

Breathing, Beating, Blinking for Large Ensemble -- Percussion
Adam Overton

Movement # 1

Loud (fff) and Violent
(Approx. 1:30 - 2:30)

(♩ = Pulse)

Percussion - Snare Drum (snares on) with stick [Pulse, Blinks]

Repeat each of the following rhythms in sync with your Pulse, moving on to the next whenever you Blink; play a RimShot to start off each section following a Blink:

||: 8th Note Triplets :||: 16th Notes :||

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Movement # 2

Sparse, As Softly As Possible (ppp)
(Approx. 3-4:00)

(♩ = Pulse)

Everyone - [Breath, Blinks, Pulse]

Get into pairs with a performer that is near you and check their pulse either on the neck or the wrist, whichever is most comfortable (note that the neck may be more visually interesting, though more tiring to maintain). If there is an odd number of players, then the Conductor should check his or her own Pulse.

Choose a Number of Significance between 60 and 80.

Count your partner's Pulse up to that significant number, always resetting back to 1 once you've reached the top.

Monkey Mind Action: If you lose track of what count you're on while checking your partner's Pulse, make a short, staccato coughing sound, and then resume counting where you think you may have left off.

Stare into your partner's eyes for the duration of the movement, and alternate between the following instructions whenever your partner Blinks:

- Inhale quickly and audibly through the nose
- Exhale quickly and audibly through the mouth

(Try not to breath on your partner)

Do not make these breathing sounds while you are in the middle of executing your Tone of Significance (see below).

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Individual Instructions

Percussion - Medium to Large Suspended Cymbal with Stick [Pulse]

Hit the cymbal with the tip of the stick on Pulse Count 1 each time. Repeat this until the conductor cues you to stop.

Movement # 3

Softly (p) and Evenly

(Approx. 3-4:00)

(♩ = Pulse)

Everyone - Stop checking your partner's pulse, and instead look across the way to stare into the eyes of a different performer, watching for each other's Blinking. If there is an odd number of players, then the Conductor should observe his or her own Blinks.

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Individual Instructions

Percussion - Snare (snares off) on rim (with stick) and Medium to Large Suspended Cymbal (with tip of stick)
[Breath, Blinks]

Observe your Breath and your partner's Blinking.

Whenever your partner Blinks:

- while you are Inhaling, then hit the rim of the snare
- while you are Exhaling, then simultaneously hit the rim of the snare and the cymbal
- while you are neither Inhaling or Exhaling, then hit the cymbal

Repeat this until the conductor indicates for you to stop with the bass drum.

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Movement # 4

In 3, Build

(Approx. 3-4:00)

(♩ = Pulse)

Everyone - Stop watching your partner and resume observing your own bodily processes. Watch for the conductor's cue to begin or halt your part. You may have to do this repeatedly. If your part directs you to choose a Tone of Significance, you may change this Tone of Significance each time you are turned off and then back on, though it is not necessary to change. All parts are to played at a dynamic level of around **mf** to **f**.

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Individual Instructions

Percussion - Snare (snares on) [Blinks]

ONLY ON CUE FROM THE CONDUCTOR - BE PREPARED TO STOP AND START

Continuously play a buzz roll. Accent the buzz with each Blink.

On every 3rd Blink, do a rimshot.

Repeat this until the conductor indicates for you to stop.