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GOOD MACHINE (1992)

By OMAR DANIEL

for BATTERIE PARK

COMMISSIONED BY CONTINUUM WITH THE GENEROUS ASSISTANCE OF THE CANADA COUNCIL

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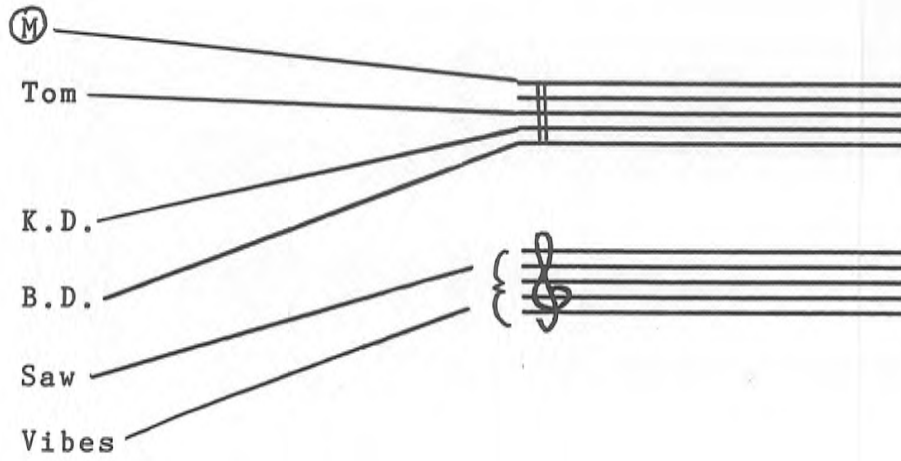
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GENERAL NOTES

Accidentals refer only to the notes which they precede, unless immediately repeated.

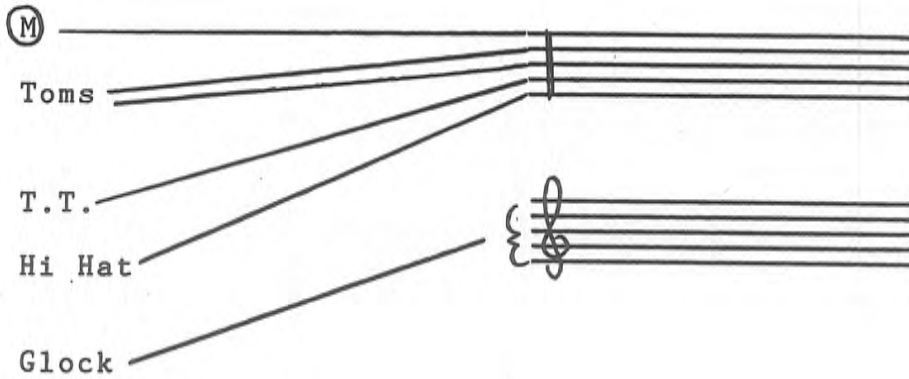
PERCUSSION 1

*Metal and Hammer
Low Tom Tom (1)
eg. Floor Tom
Kick Drum
Bass Drum
Musical Saw
Vibraphone (Motor off)



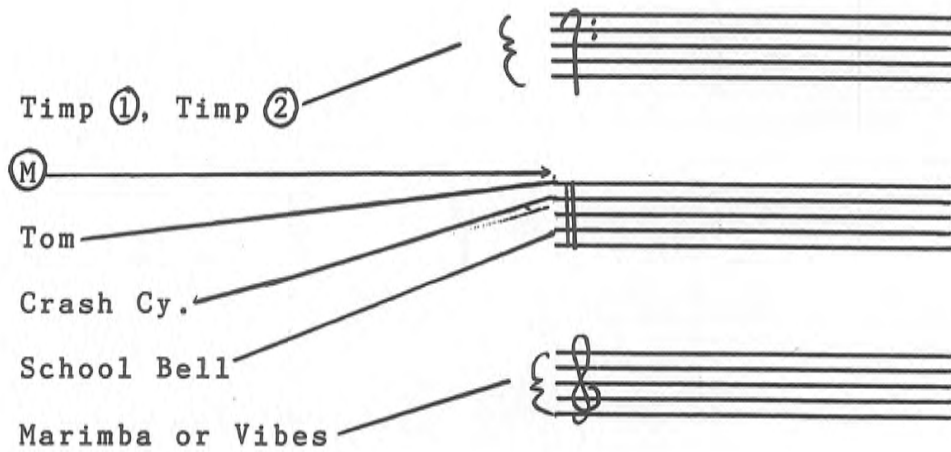
PERCUSSION 2

*Metal and Hammer
Tom Toms (2)
High and Medium
Tam Tam or Large Gong
Hi Hat Cymbal
(Always closed)
Glockenspiel



