

percussion sextet
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GENERAL

This piece consists of a series of phrases.

In each phrase, all the players begin together (an exact unison is not necessary) and tap out a certain number of even impulses at a certain tempo on a particular instrument.

A leader or conductor indicates the start of each new phrase.

INSTRUMENTS

Each player has one drum or other instrument.

The instruments should be in roughly the same family of sound (one should not stick out too much).

The sound should be dull. Perhaps skin or wood hit with the hand or a soft mallet.

There is freedom to choose the instruments but the sound should not be too sharp or metallic.

INSTRUCTIONS

Each player has a page of instructions.

One instruction per phrase.

Each instruction has the format of a number followed by a plus or minus sign, such as:

12 +

The number refers to the number of impulses in a phrase.

The + or - indicates that the tempo is slightly faster or slower than the previous phrase.

Tempos are independent from player to player.

Each player should begin the piece at an approximate tempo of 120.

Each player's page of instructions should be randomly generated. (Numbers 1-20, then + or -).

The leader/conductor indicates the beginning of each new phrase.

The leader/conductor also has a page of randomly generated numbers 1-20.

These are roughly the length of sequential phrases in seconds.

If a player has not finished their impulses when a new phrase is indicated, they should abandon the old phrase and begin the new one.

Play for as long as desired.

Play softly but not timidly.

Make sure each participant has the same number of instructions.