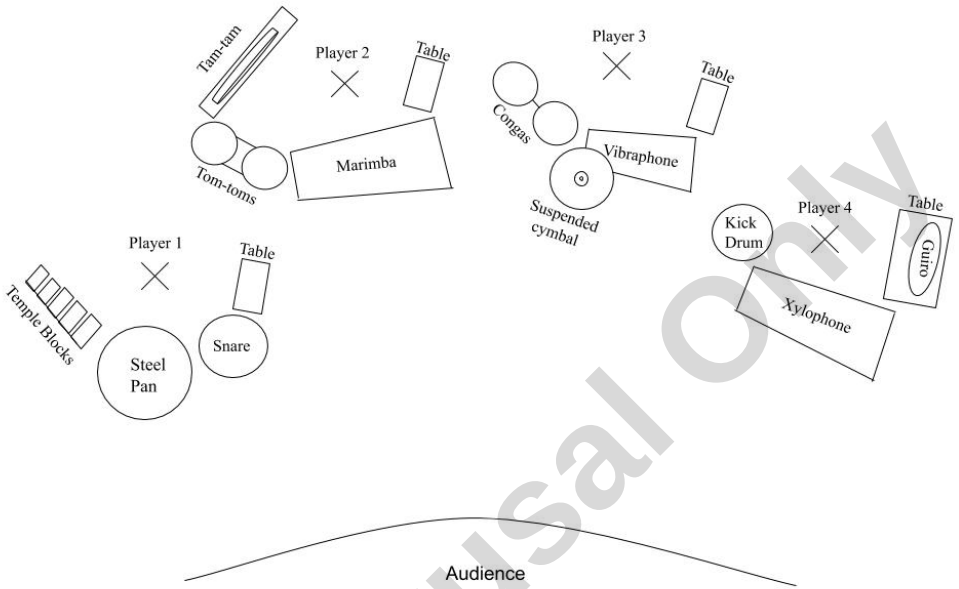
Percussion 2
Marimba
2 toms
Tam-tam (2 chopsticks and mallet tied, dangling on head)
1 Finger Cymbal
Bow

Percussion 3
Vibraphone (coin half taped on Eb 5, B5 and B6)
Suspended Cymbal (upside down, filled with coins)
Congas
1 Finger Cymbal
Bow

Percussion 4
Xylophone (coin half taped on e5)
Guiro (on table, do not pick up to play)
Kick drum (on table, played with mallets)
1 Finger Cymbal
Bow

For Perusal Only

Setup



Performance Notes

- Each percussionist is to have a stopwatch of some kind. Before the piece begins, the percussionists are to all synchronize their stopwatches exactly.
- Each system represents 15 seconds, and the performers are to estimate the timing of each sound within that system based on the position within the system unless specified otherwise according to the following line.
- Any gesture marked with a time i.e. **0:13:00** is to be played when the percussionist's stopwatch matches that time exactly.
- All quarter notes represent an individual attack whereas whole notes represent sustained notes i.e., bowing, or sustained repeated attacks i.e., rolls.
- Performers should aim not to listen to one another or to imply a sense of meter throughout the piece.
- The performers are asked to remain still while resting and look down at their instruments.

For Perusal Only

Notation

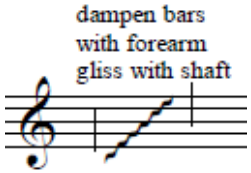
Pitched Percussion

Dead Stroke
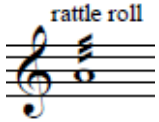
Body

(On Vibraphone, Marimba and Xylophone) Muffle key with hand by "grabbing" from above and below. Strike using other hand

(On Vibraphone, Marimba and Xylophone) Mute key by firmly placing mallet on top of key. Strike the shaft of mallet on top of the key with the other mallet.



(On Vibraphone, Marimba and Xylophone) Firmly place forearm across bars. Glissando from an indeterminate pitch to another indeterminate pitch using the shaft of the mallet.



(On Vibraphone, Marimba and Xylophone) Before the performance find a pair of two adjacent bars on the instrument such that the shaft of a mallet may be placed in between the bars and rest against a resonator. Then, roll on the designated bar.

Unpitched Percussion

Dead Stroke

Body

Rub base of mallet against key. Place end of shaft firmly on key and firmly press down on the while allowing the mallet to vibrate.

Buzz roll

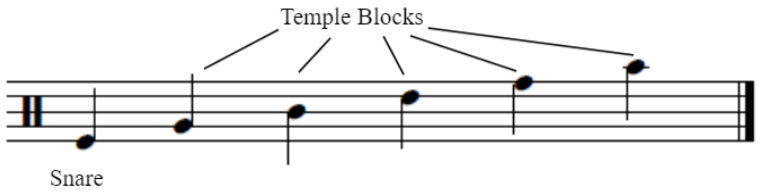
finger roll

Finger roll on surface. With considerable pressure drag finger pad across surface.

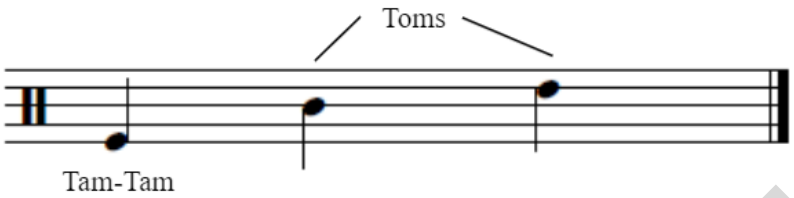
For Perusal Only

Notation keys

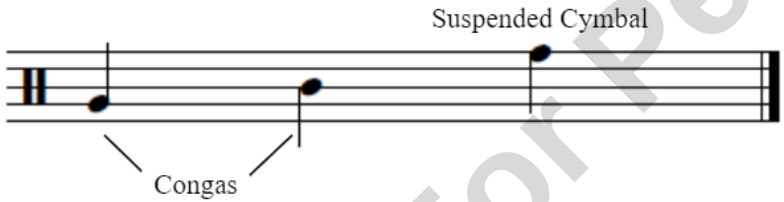
Percussion 1
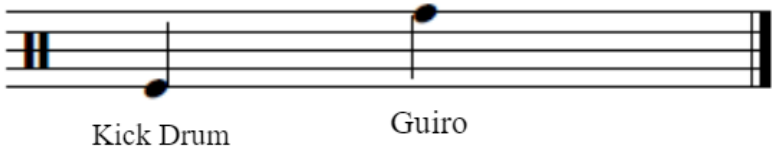


