Jay C. Batzner

false

(2010)

for
percussion quartet

UNSAFE BULL MUSIC

Performance Notes

Instrument needs for this work are:

Player 1

maracas, snare drum, bongos, cowbell

Player 2

maracas, tambourine, claves

Player 3

several small rocks or dice, slide whistle, log drum, 5 plant pots of various sizes

Player 4

hi-hat, guiro, temple blocks, rhythm crasher

Player 1 and Player 2 should be, ideally, on opposite sides of the setup to maximize the stereo-shifting effect of the maraca texture.

The "swirl~shake" markings indicate that the maraca is to be turned in a circle, creating a continuous blanket of sound, ending with a cadential "shake" when the marking is over. The accent marks are for slight pulsations in the swirling sound.

The plant pots should be suspended so they can hang and resonate like bells.

Program Notes

This work was written for the iKtus Percussion Quartet and they exercised enormous patience in waiting for *false*'s completion. I asked each performer to list the 4-6 smaller and more portable instruments that they enjoy playing. The players were not to coordinate their list with any other member in the quartet.

I then too this list and ran in a bunch of different directions. After many rewrites, throwaways, false starts, and other distractions, the work before you finally emerged. The title is in tribute to all the music I wrote for this piece but threw away.

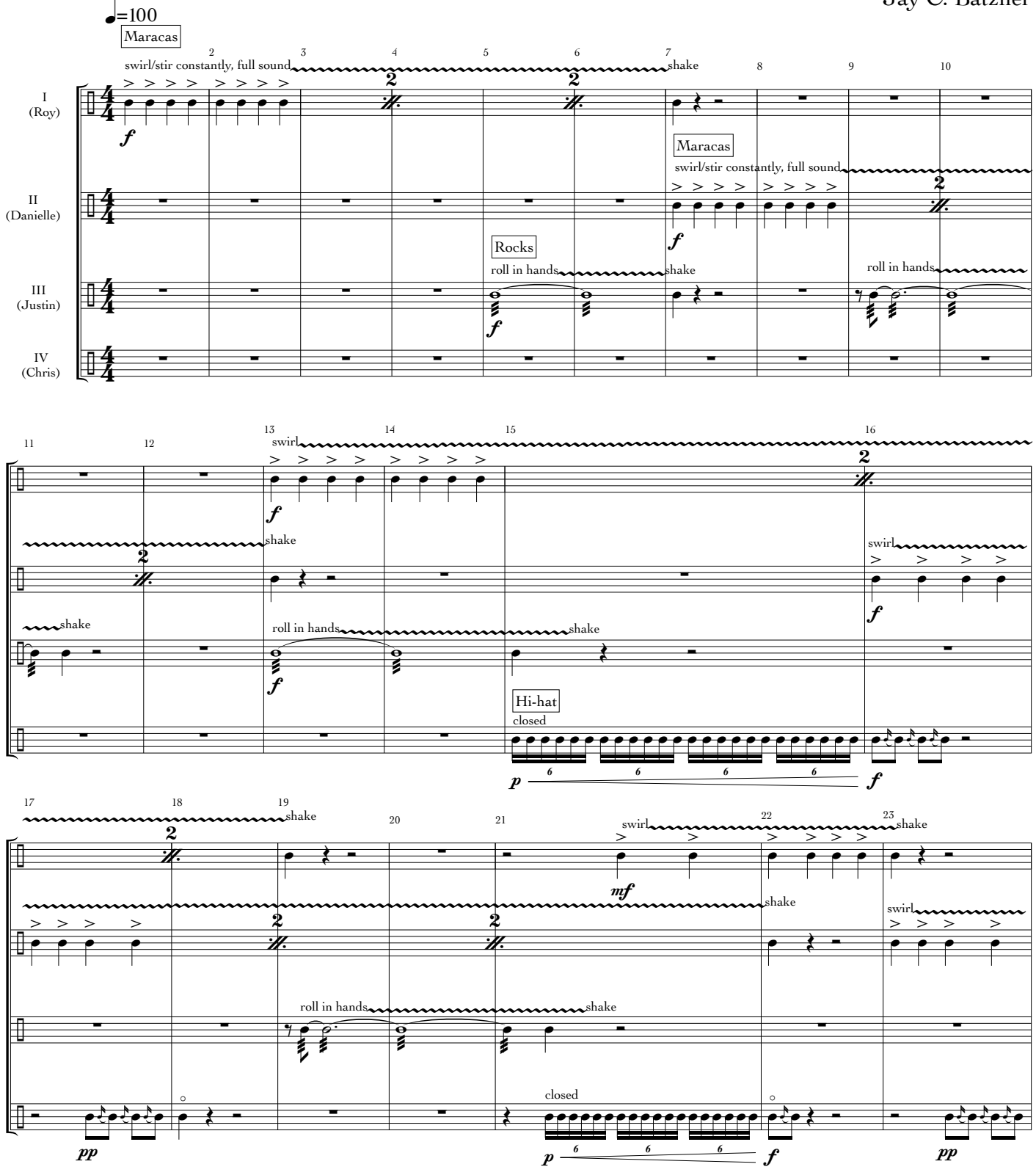
false is a work more about texture than motive although there is a melody that tries to exert itself from time to time. I am thankful to the iKtus quartet for allowing me to write them a piece and providing such an interesting assortment of sounds for me.