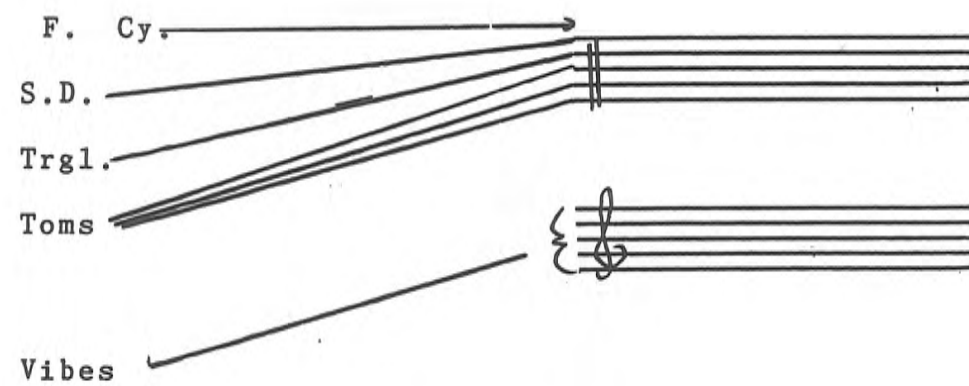
PERCUSSION 3

Timpani (2)
F-D and B flat-F
*Metal and Hammer
Low Tom Tom
Crash Cymbal
School Bell
Marimba or Vibraphone
(if Vibraphone used,
to be played always secco)



PERCUSSION 4

*Finger Cymbals
Snare Drum
Triangle
Tom Toms (3)
Medium, Medium Low,
Low.
Vibraphone (Motor off)



* Percussion 1-3 are to use their own discretion in choosing this percussion instrument. The composer asks that the quality of the Metal/Hammer combinations be extremely sharp and "metallic" sounding.

ALLEGRO MARCATO $\text{♩} = 120$

(METAL)

Musical score for the first system, measures 1-10. Staves include:

- 1:** Kick Drum (METAL), Vibes (Hard Mallets), (K.O.)
- 2:** Toms (2) (METAL), Hi Hat C₄
- 3:** Low Tom, 2 Timpani
- 4:** Tom Toms (3 Low), SNARE DRUM
- P.O.:** Piano accompaniment

Dynamic markings: *mf*, *ff*, *sfz*, *fff*. Performance notes include *roll*, *r.s.*, and *V.R.S.*

Musical score for the second system, measures 11-20. Staves include:

- 1:** Vibes (METAL), (K.O.)
- 2:** Hi Hat C₄, Tom
- 3:** SNARE R.S.
- 4:** SNARE R.S.
- P.O.:** Piano accompaniment

Dynamic markings: *mf*, *ff*, *sfz*, *fff*. Performance notes include *IMP.* and *(Toms)*

Musical score for the third system, measures 21-30. Staves include:

- 1:** Hi Hat
- 2:** Tom
- 3:** SNARE sfz R.S.
- 4:** SNARE sfz R.S.
- P.O.:** Piano accompaniment

Dynamic markings: *ff*, *fff*, *sfz*. Performance notes include *roll*, *Tom*, *Tom*, *Tom*, and *roll*

Musical score for the fourth system, measures 31-40. Staves include:

- 1:** Vibes, K.O.
- 2:** Hi Hat, Toms
- 3:** SNARE roll, Toms
- 4:** Toms
- P.O.:** Piano accompaniment

Dynamic markings: *ff*, *fff*, *f*. Performance notes include *Roll*, *Imp.*, and *Tom*

