

Percussion

The image shows two staves of musical notation for percussion instruments. The top staff contains: marimba (4 octave), snare drum (rim shot, ghost stroke), tambourine, tom toms (medium, small), and bass drum (with foot pedal). The bottom staff contains: wood blocks (medium, large), cowbell (medium), suspended cymbal (medium), triangle (medium), crash cymbals (large, medium), and China cymbal (medium). Each instrument is represented by a specific note or symbol on a five-line staff.

Mallets: Because the percussionist moves back and forth between the marimba and non-pitched percussion, a limited number of mallets are employed - 2 medium yarn marimba mallets, and 2 medium soft marimba mallets. Since the butt-end of these mallets are used, it is important to select mallets with sturdy wooden handles. At no time are the butt-ends of the mallets to be used on the marimba. Instead of using standard yarn mallets, the player may elect to use multi-use mallets, as long as their resulting tone quality matches that of traditional mallets.

Performance options: This work is designed so that the percussion part may be performed by one player. However, there is an option to use two percussionists, one on the marimba and one on the non-pitched percussion. The score uses separate staves for these. If this option is chosen, the second player (non-pitched) may either use a multiple percussion set-up or a drum set.

Divertissements

for B \flat clarinet and one percussion
by Howard J. Buss

I. Temporal Intrigues (3'30")

II. Mystic Eyes (3'45")

III. Fusional Escapades (5'25")

total duration (without pauses): 12'40"