Solo Percussion 2

The Rule of Five

Duo Concerto for Two Percussionists
and Wind Ensemble

ADAM B. SILVERMAN (2017)

2 Percussion Soloists:

Solo 1: Castanets, 5 Wood Slats, 5 Metals[1], Riq, Snare Drum with Hoop Crasher or Ribbon Crasher, Ride Cymbal, Suspended Cymbal (or multiple Cymbals), Tubular Bells, 5 High Drums + Crot-Hats[2], Glockenspiel.

Solo 2: Castanets, 5 Wood Slats, 5 Metals[1], Performer's Choice of Idiophone(s) or Membranophone(s)[3], Slit Drum, Vibraphone, 5 High Drums + Crot-Hats[2], Mark Tree, 5 Tom-toms.

[1] **5 Metals:** ex.: Gongs flat on table (muted), Almglocken rack, etc.

[2] **5 High Drums:** suggested: bongos + roto-toms (mute all)

[3] **Crot-Hats:** Five pairs of Crotales with spring between them that can be triggered with mallets.

[4] **Performer's Choice of Idiophone(s) or Membranophone(s):** Select an instrument upon which a virtuosic solo may be improvised that is particularly suited to the skills of the soloist. Suggestions include Tambourine, Darbouka, Multi, etc. Do not use wood blocks or drums that are similar to the instruments that dominate the rest of the concerto.

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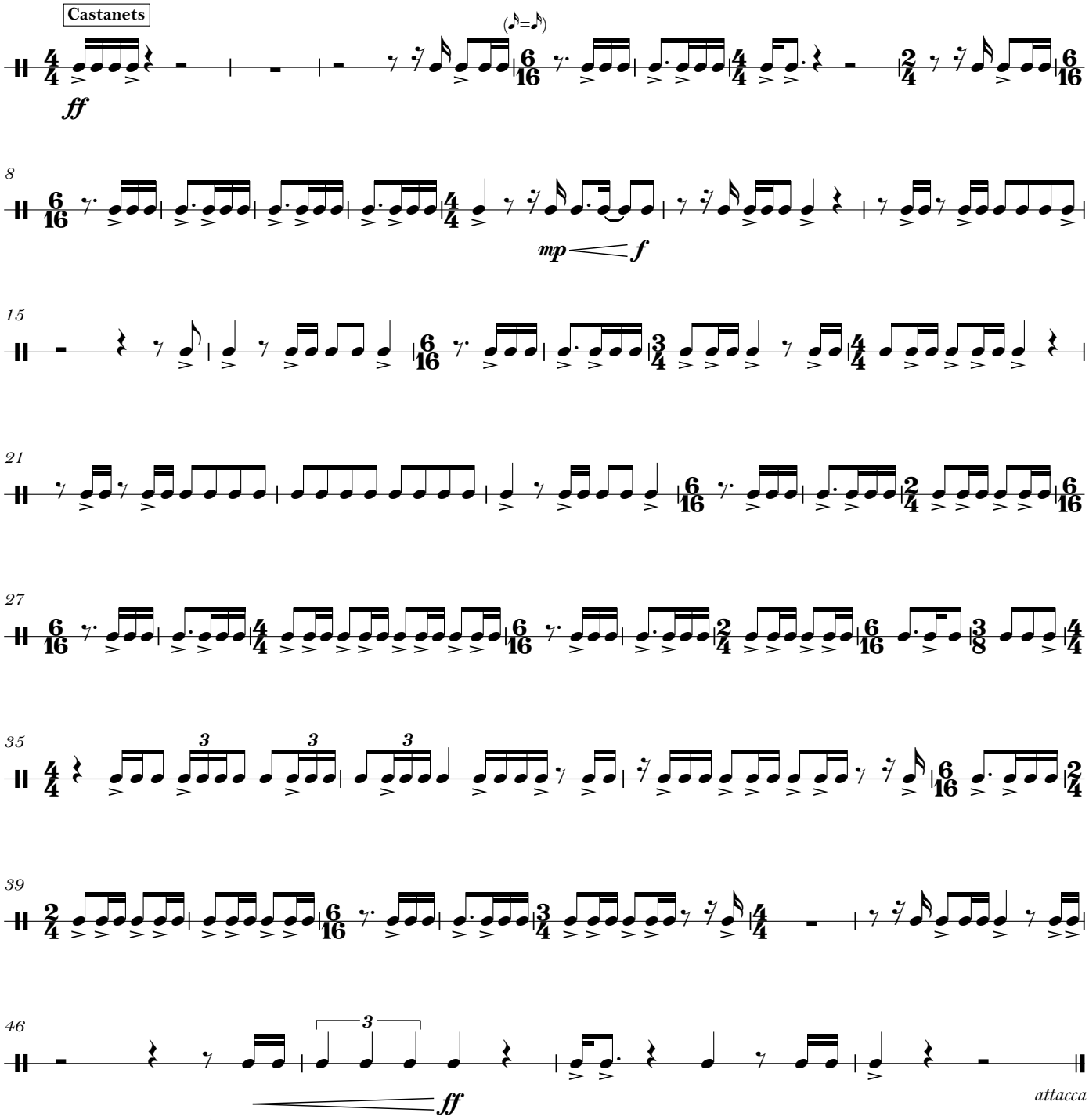
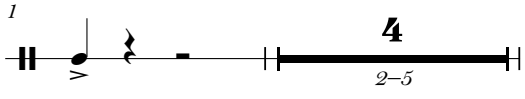
I. Prelude in Black & White ♩=144

