

Still Drumming, 2020

for six or more percussionists over video conference

Jet Kye Chong

v.2.0-201114

Performance notes

This piece adapts the performance practice of the music of Steve Reich in homage to his work in a time of isolation and physical distancing.

In Reich's work, phasing often functions to develop musical ideas. In this work, phasing as a sonic phenomenon becomes the object of focus. Due to latency inherent to the video conference platform, players will necessarily be always out of phase with each other, and by different amounts. As such, all performers and audiences will hear a unique realisation of the music.

Commissioned by Louise Devenish and The Sound Collectors Lab as part of the Digital Phasing project for Drumming@50.

SET-UP

The work is designed to be performed over video conference - in this case tested with an ensemble of percussionists in the South East Asia and Oceania regions over the Discord communication platform. Headphones are required, and an external microphone is preferred.

Audiences may listen to the piece by joining the video conference with video and audio disabled.

Players 5 and on need to be able to denote a clear downbeat (e.g. bass drum, woodblock, clap, etc.) and need to produce four vague pitches of matching timbre (e.g. four toms, four flowerpots, a glockenspiel, etc.). Choose instrumentation accordingly.

STRUCTURE

The piece comprises of four sections: Introduction, I, II, III.

Every bar is a looping cell repeated around the number of times as indicated at the beginning of the respective section. Stretches of music marked with a thick line are looped as a larger cell, repeated as indicated (still looping individual bars as before).

ENSEMBLE

Players 1-4 are the Engine. Players 5, 6, and on are Sensors.

Ossia staves above each part indicate what music to listen to before entering, and what composite sound one should focus on after entry.

The Sensors need to be ordered before performance. Whenever 'Next Player' ('N.P.') is indicated, the next available Sensor in order plays the entry. Whenever 'Exit' is indicated, the playing Sensor stops and returns to the back of the queue.

When playing the Downbeat parts, the Sensor listens and places the beat where they sense it belongs. When playing the Resultant Pattern parts, the Sensor listens and picks out a melody emerging from the Engine, and performs it in unison with what they hear.

I - Section II

Engine

Sensors

J

Sensor Seq. x3

p

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A - Introduction ♩ = $30000 \div \text{avg. latency}$

6-10x 6-10x sim.

Glockenspiel 1

Glockenspiel 2

Glockenspiel 3

Glockenspiel 4

Percussion (Downbeats)

Percussion (Resultant Pattern)

B

4 Play 2x

Glock. 1

Glock. 2

Glock. 3

Glock. 4

Perc. (d.beat)

Perc. (res.pat.)

C

8

Glock. 1

Glock. 2

Glock. 3

Glock. 4

Perc. (d.beat)

Perc. (res.pat.)

Section C (Measures 8-11) features four glockenspiel parts and two percussion parts. Glock. 1 and 2 play a quarter-note melody. Glock. 3 and 4 play a sustained low note. Percussion parts are silent.

D

12

Play 2x

Glock. 1

Glock. 2

Glock. 3

Glock. 4

Perc. (d.beat)

Perc. (res.pat.)

mf

f

Section D (Measures 12-15) features four glockenspiel parts and two percussion parts. Glock. 1 and 2 play a quarter-note melody with *mf* dynamics. Glock. 3 and 4 play a sustained low note with *f* dynamics. Percussion parts are silent.

16 ← Play 2x

Glock. 1

Glock. 2

Glock. 3

Glock. 4

Perc. (d.beat)

Perc. (res.pat.)

f

Detailed description: This block contains the musical notation for measures 16 through 19. The score is for four glockenspiels and two percussion parts. Glock. 1 and 2 play a quarter-note melody: C4, D4, E4, F4. Glock. 3 is silent. Glock. 4 plays a half-note melody: C4, D4, E4, F4. The percussion parts (d.beat and res.pat.) are silent. A 'Play 2x' instruction with a double bar line is above the staves. A dynamic marking of 'f' is below Glock. 4.

20 **E - Section I**

Glock. 1

Glock. 2

Glock. 3

Glock. 4

Perc. (d.beat)

Perc. (res.pat.)

mf

Next Player (N.P.)

Detailed description: This block contains the musical notation for measures 20 through 23, labeled 'E - Section I'. Glock. 1 and 2 play a quarter-note melody: C4, D4, E4, F4. Glock. 3 plays a half-note melody: C4, D4, E4, F4. Glock. 4 plays a half-note melody: C4, D4, E4, F4. The percussion parts (d.beat and res.pat.) are silent. A 'Next Player (N.P.)' instruction is above the percussion staves. Dynamic markings of 'mf' are present.

F

23 Play 3x

Glock. 1

Glock. 2

Glock. 3

Glock. 4

Perc. (d.beat)

Exit

N.P.

Exit

Perc. (res.pat.)

N.P.

Exit

Detailed description: This section, labeled 'F', spans measures 23 to 27. It is marked 'Play 3x'. Glock 1 and 2 play quarter notes on a single pitch. Glock 3 and 4 play eighth notes with eighth rests. Percussion (d.beat) has accents on measures 23, 25, and 27. Percussion (res.pat.) has a pattern of eighth notes in measures 23-25 and rests in 26-27. Section F is repeated 3 times.

G

28

Glock. 1

Glock. 2

Glock. 3

Glock. 4

Perc. (d.beat)

N.P.

Perc. (res.pat.)

mf

Detailed description: This section, labeled 'G', spans measures 28 to 32. It is marked 'mf'. Glock 1 and 2 play quarter notes on a single pitch. Glock 3 and 4 play eighth notes with eighth rests. Percussion (d.beat) has accents on measures 28, 30, and 32. Percussion (res.pat.) has a pattern of eighth notes in measures 28-30 and rests in 31-32. Section G is repeated 3 times.