Score

false

for the iKtus Percussion Quartet

Jay C. Batzner



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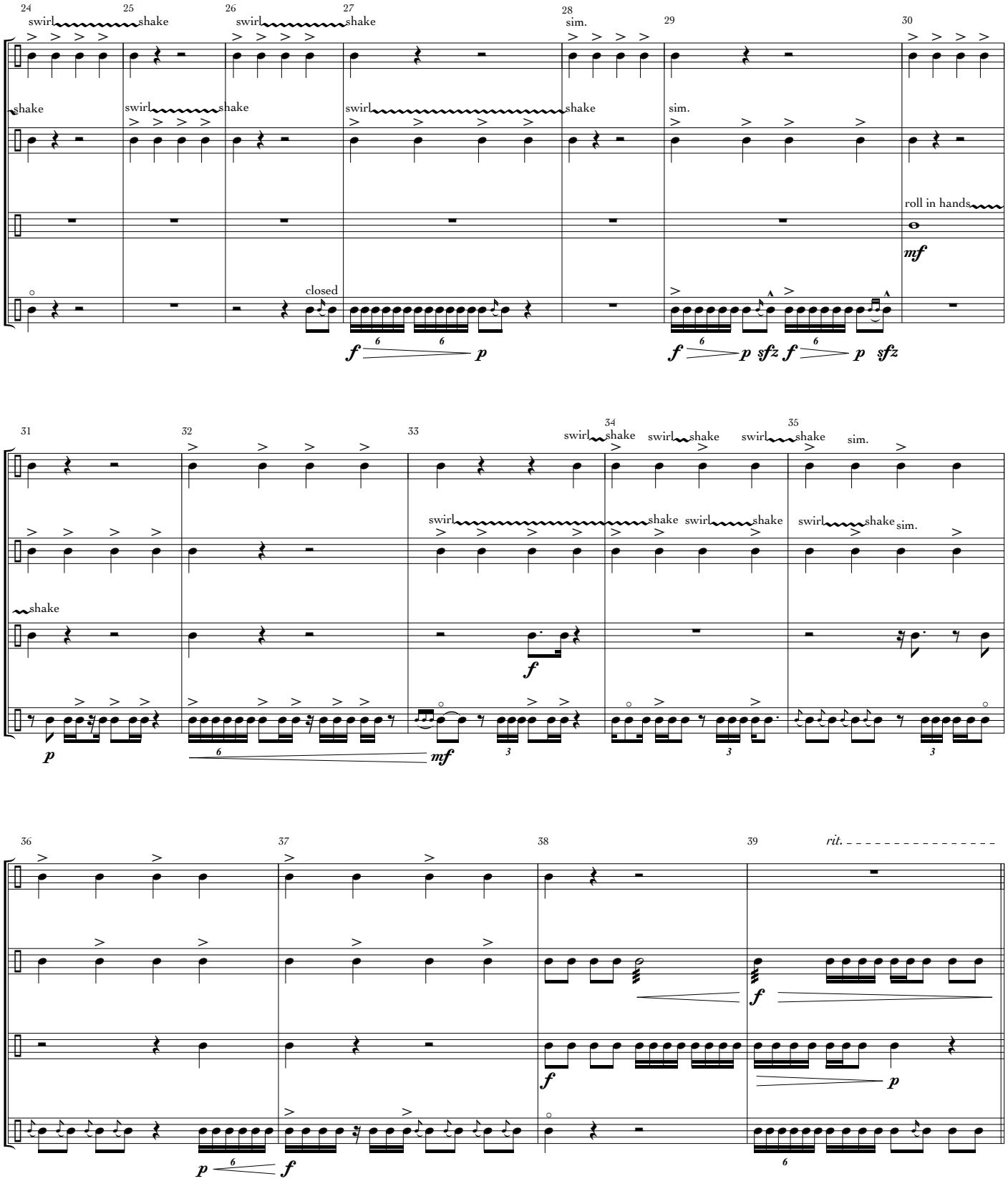
