

For Charlie Chart

Duration 8'00''

Performance instructions:

fan city beat is written for mixed percussion, sampler and MP3 player. The sampler connects to an onstage amp and an MP3 player connects to a PA system positioned behind audience. This piece requires two performers, a percussionist and keyboardist/ MP3 activator.

A stopwatch is only needed for the first 3 minutes of the piece, after this the performers should match tempo together and should not use a metronome.

Percussion:

Bass Drum

Large Timpani with ride cymbal placed on skin

Kick drum

2 Congas

2 Toms

Snare Drum

Closed Hi-hat

Splash cymbal

Household keys

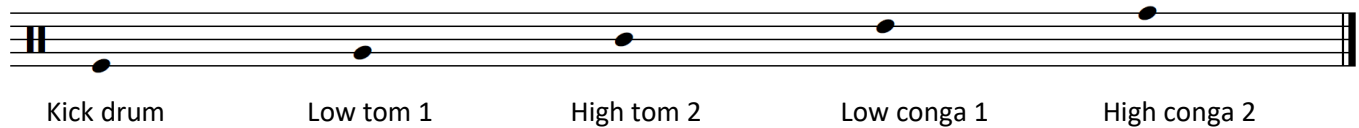
Sticks:

Medium soft mallets

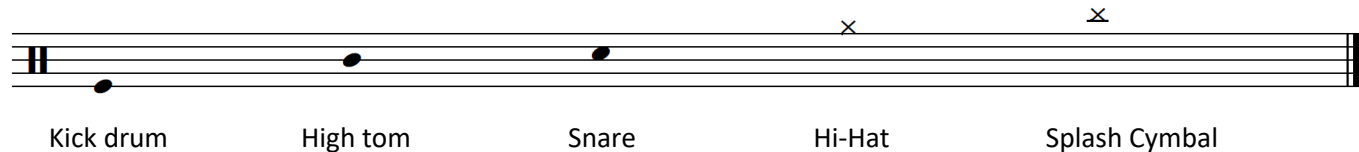
Drum sticks

Percussion key:

Drum setup 1



Drum setup 2



Sampler and MP3 sound files:

A midi keyboard should be connected to a laptop.

There are three different ways of playing a sample in this piece. These are:

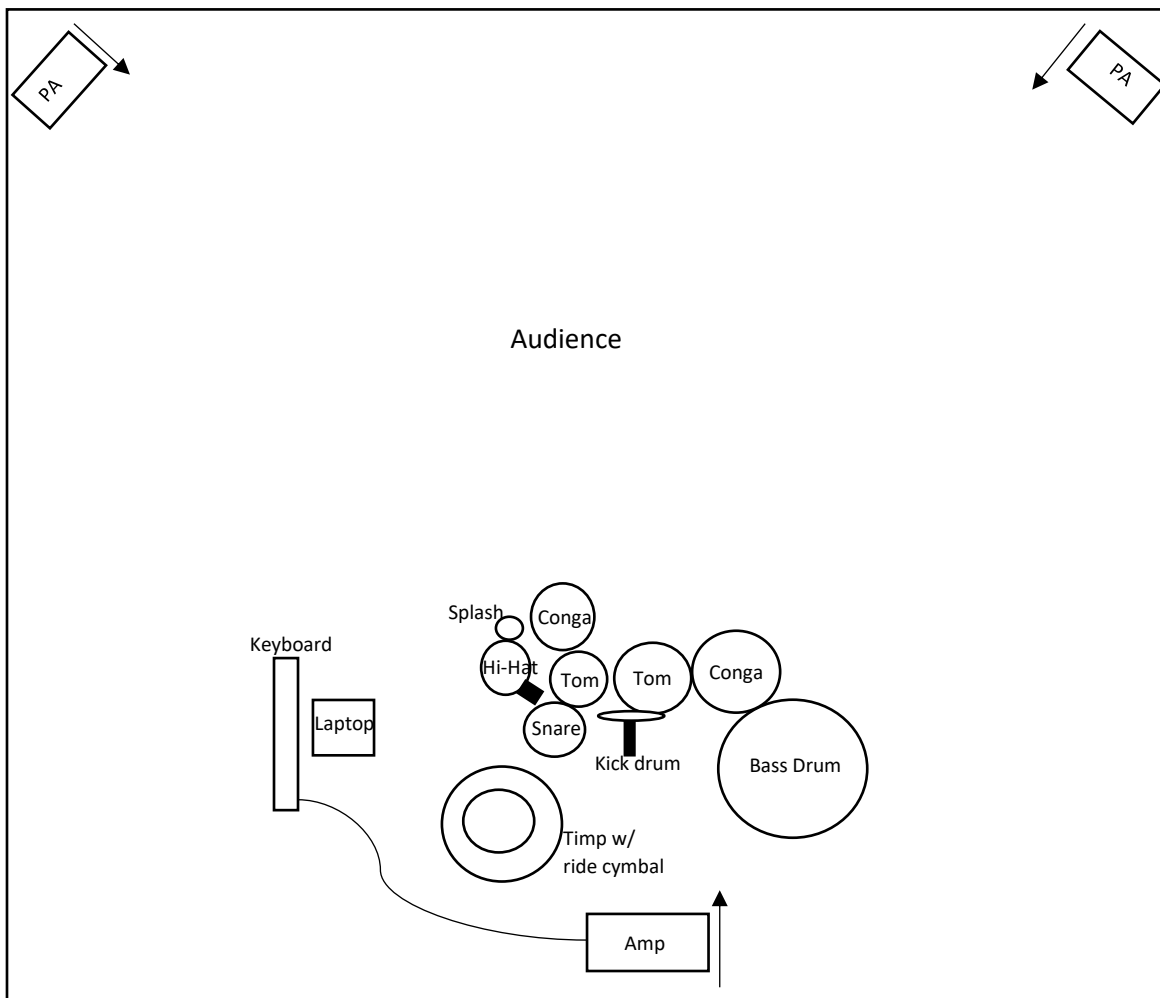
Sound continuously – The sample will sound continuously until the next sample is played.