1 Vibes *sfz* *mf* *ff* *mf* *ff* *mf* *ff*

2 Hi Hat *sfz* *mf* *ff* *mf* *ff* *mf* *ff*

3 Roll *mf* *ff* *mf* *ff* *mf* *ff*

4 R.S. SNARE R.S. *sfz* *mf* *ff* *mf* *ff* *mf* *ff*

PNO *ff* *ff* *ff* *ff* *ff* *ff*

K.O. Toms Timp Tom

1 Vibes *sfz* *f* *sfz* *f*

2 Hi Hat *sfz* *f* *sfz* *f*

3 (2 Mallets) *sfz* *f* *sfz* *f*

4 Toms R.S. SNARE R.S. *sfz* *f* *sfz* *f*

PNO *f* *f* *f* *f*

K.O. (N.M.) *f* *f* *f* *f*

1 *sfz* *f* *sfz* *f*

2 *f* *f* *f* *f*

3 *f* *f* *f* *f*

4 *f* *f* *f* *f*

PNO *f* *f* *f* *f*

K.O. *f* *f* *f* *f*

1 *ff* *ff* *ff* *ff*

2 *ff* *ff* *ff* *ff*

3 TO METAL *ff* *ff* *ff* *ff*

4 *ff* *ff* *ff* *ff*

PNO *ff* *ff* *ff* *ff*

K.O. *ff* *ff* *ff* *ff*

1 2 3 4 Pno

mf sfz roll RS. p

1 2 3 4 Pno

ff sfz roll RS. p To Vibes (3 hard mallets)

1 2 3 4 Pno

roll sfz f Vibes

1 2 3 4 Pno

sfz

To METAL

Handwritten musical score for the first system, labeled "To METAL". It features five staves: four for percussion (1-4) and one for piano (pno). The percussion parts include various rhythmic patterns and dynamics such as *sfz*, *ff*, and *ffz*. The piano part provides harmonic accompaniment with chords and melodic lines. The system concludes with a double bar line.

Handwritten musical score for the second system, labeled "To Tom". It features five staves: four for percussion (1-4) and one for piano (pno). The percussion parts include rolls and specific notes, with dynamics like *ff* and *sfz p*. The piano part continues with accompaniment. The system concludes with a double bar line.

Handwritten musical score for the third system, labeled "To Bass Drum - LARGE BEATER". It features five staves: four for percussion (1-4) and one for piano (pno). The percussion parts are highly detailed, including rolls and specific notes, with dynamics like *ff*, *sfz*, and *pp*. The piano part continues with accompaniment. The system concludes with a double bar line.

Handwritten musical score for the fourth system. It features five staves: four for percussion (1-4) and one for piano (pno). The percussion parts include rolls and glissandos, with dynamics like *sfz* and *pp*. The piano part continues with accompaniment. The system concludes with a double bar line.

1 *mp*

2

3 ① roll *mp* (cresc.) gliss gliss

4

PNO *mp* (cresc. poco) *poco*

1 *mf*

2

3 ② roll gliss

4 *mf* (cresc)

PNO *mf* (cresc)

1 *ff* *block*

2

3 gliss gliss

4 *Vibes HARD MALLETS* *ff*

PNO *ff* *sempre*

1 *Vibes.* *ad lib.* *ff* *TO METAL*

2 *ad lib.* *ff* *TO METAL*

3 *f* *TO METAL*

4 *TO TOMS*

PNO *ff*

1 TO BASS DRUM
 2 TO TAMTAM
 3 TO SCHOOL BELL
 4 TO TRIANGLE

sffz sempre marcato
sfz

PNO

Senza Tempo **CUE** 1 → 2 3 4 5 6 7 **A Tempo**
SUBITO ALLEGRO BARBARO $\text{♩} = 152$