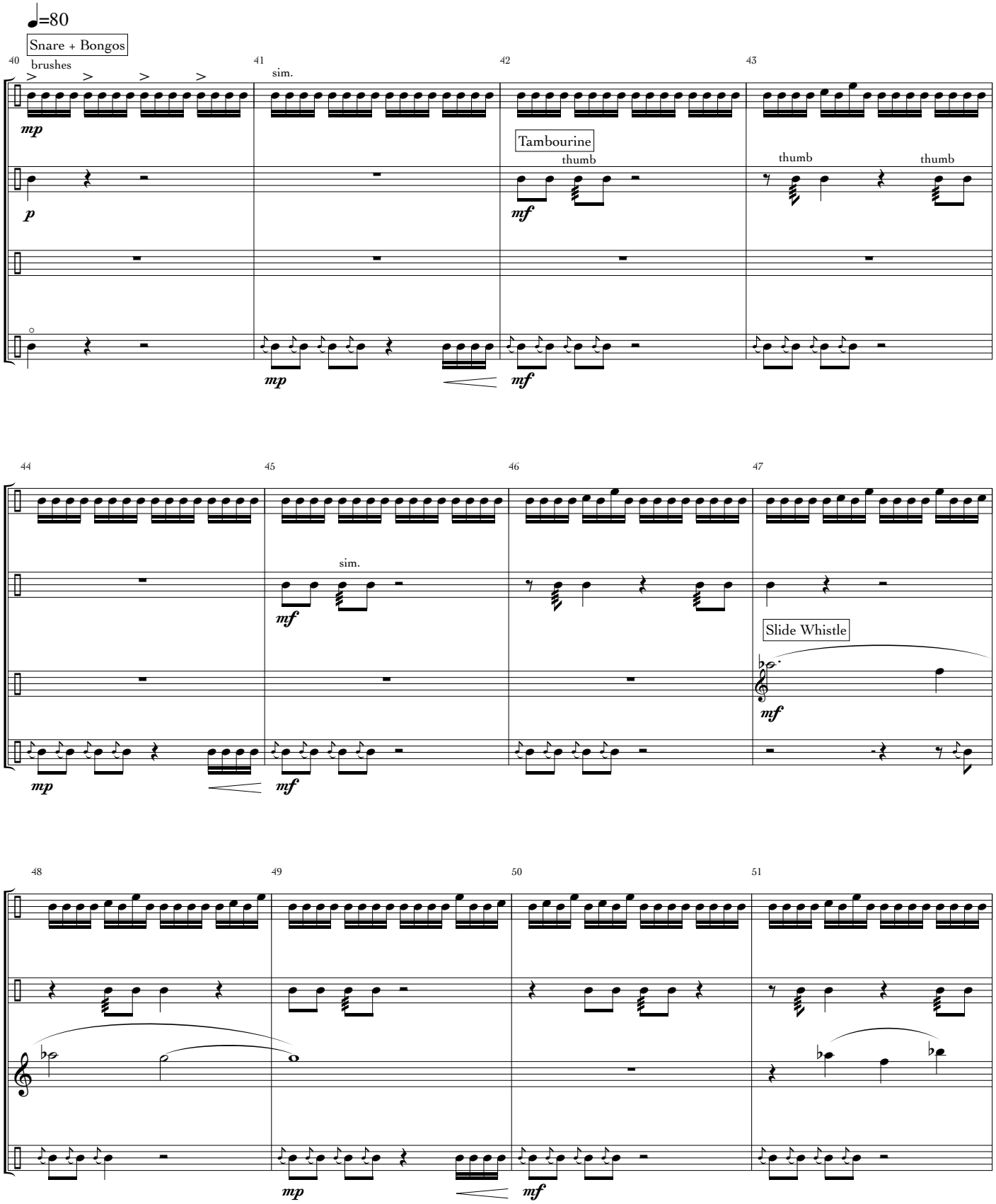
