Boltzmann Brain

for 2 or 3 percussionists

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Performance Notes

<u>Snare</u>: **slashed noteheads** are rimshots, **x-noteheads** are side stick hits. A **trill** is performed as a tremolo, which may be made irregular both in duration of individual hits and in dynamics. The snare and the drums must be perceived as parts of the same entity, so the choice of drum sticks / brushes and the manner / dynamics of playing should take into the account the type of drums that are used.

<u>Drums</u>: Any three drums of the same family, of three different pitches; bottom line indicates lowest pitch, top line indicates highest pitch. **Arrow heads** are fast arpeggi. A **trill** is always a simple tremolo when encountered above a single note, but may be read as an alternating tremolo when it affects two or three notes (e.g. 1/2/1/2/1..., or 1/2/3/1/2/3..., etc.). Similar to snare trills, these may be made irregular. In two- and three-note trills this may also mean alternating the drums in various ways (1/2/3/1/2/3..., or 1/3/2/1/3/3/2..., etc.). If possible, **appoggiaturas** should be dry and/or muted quickly. Extra drums may be used (e.g. six, two for each pitch), which would help low hits decay longer, and add variety to fast passages.

Forte is not a particularly loud volume level here, just the average required to unite the drums and the snare into a single entity. Other dynamic indications are given in relation to that level.

Version for Three Performers

Another snare player may participate in the performance, using brushes only. They should accompany the piece with a continuous quiet brush swirl on another snare. It should be dynamically and rhythmically uniform, but without anything resembling a steady beat. This swirl is not affected by tempo changes. It begins with the first note and ends with the last note; thus the last portion of the last measure is completely silent. The player also reinforces some of the notes of the main snare line (normal hits with normal hits, rimshots with rimshots). These accents are color-coded:

Green = a single hit Orange = two or three hits, a fast irregular pattern Purple = two to five hits, a fast irregular pattern

Ideally, these shouldn't interrupt the swirl. These reinforcements are not restricted dynamically, but like the other instruments, this snare should be a part of the same entity as the other snare and the drums.

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