1 TO TOM
 2 TO TOMS - SOFT MALLETS
 3 TO MARIMBA
 4 TO TOMS - SOFT MALLETS

ca 2" *IT.* *sffz* *sfz* *sfz* *sfz*
p *sfz* *p* *sfz* *p* *sfz* *p* *sfz*

ca 1" TRB *f* *ff*

l.v. *l.v.* *l.v.*

RITMICO (MEASURED 16ths)
p

PNO

TOM *Roll*

ppp *SOFT MALLETS, Secco*
pp
pp
pp

sempre
sempre

sfz *sfz* *sfz* *sfz*
SOFT MALLETS - Secco
pp

PNO

roll

pp
pp
f sfz sfz
pp
pp

foubito *Pinchito*
Roll *Cresc*

PNO

1 *ff* *pp* *Roll*

2 *ff*

3 *pp* *f* *be.* *ff* *be.* *pp*

4 *ff* *pp* *Roll*

PNO *mf*

1 *ff*

2 *pp* *ff*

3 *p* *sfz* *sfz* *ff*

4 *pp* *pp* *ff*

PNO *p*

1 *p* *Roll* *pp*

2 *Roll* *pp* *be.*

3 *be.* *f* *Roll* *pp* *be.* *pp subito*

4 *pp* *f* *subito p*

PNO *f* *subito p*

1 *p* *pp* *pp* *ff*

2 *ff*

3 *be.* *be be be be* *sfz* *sfz* *bbe.* *be.* *ff*

4 *pp* *f* *pp* *ff*

PNO *f* *ff*

Roll

1 *pp*

2 *pp*

3 *pp* *stz* *stz*

4 *pp* *stz* *stz* *Roll*

PNO *pp*

Detailed description: This system contains five staves. Staff 1 (Drum) has a roll at the beginning and end, with a series of eighth notes in between. Staff 2 (Cymbal) has a roll at the beginning and end, with eighth notes in between. Staff 3 (Snare) has a roll at the beginning and end, with eighth notes in between. Staff 4 (Tom) has a roll at the beginning and end, with eighth notes in between. Staff 5 (Piano) has a roll at the beginning and end, with eighth notes in between.

Roll

TAM TAM (USE TOM MALLETS)

1 *pp*

2 *pp* *stz* *stz*

3 *pp* *stz* *stz*

4 *pp* *stz* *stz*

PNO *mf* *ff* *psubito* *cresc.*

Detailed description: This system contains five staves. Staff 1 (Drum) has a roll at the beginning and end, with eighth notes in between. Staff 2 (Cymbal) has a roll at the beginning and end, with eighth notes in between. Staff 3 (Snare) has a roll at the beginning and end, with eighth notes in between. Staff 4 (Tom) has a roll at the beginning and end, with eighth notes in between. Staff 5 (Piano) has a roll at the beginning and end, with eighth notes in between. The word 'TAM TAM' is written above the second staff.

TOMS

1 *ff* *f* *ff*

2 *ff* *To TOM TOM* *f* *ff*

3 *ff*

4 *ff* *ff*

PNO *ff*

Detailed description: This system contains five staves. Staff 1 (Drum) has a roll at the beginning and end, with eighth notes in between. Staff 2 (Cymbal) has a roll at the beginning and end, with eighth notes in between. Staff 3 (Snare) has a roll at the beginning and end, with eighth notes in between. Staff 4 (Tom) has a roll at the beginning and end, with eighth notes in between. Staff 5 (Piano) has a roll at the beginning and end, with eighth notes in between. The word 'TOMS' is written above the second staff.

1 *ff* *TO VIBES*

2 *f* *ff* *TO CLOCK*

3 Tom Roll *p* *f* *f*

4 *f* *ff* *TO VIBES*

PNO

1 *f* *HARD MALLETS* *Vibes*

2 *mf* *Roll* *ff* *Roll* *CRASH CY.* *p* *ff* *Vibes*

3 *mf* *ff* *HARD MALLETS* *Vibes* *f*

4 *ff* *Vibes* *f*

PNO

1 *HARD MALLETS (CLOCK)* *(1.v.)*

2 *f* *8:6* *(1.v.)* *f* *8:6*

3 *f* *9:8*

4 *f* *9:8*

PNO

1 *f*

2

3

4 *f*

PNO

1 *decrease* -----

2 *f* 8:6

3

4 *decrease* -----

PNO *f* 7:8 *pp*

1 *pp* *ad. lib.*

2 *P*

3 TOM. *Roll* *P*

4 *pp* *ad. lib.*

PNO *f* *cresc.* *f*

1

2 *f* *CRASH CY.* *mf*

3 *CRASH CY.* TOM. *Roll* *mf*

4 *mf*

PNO *cresc.* *ff*

1 TO METAL

2 *f* *fp* *ff* TO METAL

3 *CRASH CY.* TOM. *f* *ff*

4 TO TRIANGLE

PNO *ff*

①

1 TO TOM

2 TO TOMS

3 *ff* CRASH CY. *Secco*

4 *sffz* *Secco* *TRNG.* *ff*

TO TOMS *sffz* *pp* *ff*

HARD MALLETS TOM Roll

TO TOMS *sffz* *pp* *ff*

Handwritten notes and markings on the staves, including dynamic markings like *ff*, *sffz*, and *pp*.

