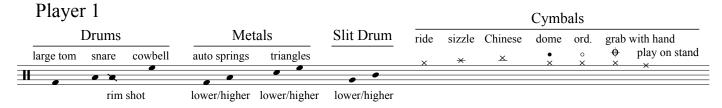
# DAVE HOLLINDEN

# PERCUSSION QUARTET No. 2

Duration: 14 minutes

# Instrumentation, Notation and Performance Notes



Drums, Metals and Slit Drum will be called out specifically in the part, while Cymbals can occur at any time.

#### Player 2 Flower Pots Drums Bass Drum/Tam-tam Sandpaper large tom snare cowbell high-hat open closed gradual four clay flower two blocks bass drum tam-tam wind gong pots, suspended rim shot with graduated small large small with

knuckle finger tip

Brush techniques on snare drum:

push = push the brush across the head for the duration of the note.

circle = move the brush across the head in a circular motion.

tr. = shake the brush rapidly back and forth across the head for the duration of the note.

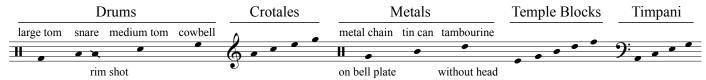
buzz = slap the handle on the rim of the drum as with a rim shot while allowing the brush to flutter on the head.

For the tamtam and wind gong, the timbre resulting from striking with the knuckle in the center should be "dark" in contrast to the "light" timbre obtained with the finger tip near the edge. In order to achieve this you can let the finger nail strike the metal along with the finger tip. If you're not getting an effect you like, feel free to experiment with other techniques such as using thimbles, wood or metal beaters, etc.

# Player 3



### Player 4



Although mallet types are specified, choose the best mallets for your instruments to achieve the mood as indicated.

For the Metals, the tin can and tambourine are played with the finger tips of the right hand. With the chain resting on the bell plate, pick up one end with the left hand and quickly lower it so as to produce a brisk, light, "ratchety" sound. This motion should be done quickly so as to produce a short sound no matter what note value is given. The chain should be heavy enough and the bell plate large enough to create a volume that balances in the ensemble. This should all be done while holding the specified beaters for the crotales.

# Percussion Quartet No. 2