Percussion 2



Percussion 3



Percussion 4

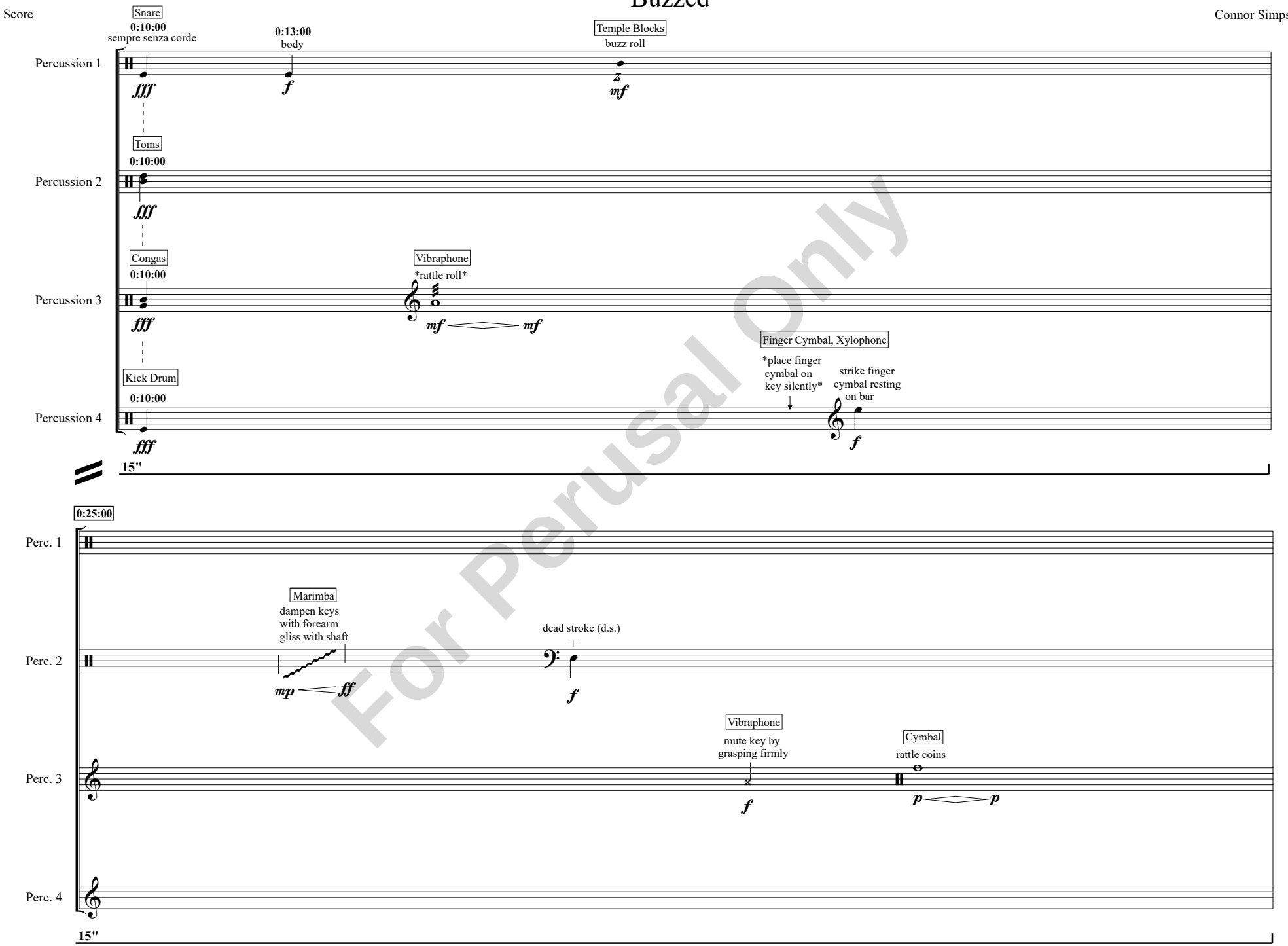


For Perusal Only

Buzzed

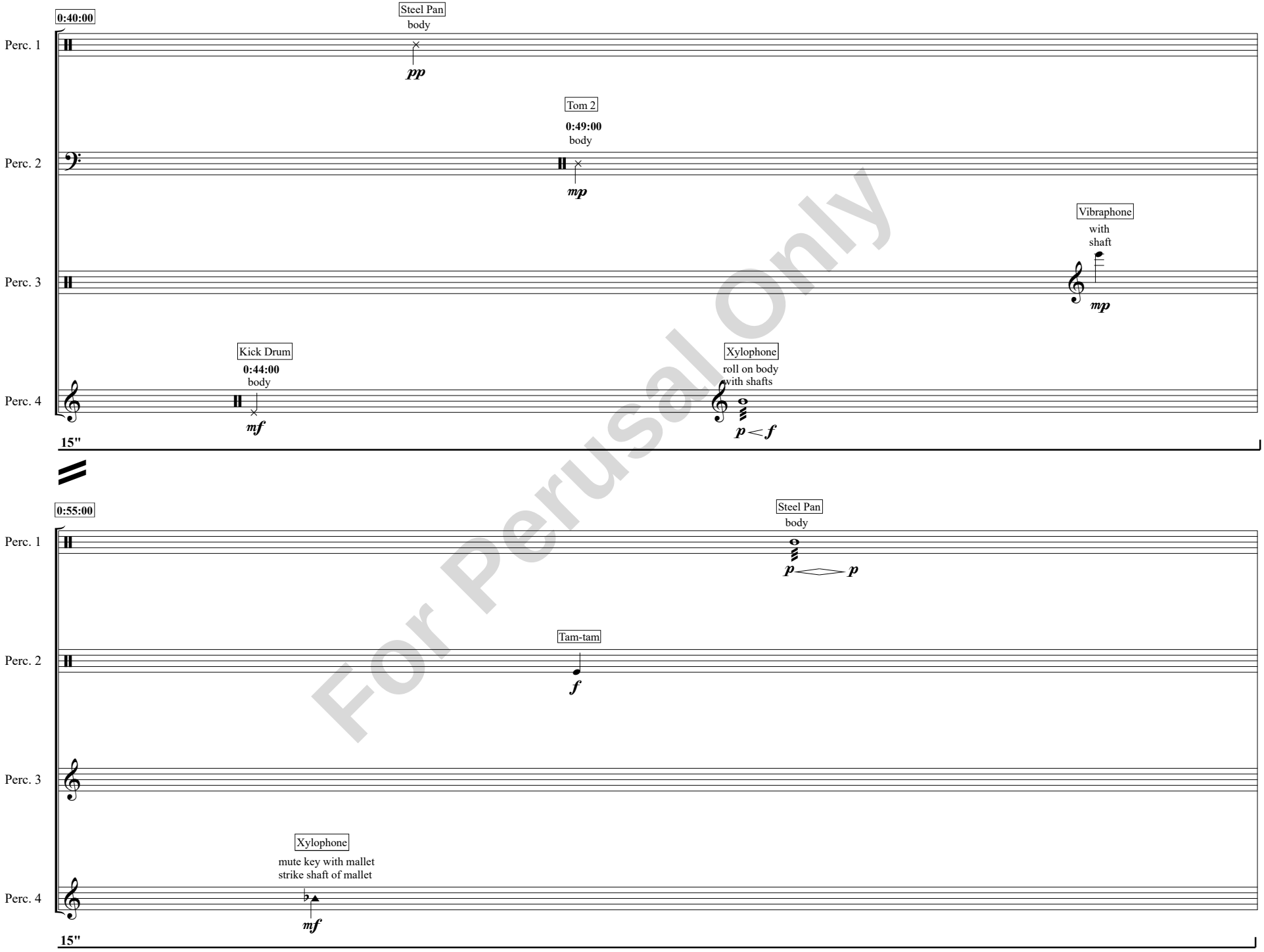
Score