H

32 Play 3x

Glock. 1

Glock. 2

Glock. 3

Glock. 4

Perc. (d.beat)

Exit

N.P.

Perc. (res.pat.)

N.P.

Exit

36

Glock. 1

Glock. 2

Glock. 3

Glock. 4

Perc. (d.beat)

Perc. (res.pat.)

I - Section II

38 1-3x

Glock. 1 $\frac{12}{4}$ *p*

Glock. 2 $\frac{12}{4}$ *p*

Glock. 3 $\frac{12}{4}$

Glock. 4 $\frac{12}{4}$

Perc. (d.beat) $\frac{12}{4}$

Perc. (res.pat.) $\frac{12}{4}$

39 1-3x

Glock. 1 $\frac{12}{4}$

Glock. 2 $\frac{12}{4}$

Glock. 3 $\frac{12}{4}$

Glock. 4 $\frac{12}{4}$

Perc. (d.beat) $\frac{12}{4}$

Perc. (res.pat.) $\frac{12}{4}$

40

Glock. 1

Glock. 2

Glock. 3

Glock. 4

Perc. (d.beat)

Perc. (res.pat.)

sim.

p

Measures 40-41: Glock. 1 and 2 play a steady eighth-note pattern. Glock. 3 and 4 play a pattern of eighth notes and quarter notes. Percussion (d.beat) and (res.pat.) are silent. A 'sim.' (sustained) marking is above measures 40-41. A 'p' (piano) marking is below measure 40.

41

Glock. 1

Glock. 2

Glock. 3

Glock. 4

Perc. (d.beat)

Perc. (res.pat.)

p

p

Measures 41-42: Glock. 1 and 2 play a steady eighth-note pattern. Glock. 3 and 4 play a pattern of eighth notes and quarter notes. Percussion (d.beat) and (res.pat.) are silent. A 'p' (piano) marking is below measure 41.

42

Glock. 1

Glock. 2

Glock. 3

Glock. 4

Perc. (d.beat)

Perc. (res.pat.)

N.P.

J

43

Play 3x

Glock. 1

Glock. 2

Glock. 3

Glock. 4

Perc. (d.beat)

Perc. (res.pat.)

N.P.

44 ← Play 3x →

Glock. 1

Glock. 2

Glock. 3

Glock. 4

Perc. (d.beat)

Exit

Perc. (res.pat.)

45 ← Play 3x →

Glock. 1

Glock. 2

Glock. 3

Glock. 4

Perc. (d.beat)

N.P.

Perc. (res.pat.)

46 ← Play 3x

Glock. 1

Glock. 2

Glock. 3

Glock. 4

Perc. (d.beat)

Perc. (res.pat.)

Exit

47

Glock. 1

Glock. 2

Glock. 3

Glock. 4

Perc. (d.beat)

Perc. (res.pat.)

K - Section III

49

3-5x

3-5x

Glock. 1

f

Glock. 2

f

Glock. 3

Glock. 4

Perc. (d.beat)

Perc. (res.pat.)

51

sim.

Glock. 1

Glock. 2

Glock. 3

f

Glock. 4

f

Perc. (d.beat)

N.P.

Perc. (res.pat.)

53 L Play 3x

Glock. 1

Glock. 2

Glock. 3

Glock. 4

Perc. (d.beat)

Exit

Perc. (res.pat.)

N.P.

55 Play 3x

Glock. 1

Glock. 2

Glock. 3

Glock. 4

Perc. (d.beat)

N.P.

Perc. (res.pat.)

Exit

57 M *change

Glock. 1

Glock. 2

Glock. 3

Glock. 4

Perc.
(d.beat)

Perc.
(res.pat.)

59

Glock. 1

Glock. 2

Glock. 3

Glock. 4

Perc.
(d.beat)

Perc.
(res.pat.)

N.P.

f

61

Play 3x

Glock. 1

Glock. 2

Glock. 3

Glock. 4

Perc. (d.beat)

Exit

Perc. (res.pat.)

N.P.

63 Play 3x

Glock. 1

Glock. 2

Glock. 3

Glock. 4

Perc.
(d.beat)

Perc.
(res.pat.)

N.P.

Exit

Detailed description: This is a musical score for percussion instruments. It consists of six staves. The first four staves are for Glockenspiels (Glock. 1, 2, 3, 4). The fifth staff is for Percussion (d. beat) and the sixth for Percussion (res.pat.). The score is divided into two measures, 63 and 64, separated by a double bar line. Measure 63 starts with a repeat sign. In measure 64, there is a 'Play 3x' instruction above the staff. The Perc. (d. beat) part has a 'N.P.' (No Play) instruction in measure 63 and an 'Exit' instruction in measure 64. The Perc. (res.pat.) part has a 'Play 3x' instruction in measure 64.

65

O

Glock. 1

Glock. 2

Glock. 3

Glock. 4

Perc.
(d.beat)

Perc.
(res.pat.)

Measures 65-66 are marked with a repeat sign. Glock 1 and 2 play a steady eighth-note pattern. Glock 3 and 4 play a descending eighth-note pattern. Percussion (d.beat) and (res.pat.) play a steady eighth-note pattern. A box with the letter 'O' is above measure 66.

67

Glock. 1

Glock. 2

Glock. 3

Glock. 4

Perc.
(d.beat)

Perc.
(res.pat.)

ff

Measures 67-68 are marked with a repeat sign. Glock 1 and 2 play a steady eighth-note pattern. Glock 3 and 4 play a descending eighth-note pattern. Percussion (d.beat) and (res.pat.) play a steady eighth-note pattern. A box with the letter 'ff' is above measure 68.