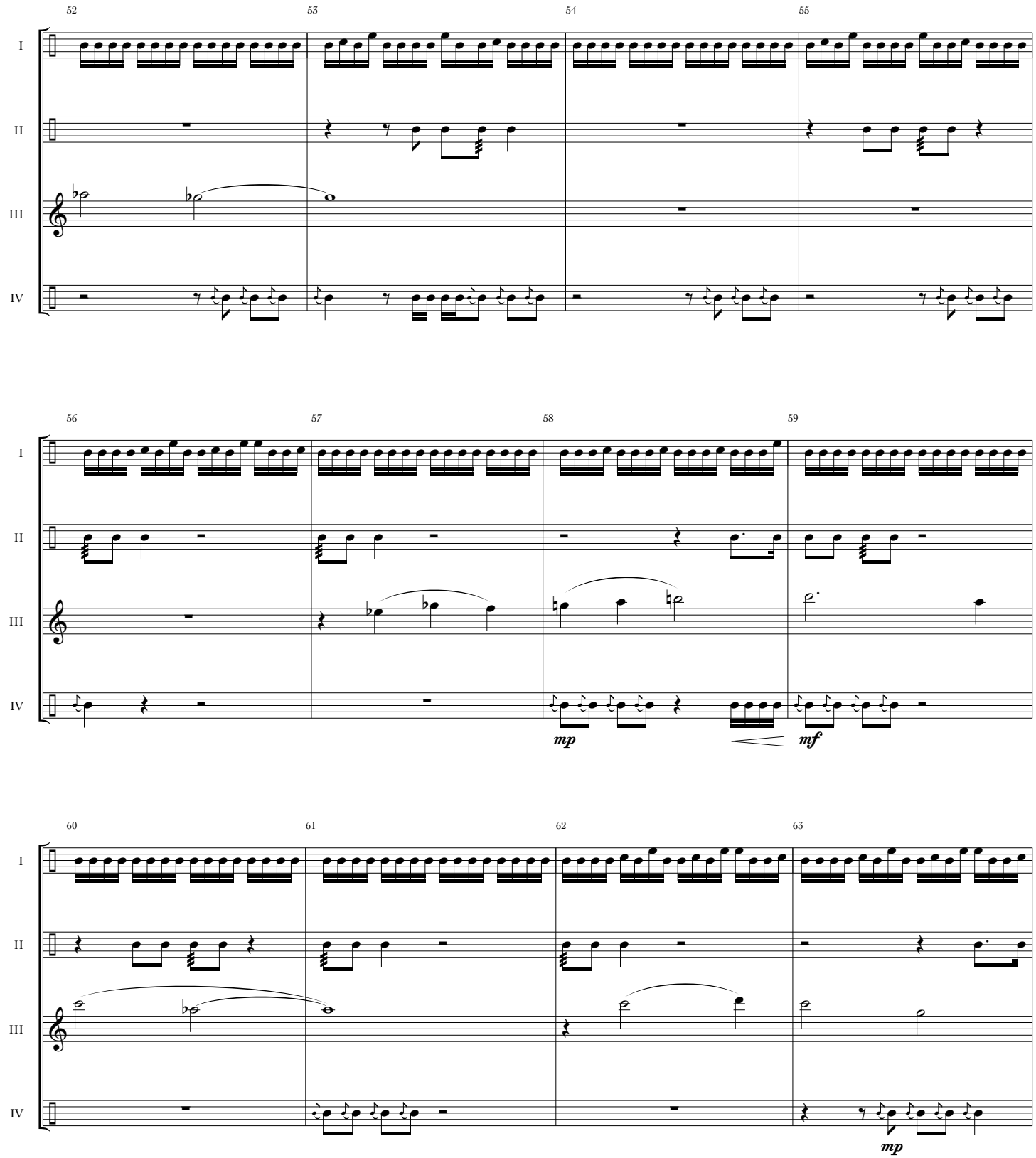
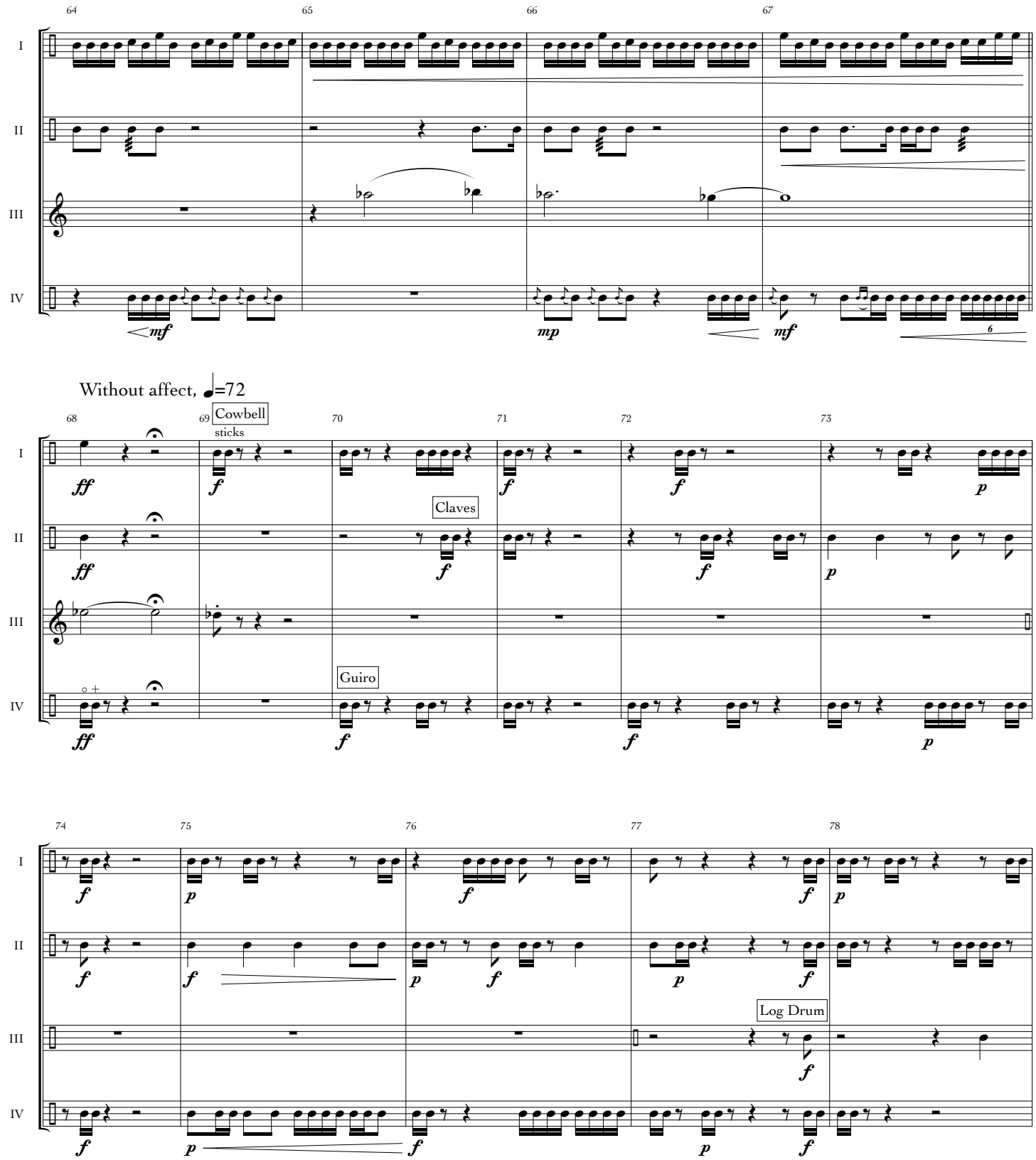