Short samples – Sample is short and percussive and will always finish.

Hold continuously – Sample will play only when performer is depressing key.

There are two MP3 files that need to be played from PA speakers positioned behind the audience. The PA system should be connected either to a separate laptop or MP3 player and should be easily accessible to the performer.

Stage set up:



Contact composer at harrymusic@hotmail.com for sound files.

fan city beat

for Charlie Chart

Stopwatch - start at 0.00 begin at 0.10

Harry Matthews

Medium soft mallet

Use house keys and slowly place onto the bass drum

0.10

1.00

Bass Drum

The sound must begin barely audible subtle sparks of sound

Continue ad.lib.

Use volume control to change dynamics

Fan 1# sound continuous

0.10

1.00

Sampler

mp

Place large ride cymbal on Timp

Play the skin around the cymbal

Medium soft mallets

1.01

2.00

Cym. on Timp.

2

Continue ad.lib. with sparks of rhythm interest

Fan 2# sound continuous

1.01

2.00

Sampler

Keep house keys on bass drum continue using both mallets

2.01

3.00

Bass Drum

Variety of rhythm interest, increased swells and improvisation

Keyboard player begins mp3 track 1 of city sounds at 2.20

Fan 1# sound continuous

2.01

3.00

Sampler

Straight beat ♩ = 110

4

2 Congas
2 Toms
Kick drum

p

Short samples

Sampler

7

Drum setup 1

Sampler

10

Drum setup 1

Sampler

13

Drum setup 1

Sampler

16

Drum setup 1

p ————— *mf*

Sampler

Flexible duration

19 *p* *mp*

Cym. on Timp. *mp*

Pedal *p*

3" 4" 4" 4"

Down
Pedal movement
(without obvious rhythm, but matching movement of the lines)

Up

Hold continuously until b. 20 15 seconds

Sampler *pp*

20 $\text{♩} = 110$

2 Congas
2 Toms
Kick drum *mp*

Sampler *mp*

Short samples

23

Drum setup 1

Sampler

26

Drum setup 1

Sampler

29 **x 4** **x 3**

Drum setup 1

Sampler

32

Drum setup 1

Sampler

Flexible duration

34 *mp*

Cym. on Timp.

mf

6" 8" 8" 8"

Pedal

Down
Pedal movement
(without obvious rhythm, but matching movement of the lines)

Up

Hold continuously until bar 35 30 seconds

Sampler

pp

$\text{♩} = 110$

35

2 Congas
2 Toms
Kick drum

mf

Short samples

Sampler

mf

38

Drum setup 1

f

Sampler

f

Flexible duration

40 **x 6** 3"

Cym. on Timp. *p* I.v.

Hi-hat
Splash
Snare
Hi-Tom
Kick Drum Circa 180bpm **x 6** 3"

Sampler *mp* Hold continuously Follow percussionist stop 3"

43 **x 8** 3" 8"

Cym. on Timp. *mf* I.v.

Drum setup 2 Circa 180bpm **x 8** 8"

Sampler *mp* Hold continuously Follow percussionist stop 8"

Prepare drum sticks, keep one mallet in hand

46 **x 13** 3" 20"

Cym. on Timp. *f* I.v.

Drum setup 2 Drum sticks Circa 180bpm **x 13** 20"

Sampler *mp* Hold continuously Follow percussionist Stop mp3 stop 20" Sound continuous circa 18.3"

At circa 18.3" 1 bar count in at 140bpm

In the pocket ♩ = 140

49 x 4

Hi-hat
Splash
Snare
Hi-Tom
Kick Drum

Keyboard player begins
mp3 track 2 of fan sounds at beat 1

Sampler

Same rhythm as percussion

53 x 2

Drum setup 2

Sampler

57 x 3 x 4 x 5

Drum setup 2

Sampler

61 Open hi-hat bolt and let it open L.v.

Drum setup 2

Sampler

Stop mp3

Duration 1.10" begin decresc. with sample

Medium soft mallets

tr 1.10"

mp Completely static

Fan 3# sound continuous
1.00"

Sampler

Bass Drum *(tr)*

Sampler