Connor Simpson

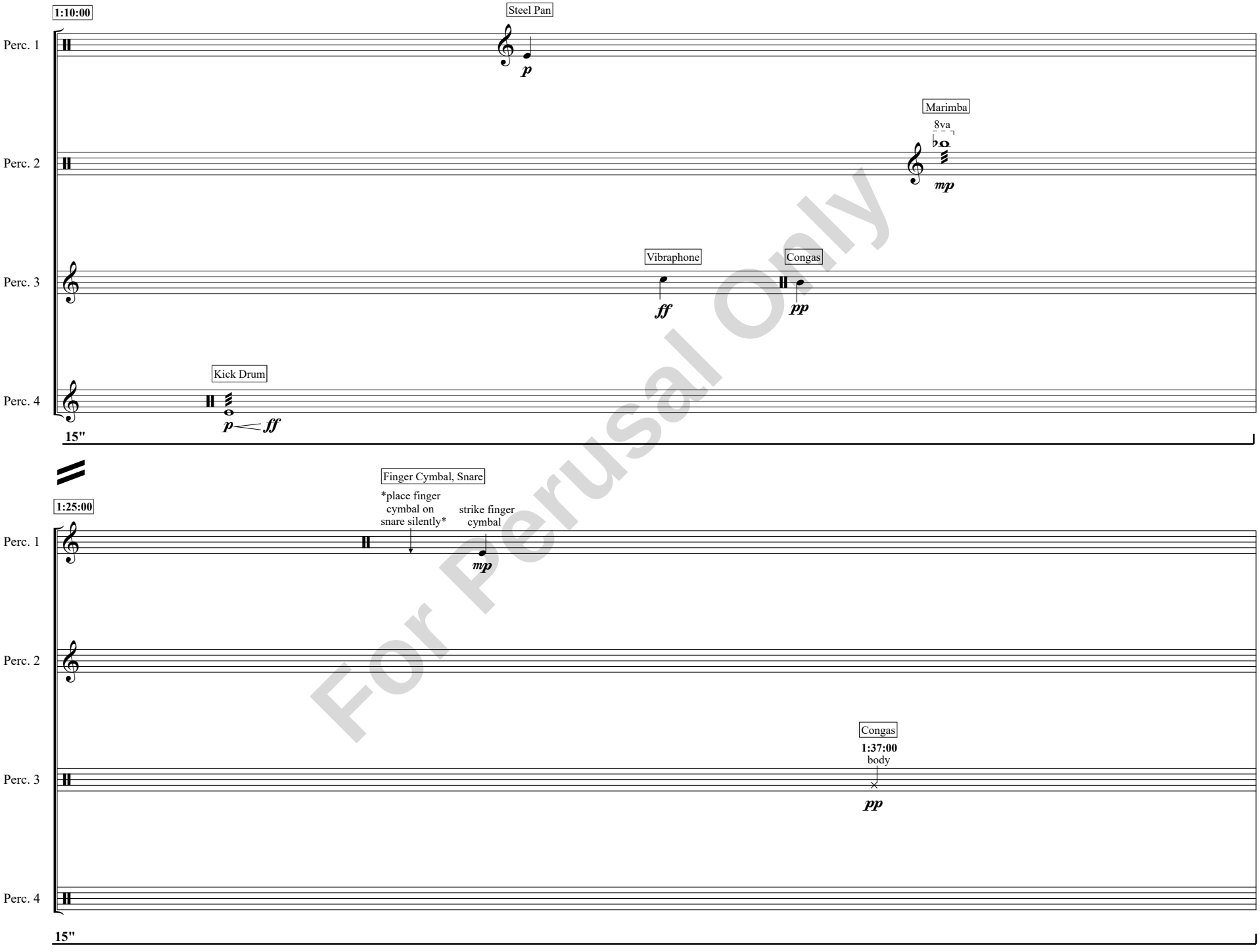


For Perusal Only

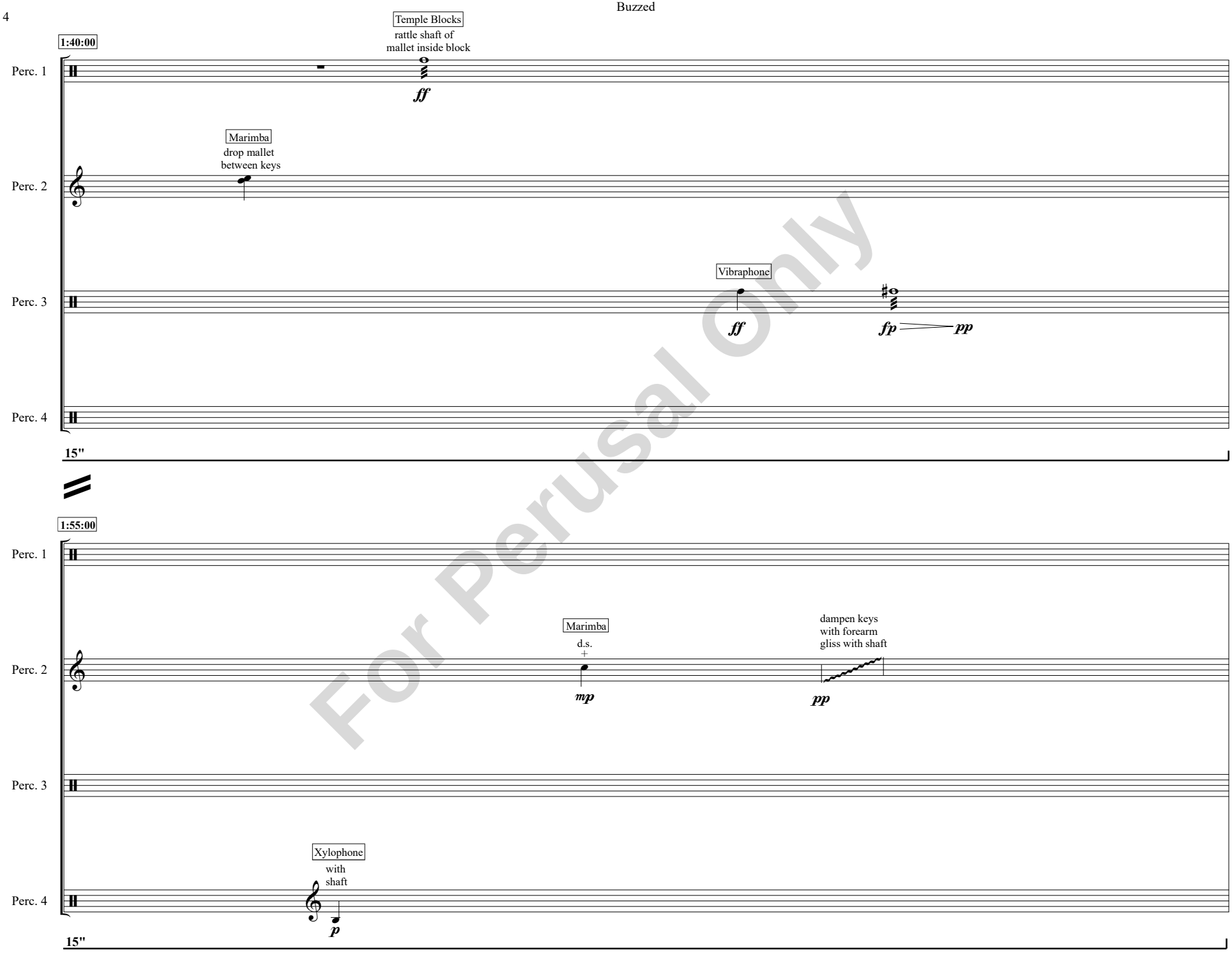
Copyright © 2020 Mere Fly Press
All Rights Reserved.