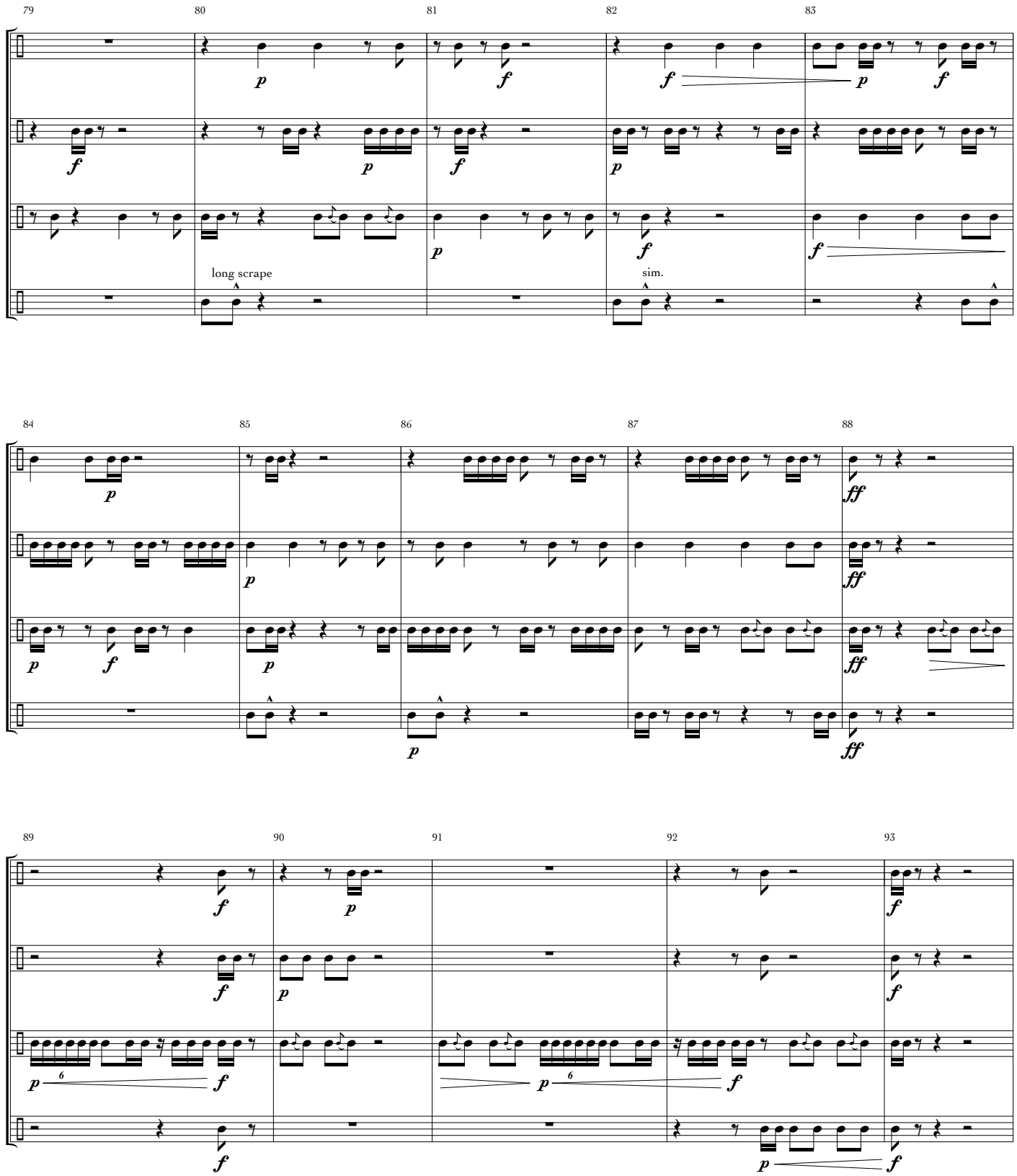
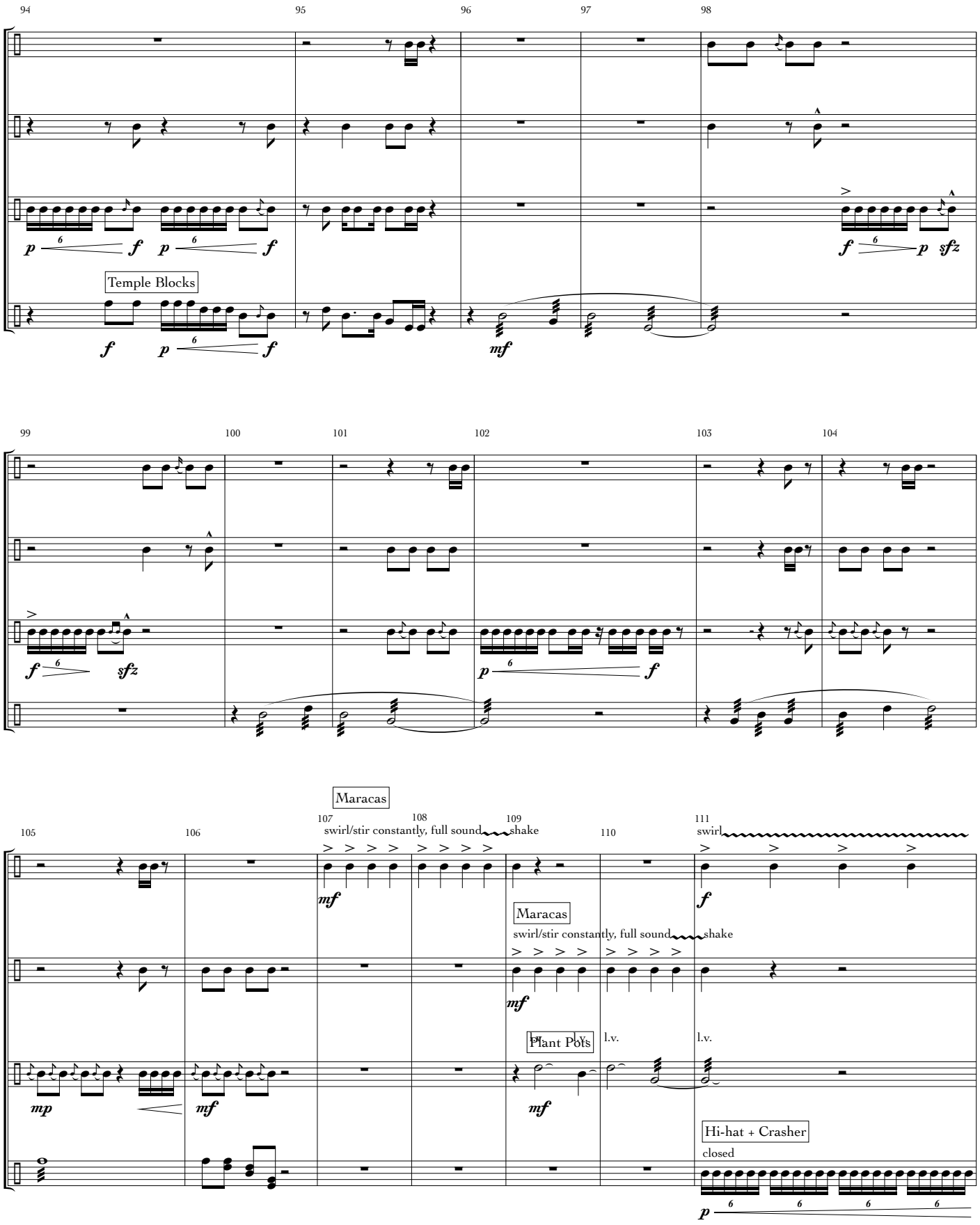