Castanets



II. Claptrap ♩=144 (as before)



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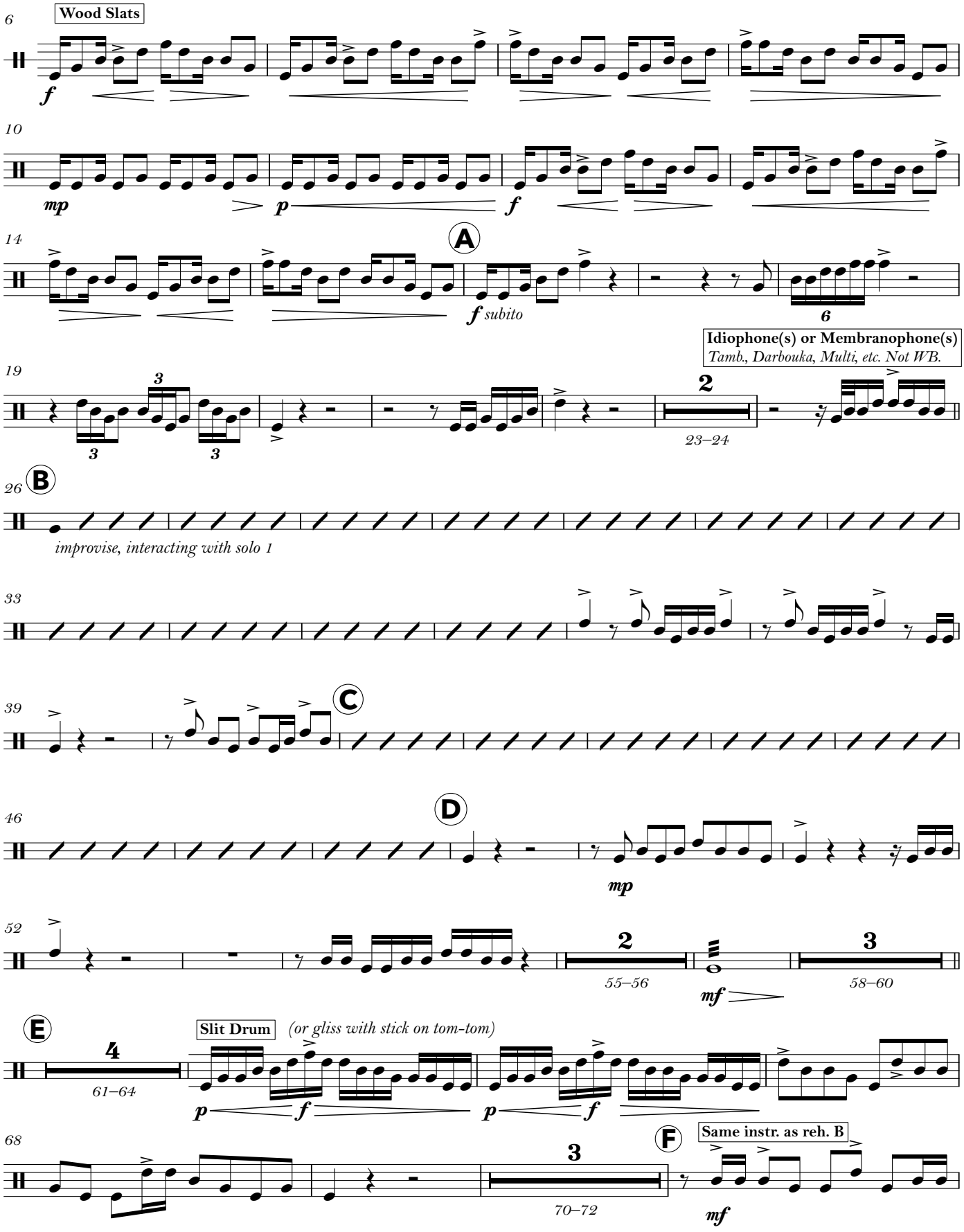