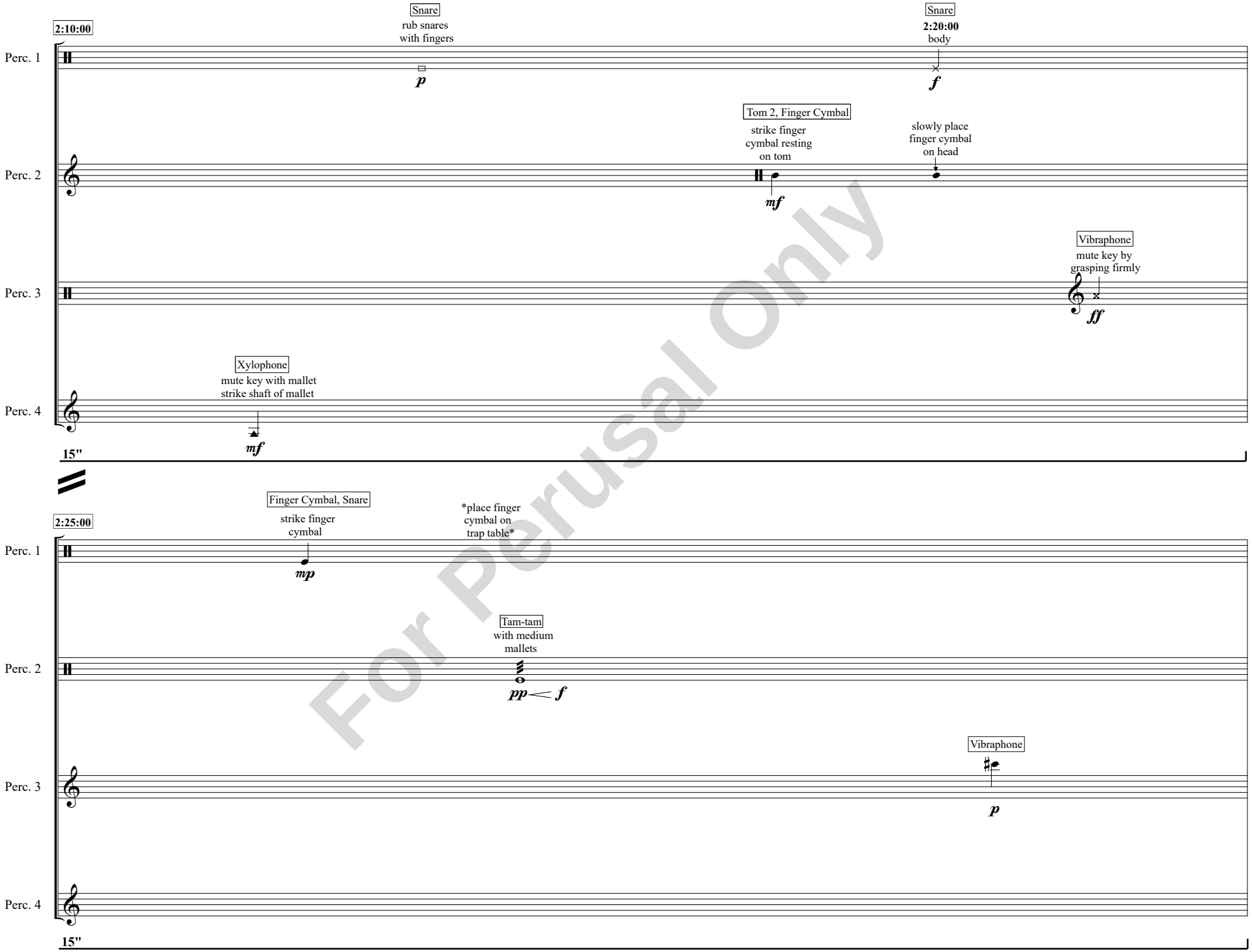
For Perusal Only



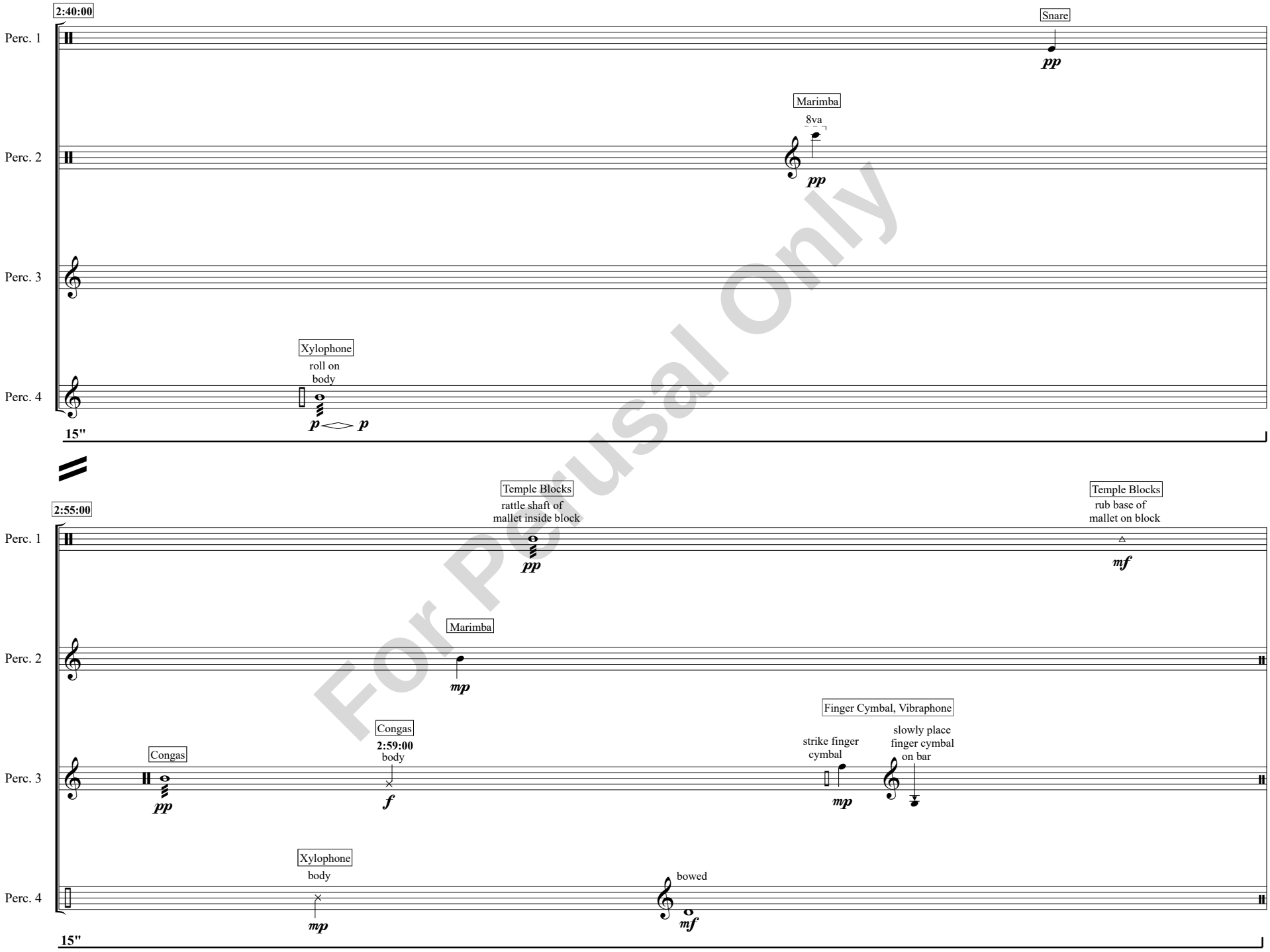
For Perusal Only