24
swirl
25
shake
26
swirl
27
shake
28
sim.
29
30
I
II
III
IV
shake
swirl
shake
swirl
shake
sim.
roll in hands
mf
closed
f
p
f
p
sfz
f
p
sfz
31
32
33
34
swirl
shake
swirl
shake
35
swirl
shake
sim.
swirl
shake
swirl
shake
swirl
shake
sim.
shake
f
p
mf
36
37
38
39
rit.
f
f
p
p
f

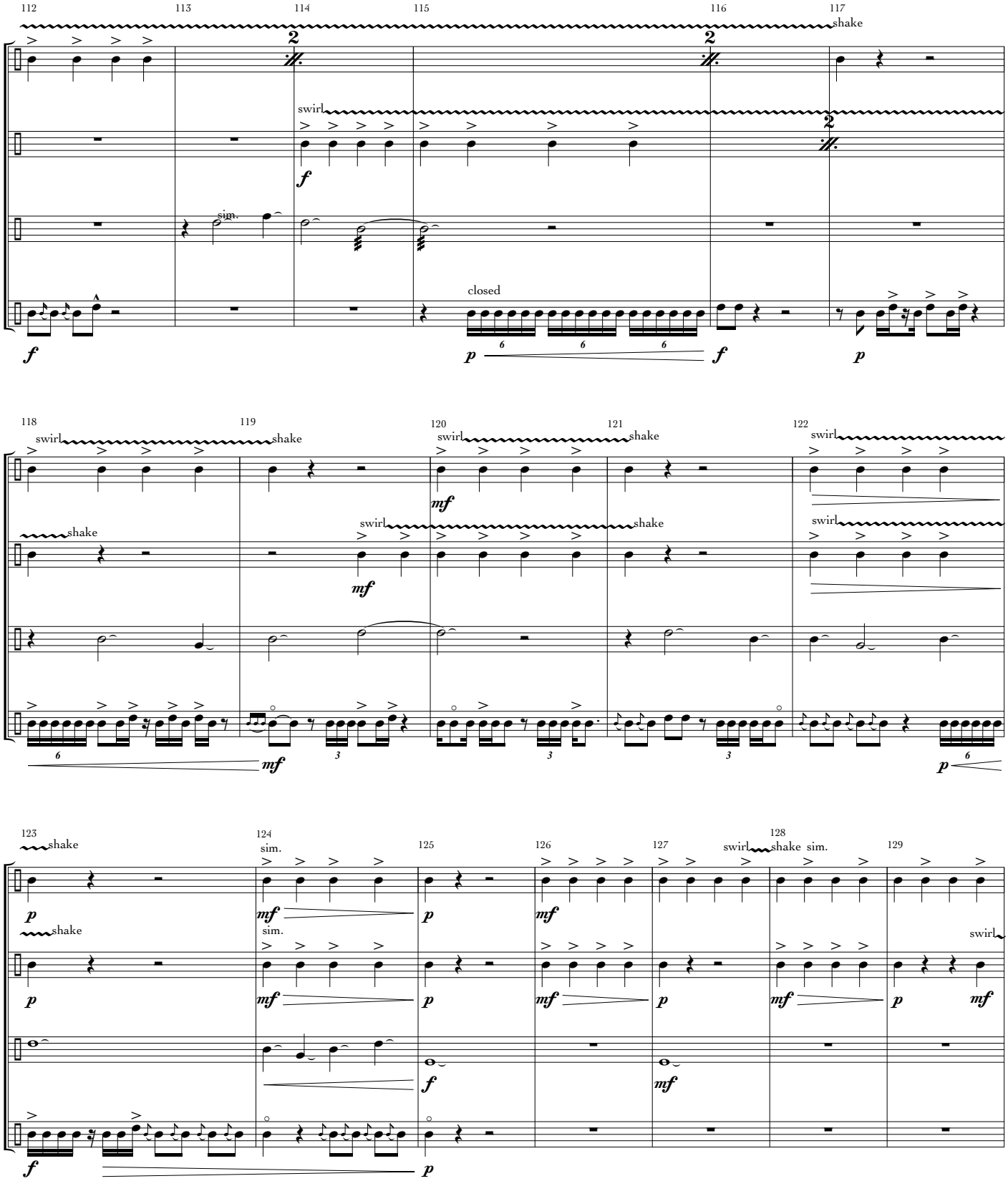

♩=80
Snare + Bongos
40
brushes
41
sim.
42
43
I
II
III
IV
mp
p
Tambourine
thumb
mf
thumb
thumb
44
45
46
47
sim.
Slide Whistle
48
49
50
51

