

Chronophone

for

Percussion Quartet

Francis Heery

Player 1: Woodblocks (2), Pedal Bass Drum, Tom- Tom, Snare Drum.


Player 2: Chinese Blocks (3), Tom-Tom, Claves.


Player 3: Woodblocks (2), Bongos (2), Low Tom-Tom.


Player 4: Ratchet, Suspended Cymbals (3), Tam-Tam, Castanets.

Performance Instructions


l.v.: Let vibrate

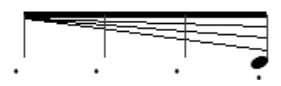
 - Indicates a tremolo to be executed as fast as possible.

 - Noteheads with a dash through them indicate a swift scrape across the cymbal with a triangle beater.

 - Crossed noteheads indicate the instrument is to be damped as struck.

 - Indicates that the drum is to be struck at the rim.

 - Indicates a somewhat ad libbed ritardendo from very fast to very slow.

 - Indicates a somewhat ad libbed accelerando from very slow to very fast.

Players 1, 2 and 3

Bars 1- 56: Hard mallets should be used to create a brittle, sharp and very well defined a sound. The attack is all-important so if necessary player two should experiment with striking the Chinese blocks at a position that blends well with the woodblocks. A dense, dynamically homogenous rhythmical texture is the intention here so players must bear in mind that some overall dynamic compensation may be necessary to ensure that all instruments are heard equally. Players should take care to ensure that the dynamic remains even when changing from rhythms to tremolos. All tremolos should be as rapid as possible.

Player 4

Bars 37- 46: By rubbing the mallet continually against the Tam-Tam a continuous resonance should be created. If this proves too unreliable a very smooth tremolo could also be employed.

Bars 81- 100: Although this section is predominantly quiet, the accented notes should contrast clearly with non-accented notes.

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$\text{♩} = 90$

PLAYER 1 Woodblocks (2) *ff*

PLAYER 2 Chinese Blocks (3) *ff*

PLAYER 3 Woodblocks (2) *ff*

PLAYER 4 Ratchet *fff* p

Gradually slow to a stop. (To Sus Cy.)

Perc.

Sus. Cy. I.V Scape with triangle beater (with handle of mallet) Dome

ff *pp* *ff*

2

17 Perc. Perc. Perc. Perc.

(Dome)

pp ff mf

24 Perc. Perc. Perc. Perc.

Scrape with triangle beater
l.v

Rim ----- Dome

ff Sub. mp ff Sub. mp ff

32

Perc. *ff*

Perc.

Perc.

Perc. **Bongos (2)** *fff*

Perc. Scrape with triangle beater *l.v* *ff* *l.v* *ff* **Tam-tam** Rub tam-tam with mallet to create a continuous 'singing' resonance etc.

40

Perc.

Perc.

Perc. **Woodblocks** *ff* **Bongos** **Woodblocks**

Perc. **Sus. Cy.** scrape with triangle beater *l.v* *ff*

High
Mid
Low

Musical score for Percussion, measures 48-55. The score consists of four staves. The first three staves are labeled 'Perc.' and the fourth is labeled 'Perc.' with a double bar line. The music features complex rhythmic patterns with various articulations and dynamics. The first staff has a 6-measure phrase, followed by 3-measure phrases, and then 5-measure phrases. The second staff has 5-measure phrases, followed by 3-measure phrases, and then 5-measure phrases. The third staff has 3-measure phrases, followed by 5-measure phrases, and then 3-measure phrases. The fourth staff has 6-measure phrases, followed by 5-measure phrases, and then 3-measure phrases. Dynamics include *f*, *ff*, and *fff*. There are also markings for *l.v.* (left hand) and *f* (forte).

Musical score for Percussion, measures 56-63. The score consists of four staves. The first staff is labeled 'Pedal Bass Drum' and the others are labeled 'Perc.'. The music features rhythmic patterns with various articulations and dynamics. The first staff has 3-measure phrases, followed by 5-measure phrases, and then 3-measure phrases. The second staff has 3-measure phrases, followed by 5-measure phrases, and then 3-measure phrases. The third staff has 5-measure phrases, followed by 3-measure phrases, and then 5-measure phrases. The fourth staff has 3-measure phrases, followed by 5-measure phrases, and then 3-measure phrases. Dynamics include *ff*, *fff*, *p*, and *pp*. There are also markings for *Dampen immediately*, *l.v.* (left hand), and *ff* (fortissimo).

63

Perc.

ff

ff p

Strike rim of drum with mallet

Claves

Tom-tom

Bongos

Sus Cy.

ff

ff

p

ff

p

ff

p

ff

p

ff

p

70

Perc.

ff

p

ff

f

p

f

f

ff

f

p

f

f

p

f

f

p

f

Musical score for Percussion (Perc.) measures 75 to 80. The score consists of four staves. The first staff starts at measure 75 with a dynamic marking of *mf*. The second staff starts at measure 76 with a dynamic marking of *p*. The third staff starts at measure 77 with a dynamic marking of *f*. The fourth staff starts at measure 78 with a dynamic marking of *p*. The score includes various musical notations such as slurs, accents, and dynamic markings. Four identical performance instructions are placed above the staves, each spanning from measure 76 to 80: *molto rit. NO DIMINUENDO circa 15"*.

Musical score for Percussion (Perc.) measures 81 to 90. The score consists of four staves. The first staff is marked *Molto molto rit. Slowly come to a halt* and includes a box with the instruction "Tremolos to be scraped instead of struck from here on". The second staff is marked "(To Chinese Blocks)" and includes a box with the instruction "Tremolos to be scraped instead of struck from here on". The third staff is marked "Woodblocks" and includes a box with the instruction "Tremolos to be scraped instead of struck from here on". The fourth staff is marked *Molto molto rit. Slowly come to a halt* and includes the instruction "Scrape horizontally across cymbal". The score includes various musical notations such as slurs, accents, and dynamic markings. Specific performance instructions are placed above the staves: "(To Snare)", "Snare Drum. (Brushes)", "(strike)", "Dome", and "(strike) l.v".

89

Perc. 89

Perc.

Perc.

Perc.

Scrape with triangle beater.
Damp immediately after.

I.v (To Ratchet)

mf

97

Perc. 97

Perc.

Perc.

Perc.

Ratchet Slowly turn ratchet. Create a slow, uneven, quasi-rhythmical stream of single impulses

Slowly come to a halt

circa 5"