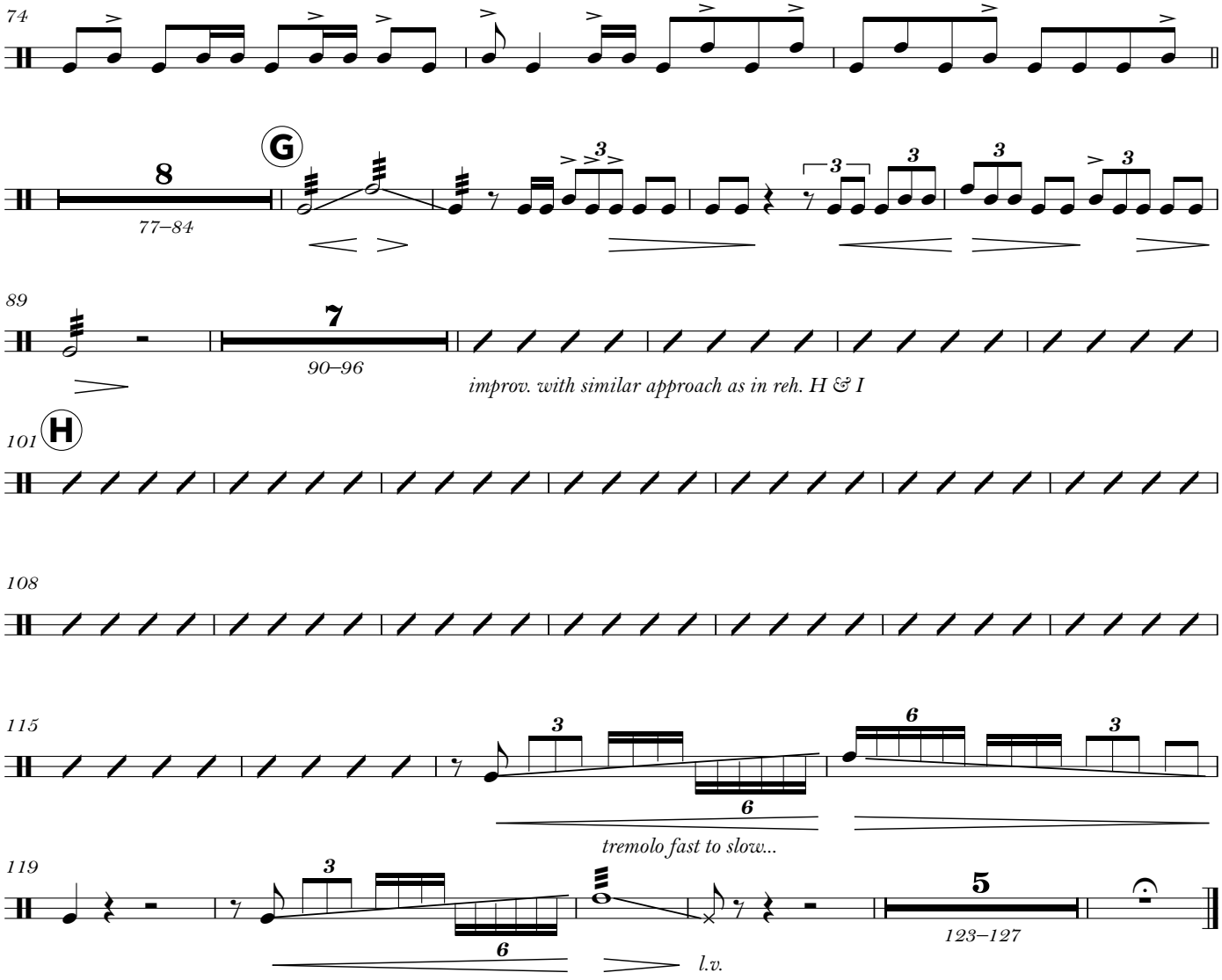
