

ORDINARY MUSIC VOL. 22, FOR PERCUSSION

(one or more players)




NIKOLAUS GERSZEWSKI, 2009

Instructions

The piece can be performed as a percussion solo, a percussion ensemble piece, as accompaniment of a solo instrument, or part in a mixed ensemble (in combination with other *Ordinary Music* scores).

The drumset should contain various **metal, wood, skin** instruments and a **snare drum**. Any percussion instrument, any object that resonates can serve (cans, boxes, tubes, etc.).

Patterns in the score are played in **indeterminate sequence**, each in individual **shape** (concerning *timbre*): currently chose one instrument for each line (position of notes do not refer to high or low sounds). For notes on different position of the same line (), stroke different positions on the same instrument (e.g.: centre / border).

Make use of different **beaters** (hard / soft, light / heavy). **Patterns** that have a "**rotation**" - sign, must be played with different beaters each hand. **Patterns** that have a **fermata** can serve for a break, to change beaters.

Each *Pattern* is executed currently **four times** in sequence, **interior brackets** currently **twice** (if not signified differently). During a Performance, singular *Patterns* can be executed several times, optionally each time with different instruments / beaters.

Each *Pattern* can be played in double- or half **tempo**.

Framed *Patterns* are played **unisono** with other instruments. The first player to enter a *frame*, keeps repeating the *Pattern* until other players have joined. When noticing that any player has entered a *frame*, finish what you are currently playing without hesitation, then join the frame. After playing *unisono* for a while, individually spread out again. For *framed patterns* in this score use *sustaining sounds, rolls* or bowing. (When performed as a solo piece, *frames* are insignificant.)

For solo playing:

Play *Patterns* in sequence, **without interruption**. Optionally chose individual tempo for each *pattern*.

For accompaniment or ensemble play:

Enter one by one.

Players are free to **take a break** anytime, but not all at the same time. At least one player must currently be **active**. *Patterns* (not interior brackets!) can be repeated any number of times.

There are three **meeting points** in the score. When combined with scores that lack these *meeting points*, they must be drawn in the score.

For percussion ensemble:

Play in the **same pulse** (1:1,2:1,1:2).

If more than two players play from this score, at least one (of three players each) should occasionally make use of a **keyboard** (ascertainable pitches: *crotales, rotodrums, chimes, steeldrum* etc.). When playing keys: currently chose one *pitch* for each line of pattern (any intervals). For two positions on one line: play a *minor second*.

Signs:



rotation: change hands with every repetition.



brush: (bristles on skin) create continuous white noise (meeting point).



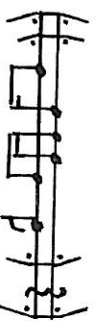
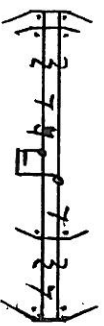
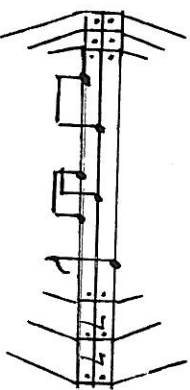
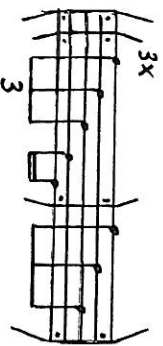
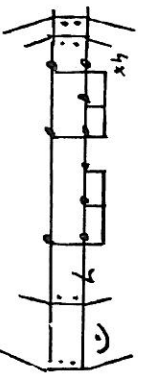
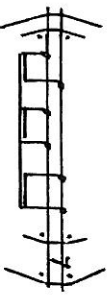
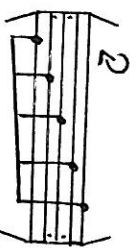
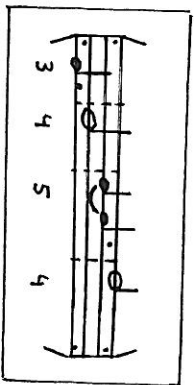
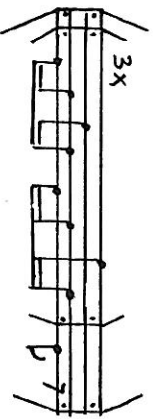
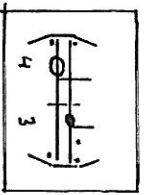
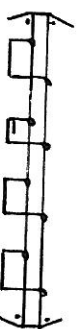
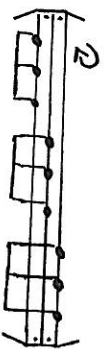
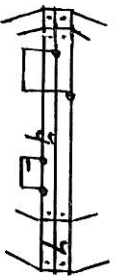
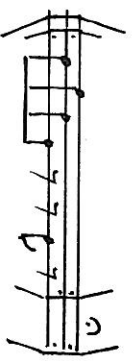
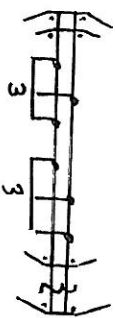
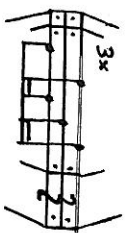
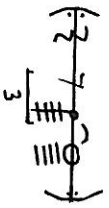
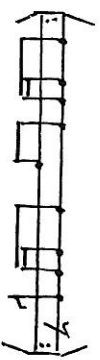
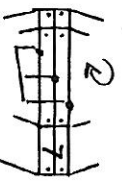
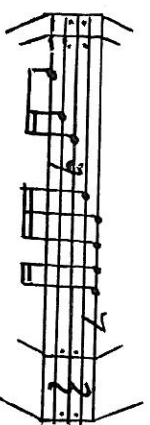
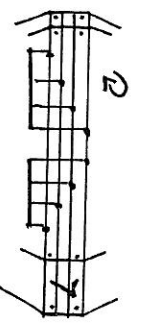
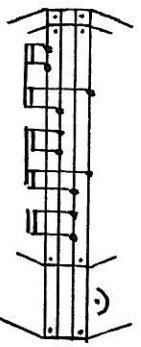
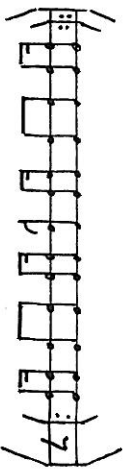
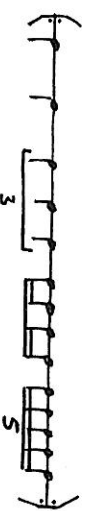
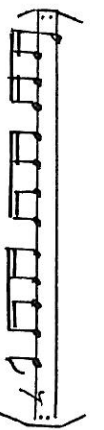
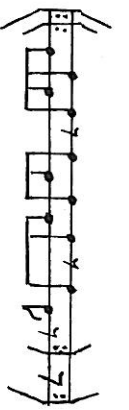
loop: repeat for at least 30' seconds.



fade out (*poco a poco diminuendo*).

Hamburg, 15.5.2009

Enjoy the piece!



End