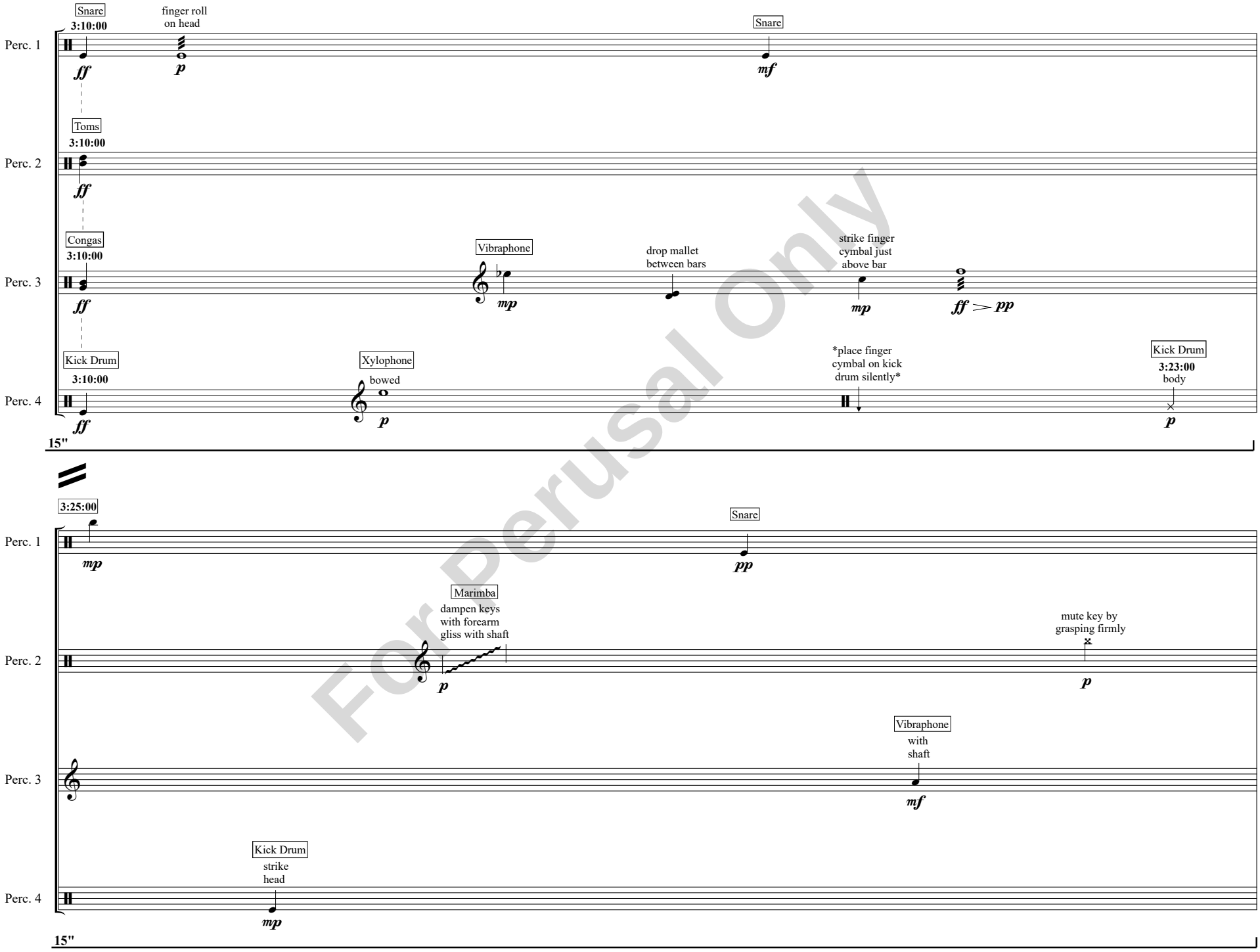
For Perusal Only



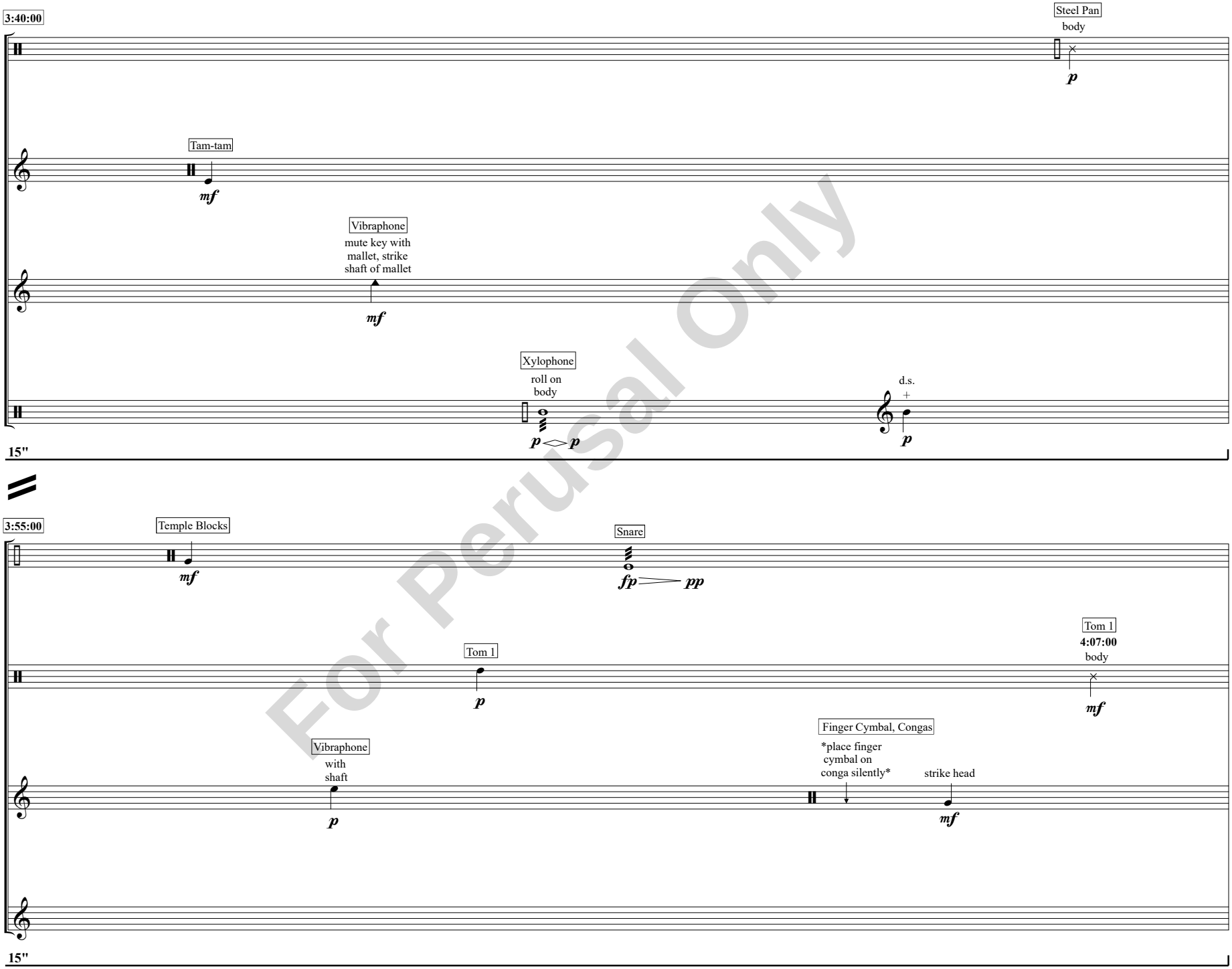
