

REFLECTION

For two percussionists playing one set of chimes

Performance Notes

1. The pedal should be held down throughout.
2. When playing with yarn mallets the playing spot should always be on the tube of the chimes, rather than the normal playing spot.
3. Player 1 should stand in front of the chimes (with the naturals directly in front of them). Player two should stand on the opposite side of the chimes. (with the accidentals directly in front of them).
4. The numbers represent ratios of time. For Example “1” can equal 1 minute thus making “1/2” equal 30 seconds etc. The piece can last any duration, though it should be at least 10 minutes.

Program notes

Reflection was written in the Spring of 2013 and was commissioned for the 2013 Hartt Independent Percussion Performance Organization (H.I.P.P.O) concert. *Reflection* is a piece which tries to create false sustains by having players roll on the tubes of the chimes. The piece is intended to be very meditative and static. I often write pieces that are meditative. over the years, I have found that writing the score entirely from scratch (creating my own staves by drawing lines with a ruler etc.) is a meditation process in itself. I felt that by writing this score by hand the compositional process would reflect the performing and listening experience. It is for this reason the score to *Reflection* is written by hand.

chime hammers

Player 1

Player 2

Yarn Mallets

f $L.V.$

f $L.V.$

f $L.V.$

pp n pp n p n

$\frac{1}{2}$ $\frac{1}{2}$ $\frac{1}{4}$

Player 1

Player 2

f $L.V.$

f $L.V.$

pp n pp n

1 1

Player 1

Player 2

f $L.V.$

ff $L.V.$

ff $L.V.$

ff $L.V.$

p n mp n mp n mf n

$\frac{1}{4}$ $\frac{1}{4}$ $\frac{1}{4}$ $\frac{1}{2}$

Handwritten musical score for three players: Player 1, Player 2, and Yarn Mallets. The score is divided into three systems, each separated by a double bar line.

System 1:

- Player 1:** Five measures of music. The first three measures are marked *ff* and *L.V.* (Ligature Violent). The last two measures are marked *ff* and *L.V.* with a square box above the notes.
- Player 2:** Three measures of music. The first two are marked *mf* and the third is marked *f*. The last two measures are connected by a line with a $2/3$ ratio and a wedge-shaped dynamic marking.
- Yarn Mallets:** Three measures of music. The first two are marked *ppp* and the third is marked *ppp*. The last two measures are connected by a line with a $2/3$ ratio.

System 2:

- Player 1:** Three measures of music, all marked *ppp*. The first two are connected by a line with a $2/3$ ratio. The last two are connected by a line with a $2/3$ ratio.
- Player 2:** Three measures of music, all marked *ppp*. The first two are connected by a line with a $1/1$ ratio. The last two are connected by a line with a $1/1$ ratio.

System 3:

- Player 1:** Four measures of music. The first two are marked *ppp* and connected by a line with a $1/4$ ratio. The last two are marked *ppp* and connected by a line with a $1/1$ ratio. The final measure is marked *L.V.*
- Player 2:** Three measures of music. The first two are marked *ppp* and connected by a line with a $1/2$ ratio. The last two are marked *ppp* and connected by a line with a $2/3$ ratio. The final measure is marked *L.V.*

chime hammers

Player 1

chime hammers

Player 2

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fine.