

BATTLES

à la mode

Christopher Walker

BATTLES á la mode

is for percussion quartet of various kit instruments spread apart the players, coupled with keyboard instruments.

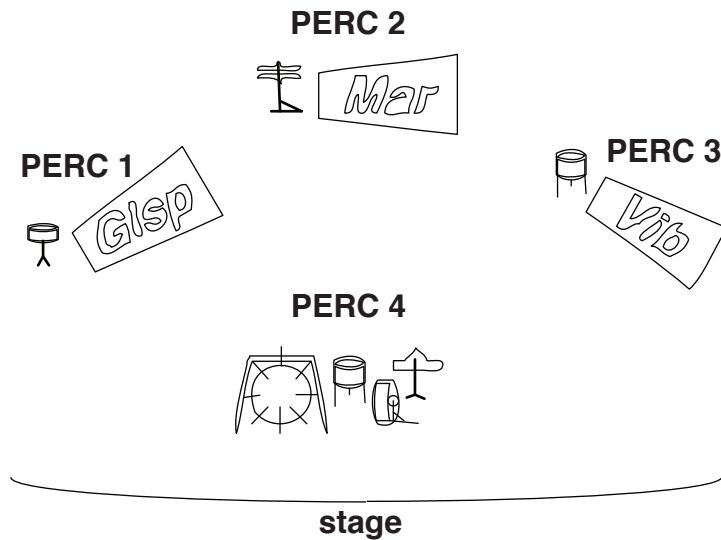
The piece is an arrangement of elements from various BATTLES tracks including:

“Leyendecker” from Mirrored (2007), Warp Records

“Tonto” from Mirrored (2007), Warp Records

“Futura” from Gloss Drop (2011), Warp Records

LAYOUT



PERC 1

Glockenspiel

Snare Drum

dead stroke

rim shot

roll

PERC 2

Marimba

tremelo

open stroke

closed pedal

half-open ring

PERC 3

Vibraphone

pedal marking

Floor Tom Lo

rim shot

roll

PERC 4

orch. BD

Suspended Cymbal

Floor Tom Hi

Kick Drum

Orchestral Bass Drum

dead stroke

dead stroke

sus. cymbal

stopped

kick BD

FT

rim shot

roll

Score

BATTLES á la mode

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Driving, moto perpetuo ♩ = 160

Glockenspiel

Marimba

Vibraphone

Sus. Cymbal
Floor Tom 2
Kick Drum
Orch. Bass Drum

p *mf* *f* *ff* *pp*

The score is written for a percussion ensemble. The tempo is 'Driving, moto perpetuo' with a quarter note equal to 160 beats per minute. The time signature is 4/4. The instruments are Glockenspiel, Marimba, Vibraphone, Sus. Cymbal, Floor Tom 2, Kick Drum, and Orch. Bass Drum. The Marimba part features a continuous eighth-note pattern starting at a piano (p) dynamic, increasing to mezzo-forte (mf) in the fifth measure. The Kick Drum and Orch. Bass Drum play a continuous eighth-note pattern starting at a fortissimo (ff) dynamic, decreasing to pianissimo (pp) in the fifth measure. The Sus. Cymbal and Floor Tom 2 play a continuous eighth-note pattern starting at a fortissimo (f) dynamic, decreasing to pianissimo (pp) in the fifth measure. The Glockenspiel and Vibraphone are silent throughout the piece.

4

19

BATTLES á la mode

5

28

Glk.

28

Mrb.

28

Vib.

36

Glk.

36

Mrb.

36

Vib.

44

Glk.

44

Mrb.

44

Vib.

44

Gen. Perc.

mf

mf

The musical score is written for four parts: Glockenspiel (Glk.), Maracas (Mrb.), Vibraphone (Vib.), and General Percussion (Gen. Perc.). The score is divided into three systems. The first system (measures 28-35) features a rhythmic pattern in the Maracas and Vibraphone, with the Glockenspiel playing a melodic line. The second system (measures 36-43) continues the rhythmic pattern in the Maracas and Vibraphone, with the Glockenspiel playing a melodic line. The third system (measures 44-51) features a melodic line in the Vibraphone and General Percussion, with the Glockenspiel and Maracas playing a melodic line. The score includes dynamic markings such as *mf* and *f*, and articulation marks like accents and slurs.