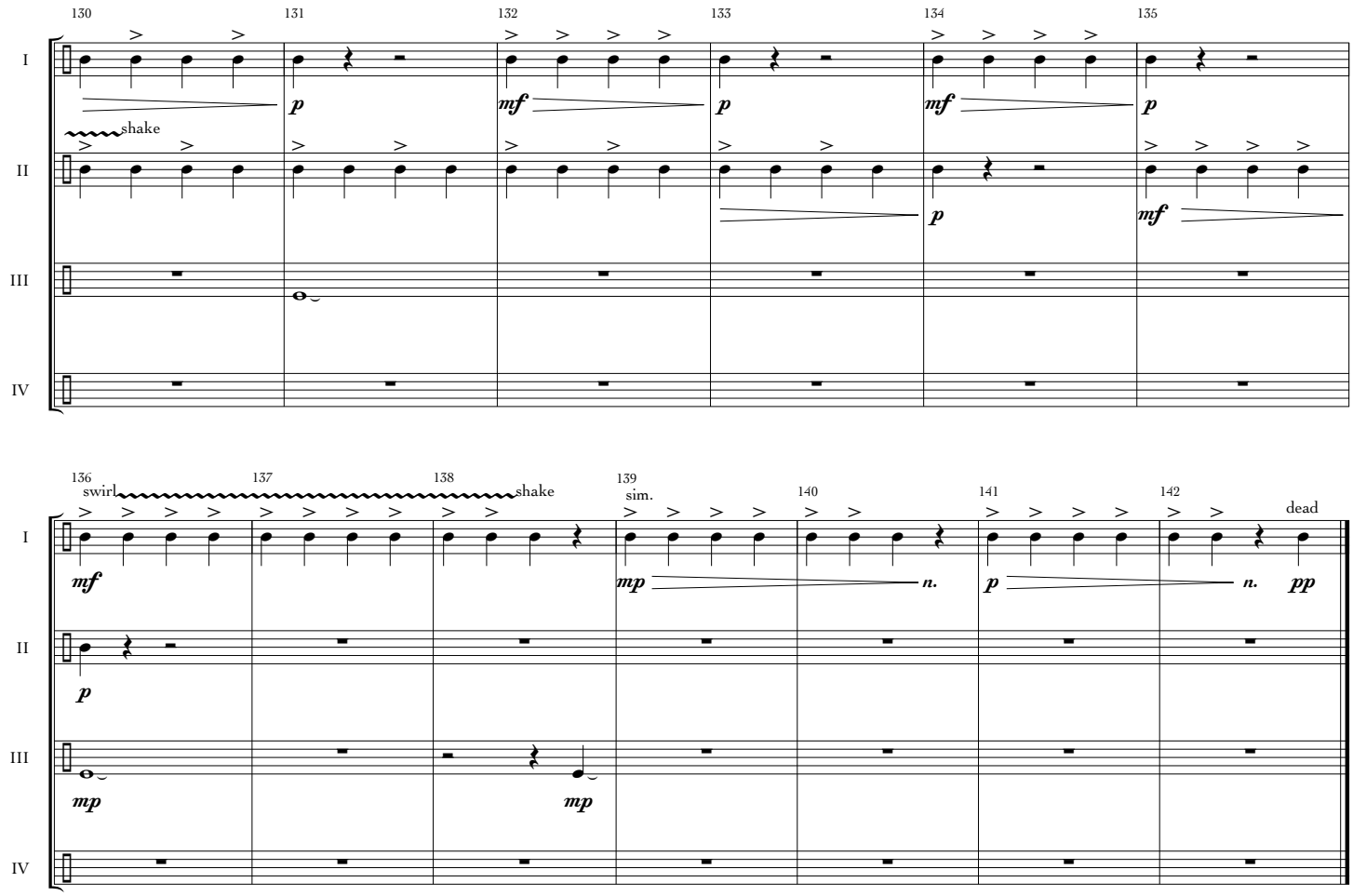

52
53
54
55
I
II
III
IV
56
57
58
59
mp
mf
60
61
62
63
mp


64
65
66
67
I
II
III
IV
mf
mp
mf
6
Without affect, ♩=72
68
69
Cowbell
sticks
70
71
72
73
ff
f
Claves
Guiro
p
74
75
76
77
78
Log Drum


79
80
81
82
83
I
II
III
IV
long scrape
sim.
84
85
86
87
88
89
90
91
92
93


94
95
96
97
98
I
II
III
IV
Temple Blocks
99
100
101
102
103
104
Maracas
swirl/stir constantly, full sound
shake
swirl
105
106
107
108
109
110
111
Plant Pots
l.v.
Hi-hat + Crasher
closed


112
113
114
115
116
117
shake
I
II
III
IV
swirl
sim.
closed
118
119
120
121
122
shake
swirl
123
124
125
126
127
128
129
sim.


130
131
132
133
134
135
I
II
III
IV
shake
p
mf
p
mf
p
p
mf
136
137
138
139
140
141
142
swirl
shake
sim.
dead
mf
mp
n.
p
n.
pp
p
mp
mp