For Perusal Only



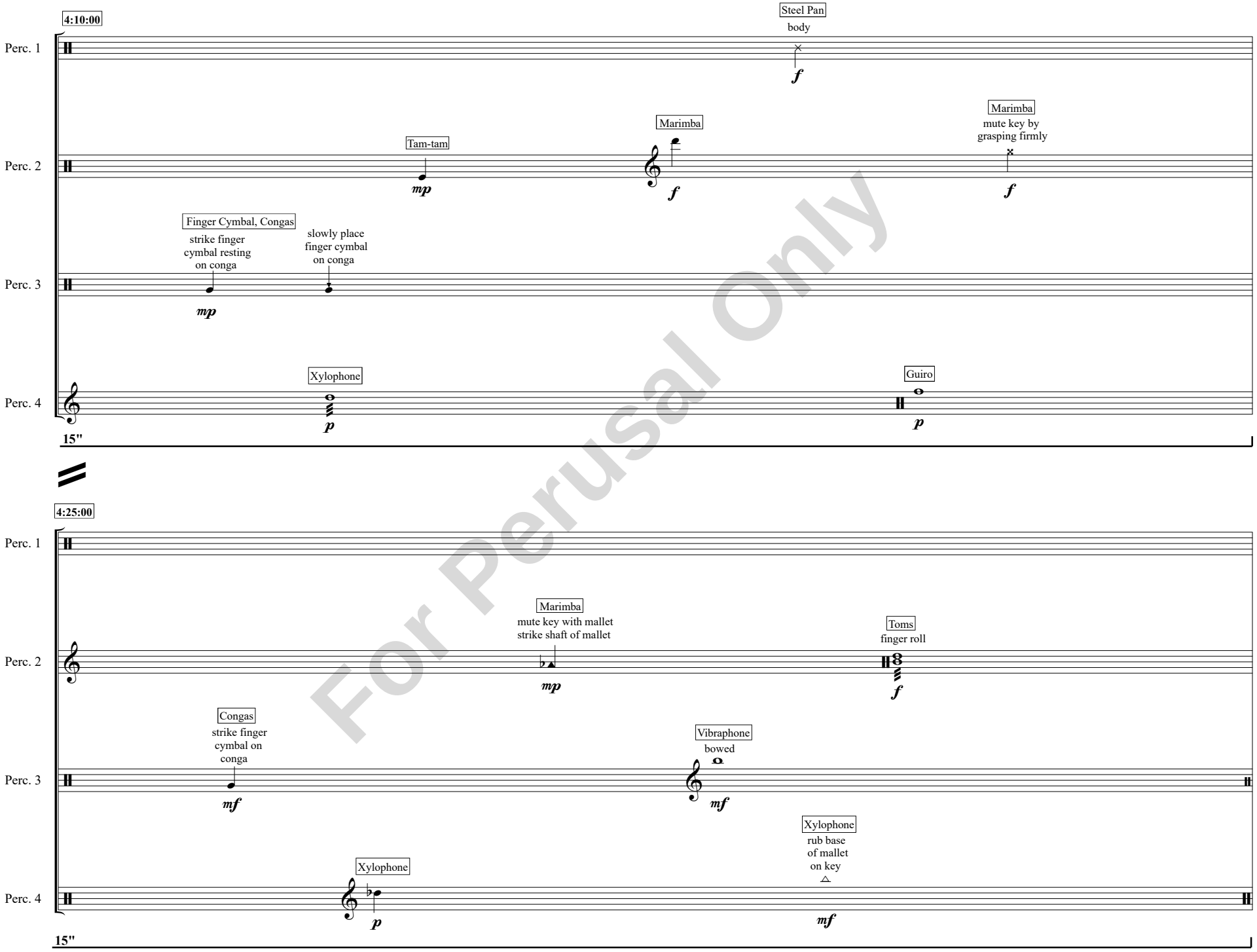
For Perusal Only



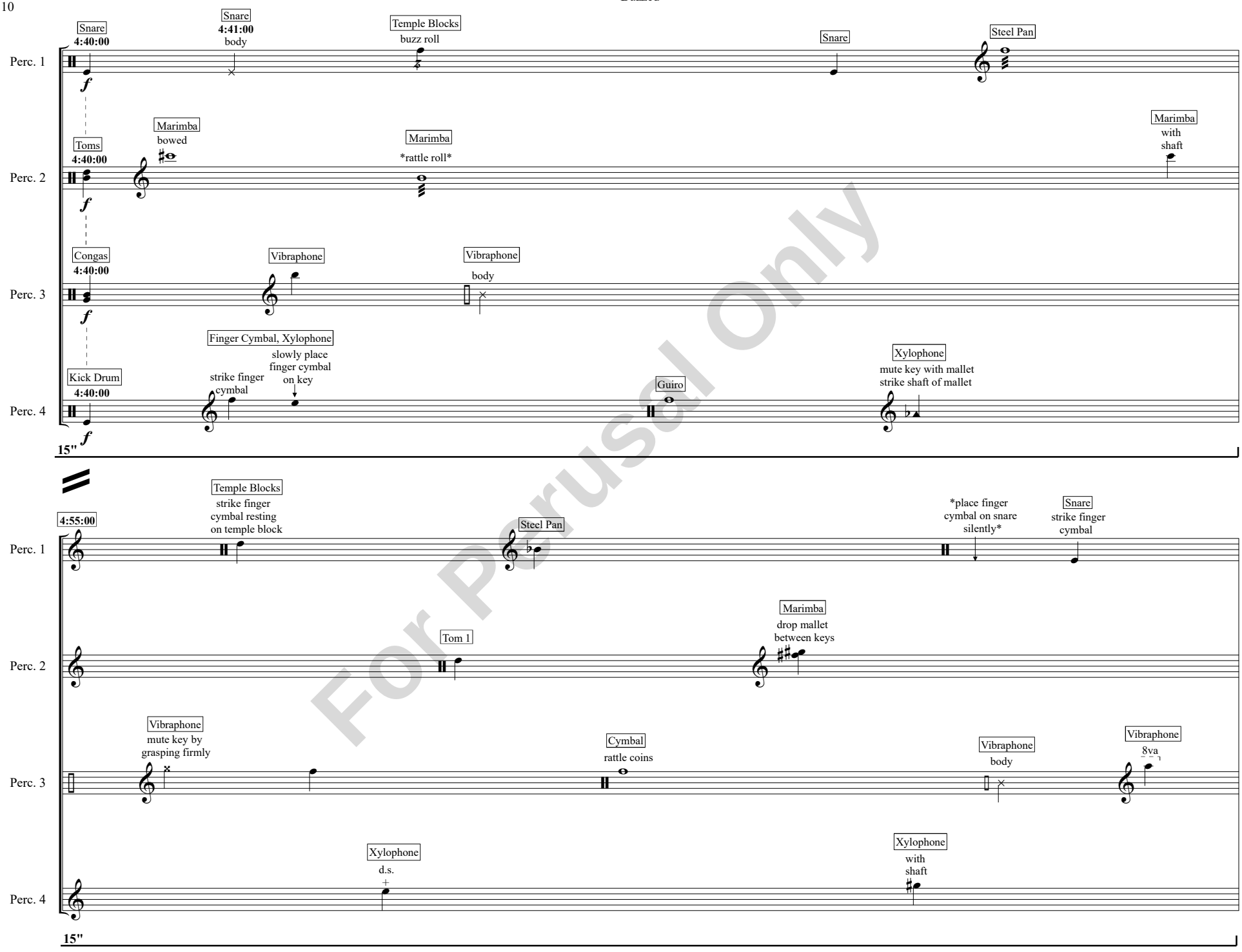