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BATTLES á la mode

52

Glk.

Mrb.

Vib.

Gen. Perc.

60

Glk.

Mrb.

Vib.

Gen. Perc.

BATTLES á la mode

7

69

Glk.

Mrb.

Vib.

Gen. Perc.

77

Glk.

Mrb.

Vib.

Gen. Perc.

8

BATTLES á la mode

85 ca. 3'

Glk.

Mrb.

Vib.

Gen. Perc.

pp *cresc.* (*mp*)

p *cresc.*

pp *cresc.*

95

Glk.

Mrb.

Vib.

Gen. Perc.

fz (*mf*) *fz* *fz* (*f*) *fz*

p *cresc.*

(*mf*)

BATTLES á la mode

9

104

Glk.

Mrb.

Vib.

Gen. Perc.

(mp)

fz

(mp)

(mf)

(f)

Detailed description: This musical score shows measures 104 through 110. The Glockenspiel (Glk.) part features a melodic line with a key signature change to one sharp (F#) in measure 108. The Maracas (Mrb.) part consists of a steady eighth-note accompaniment, marked *fz* (forzando). The Vibraphone (Vib.) part plays a continuous eighth-note pattern, marked *(mp)* and *(mf)*. The General Percussion (Gen. Perc.) part includes a series of eighth-note hits marked with 'x' and a bass drum pattern marked with 'o' and *(f)*.



10

BATTLES á la mode

120

Glk.

120 (8va)

Mrb.

Vib.

120

Gen. Perc.

f

mf

128

Glk.

128

Mrb.

Vib.

128

Gen. Perc.

f

cresc.

f

BATTLES á la mode

11

136 *f* *cresc.*

136

136

136 *cresc.*

*pick up first snare stick

[illegible]

12

BATTLES á la mode

154 *pick up second snare stick

Glk.

S.Dr.

Mrb.

Vib.

Gen. Perc.

162

S.Dr.

Mrb.

Vib.

F.L.1

Gen. Perc.

n

f

*flip sticks for Hi-Hat

n

f

n

f

BATTLES á la mode

13

171

S.Dr.

171

Mrb.

171

Hi-H.

171

F.L.1

171

Gen. Perc.

171

172

173

174

175

176

177

178

179

180

180

S.Dr.

180

Hi-H.

180

F.L.1

pp $\triangleleft$ *f*

Gen. Perc.

180

189

S.Dr.

Hi-H.

F.L.1

Gen. Perc.



198

S.Dr.

Hi-H.

F.L.1

Gen. Perc.

pp

pp

pp

208

S.Dr. *(mp)* *p* *(mf)*

Hi-H. *(mp)* *p* *(mf)*

F.L.1 *(mp)* *p* *(mf)*

Gen. Perc. *(mp)* *p* *(mf)*



217

S.Dr. *p*

Hi-H. *p*

F.L.1 *p*

Gen. Perc. *p*

16

BATTLES á la mode

226

S.Dr. *(f)*

Hi-H. *(f)*

F.L.1 *(f)*

Gen. Perc. *(f)*



235

S.Dr. *ff*

Hi-H. *ff* *mp*

F.L.1 *ff*

Gen. Perc. *ff* *mf*

BATTLES á la mode

17

[illegible]

251

S.Dr.

251 *foot pedal taps only

Hi-H.

Vib.

251

F.L. 1

251

Gen. Perc.

mf

259

Glk.

259

S.Dr.

f

259

Mrb.

(f) *fz*

259

Hi-H.

f

259

Vib.

259 *with vibe mallets

F.L.1

f

259

Gen. Perc.

f

268

Glk.

268

S.Dr.

268

Mrb.

268

Hi-H.

268

Vib.

268

F.L.1

268

Gen. Perc.

p

p

p

p

p

p

p

20

BATTLES á la mode

276

Glk.

276

S.Dr.

276

Mrb.

276

Hi-H.

276

Vib.

276

F.L.1

276

Gen. Perc.

f

f

f

f

f

ff