HARD MALLETS

1 *ff* (HARD MALLETS)

2 *ff* (HARD MALLETS)

3 *ff* (HARD MALLETS)

4 *ff* (HARD MALLETS)

Four staves of music for hard mallets, featuring rhythmic patterns and dynamic markings.

1 *p* *ff*

2 *p* *ff*

3 *ff* *p* *ff*

4 *p* *ff* *p* *ff*

Four staves of music with dynamic markings *p* and *ff*.

1 *p* *ff*

2 *p* *ff*

3 *ff* *p* *ff*

4 *p* *ff* *p* *ff*

Four staves of music with dynamic markings *p* and *ff*.

1 *sffz* *pp* *ff* *sffz*

2 *sffz* *ff*

3 *sffz* *p* *f* *p* *ff*

4 *sffz* *ff*

TO BASE DRUM

B.D.

(TO SNARE DRUM)

S.D.

Four staves of music with dynamic markings *sffz*, *pp*, *ff*, *p*, *f*, and *pp*. Includes instructions for TO BASE DRUM, B.D., (TO SNARE DRUM), and S.D.

M
SENZA TEMPO

TO GLOCKS.

A TEMPO

SENZA TEMPO

TO VIBRAPHONE

TO TAM TAM

TO TIMPANI

TO VIBRAPHONE

LENTO E RUBATO

Vibes

Rubato

TO SAW

TO MARIMBA

SOFT MALLETS: ad. lib. (ca. 511)

VIBES

GRAVE

N

SAW $\text{d} = 50$

Vibr.

gl.

Vibr.

Repeat ad. lib.

Soft mallets Meccanicamente

Continue ad. lib.

PPP

HARD MALLETS, NEAR RIM

MAR... $\text{d} = 50$

Continue ad. lib.

Ca 10"

Ca 15"

PPP Vibes $\text{d} = 50$

Ca 30"

Continue ad.

1 (SAW)

2 (T.T)

3 (MAR)

4 (VIRES)

GRAVE $\text{♩} = 42$

p

1

2

3

4

p

cresc

1 (SAW)

2 (T.T)

3 (MAR)

4 (VIRES)

Synchronized with piano! $\text{♩} = 42$

Rit poco

Loco

p

mp

cresc

14 (SAW / TT)

2

3

4 (VIRES)

p

cresc

1 (SAW)

2 (T.T)

3

4 (VIBES)

PNO

decrease

8va

ff

ff

p

pp

1

2

3

4

PNO

2 TO VIBES

Progressively Slower and Slower (d=40, d=36, d=32 etc)

A TEMPO d=42

MARCATO MA LERATO

HARD MALLETS

VIBES

pp

pp

MARCATO MA LERATO

HARD MALLETS

cresc. poco a poco

1

2

3

4

PNO

mp

pp

mp

mp

A TEMPO d=42

pp

mp

mp

pp

1

2

3

4

PNO

mp

pp

pp

mp

mp

cresc. poco a poco

Q

Percussion: Accel poco a poco - - -

TO GLOCK - HARD MALLETS

mf p

mf cresc poco a poco

PIANO, REMAIN AT $d=42$! NOT SYNCHRONIZED WITH PERCUSSION

Accel - - -

cresc

4:3 5:4 7:6

f

Accel - - -

GLOCK

p 4:3 8:6 7:6

mp f

Accel - - -

R

subito p cresc 8:6

mp

subito p cresc

subito p cresc

PRESTO $d=122$ MARCATO

mf

MARCATO

MARCATO

Tutti R+moHo

S

Don 15/1 Feb 1992 To