For Perusal Only



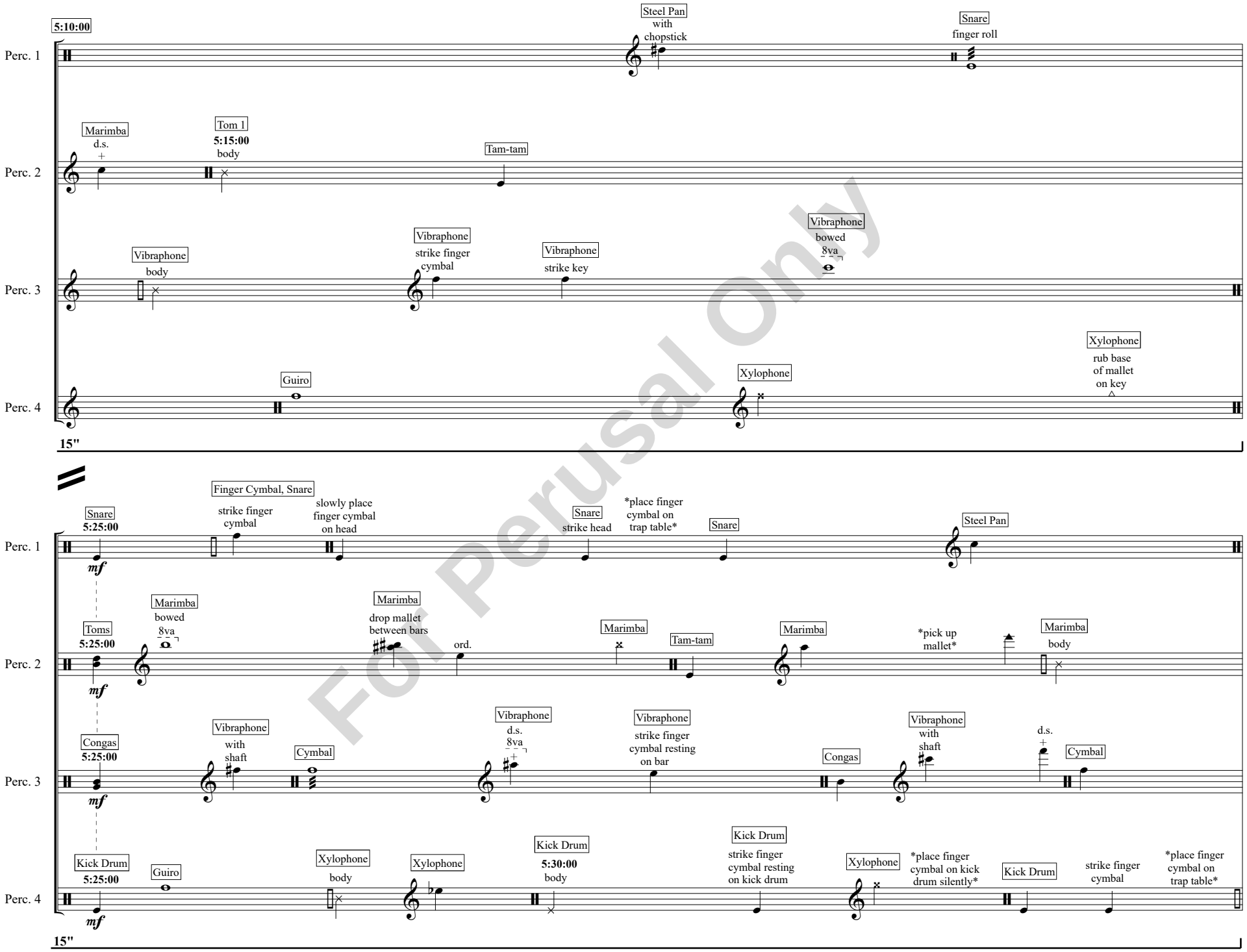
For Perusal Only



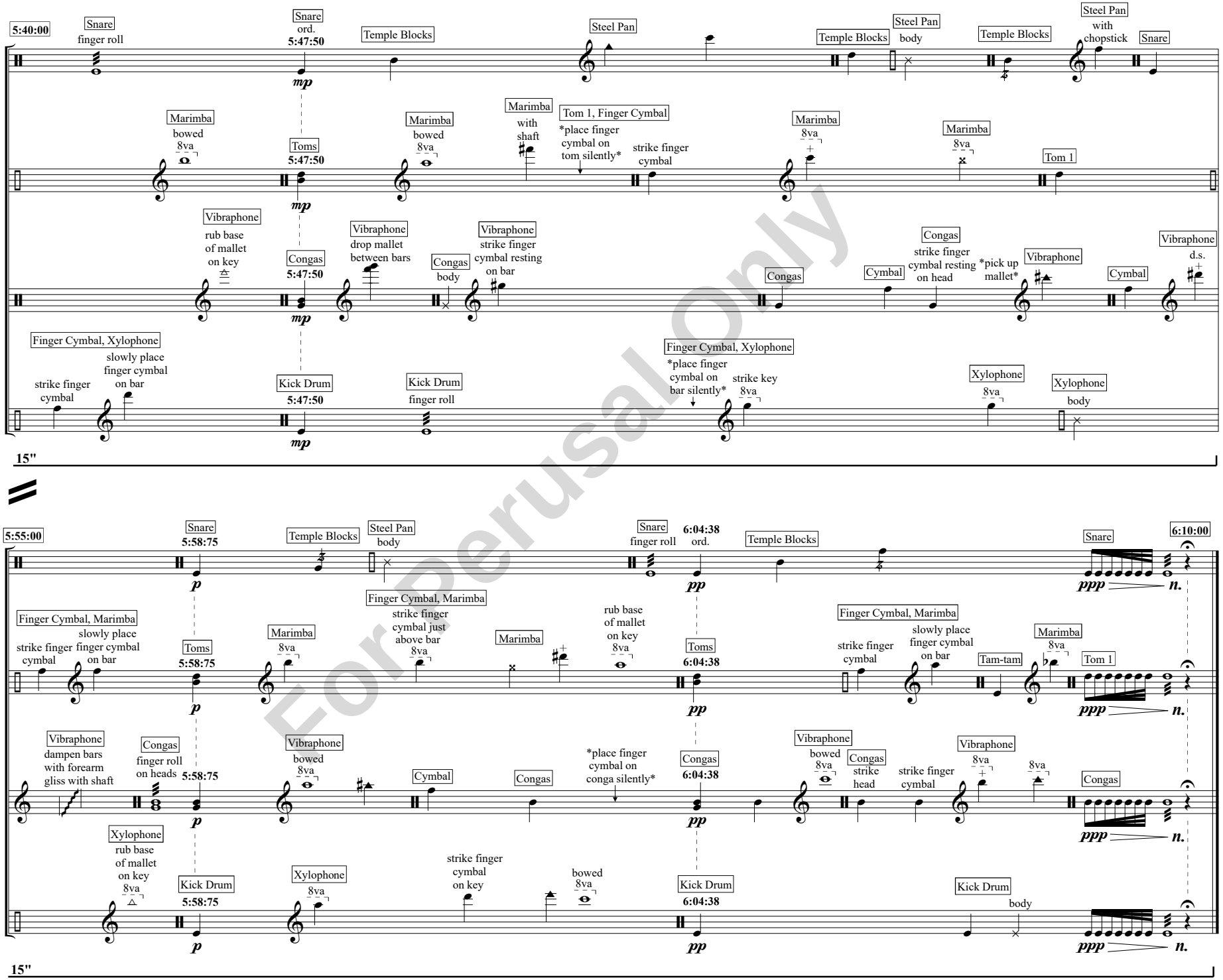
For Perusal Only



For Perusal Only



For Perusal Only



For Perusal Only

For Perusal Only