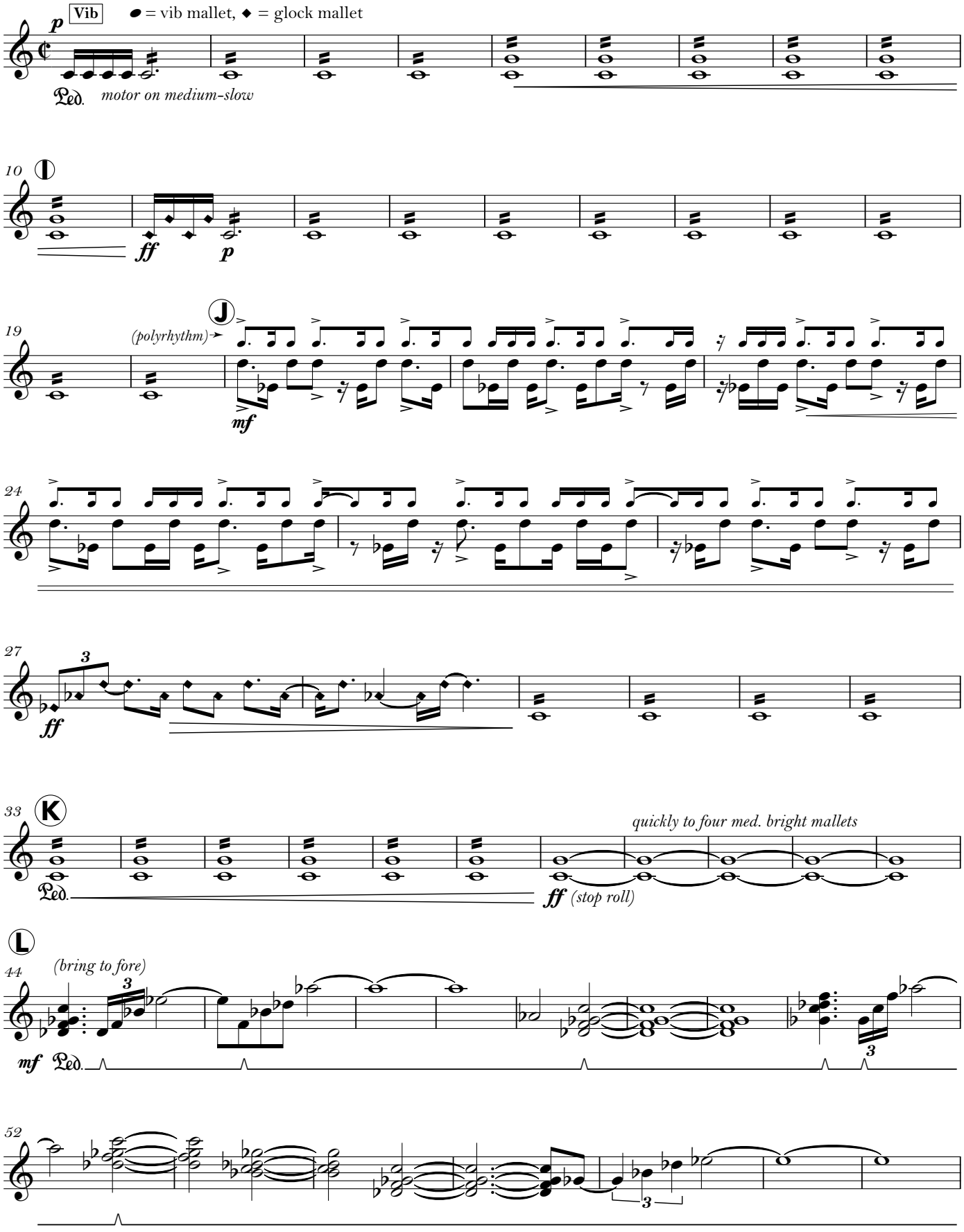
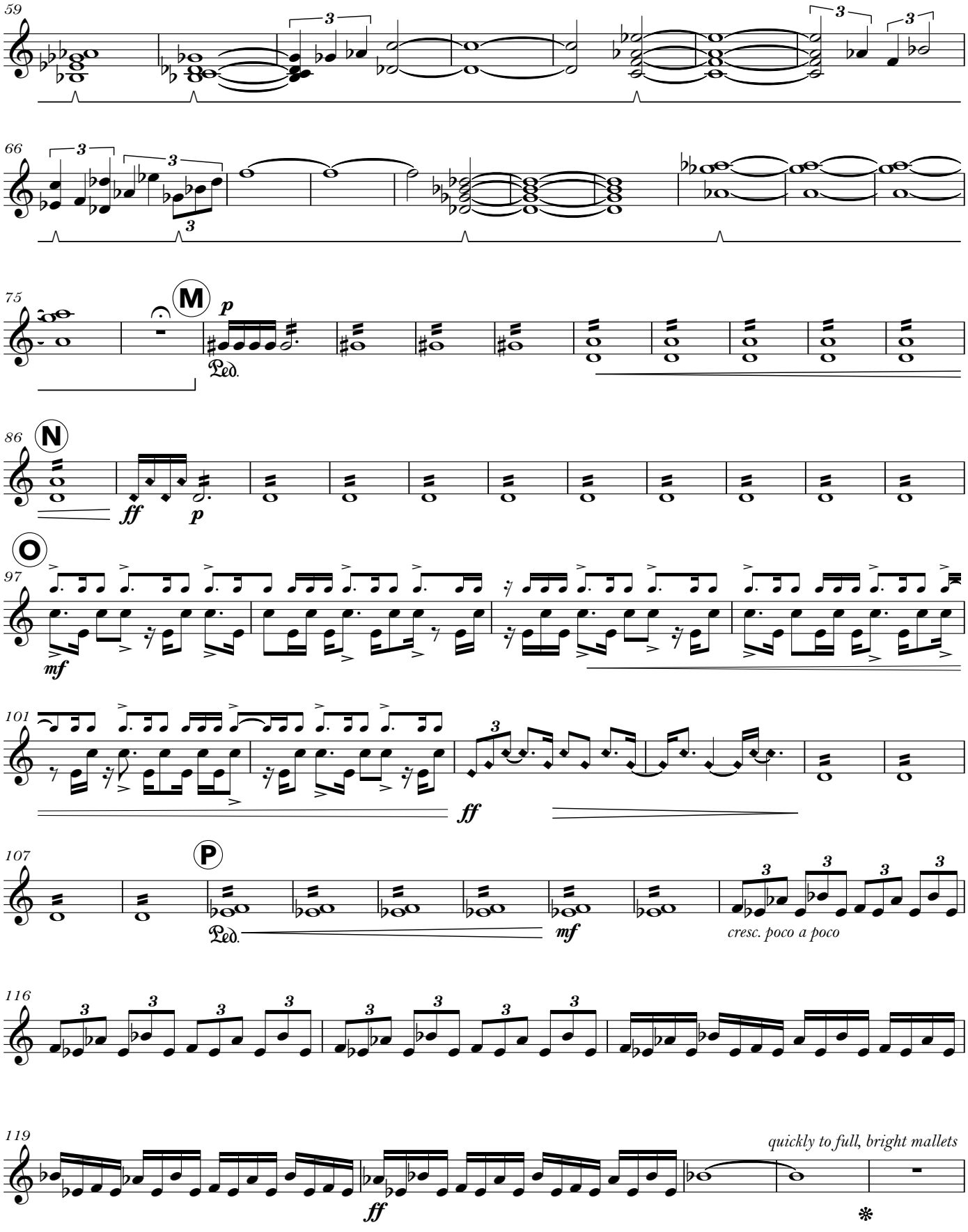
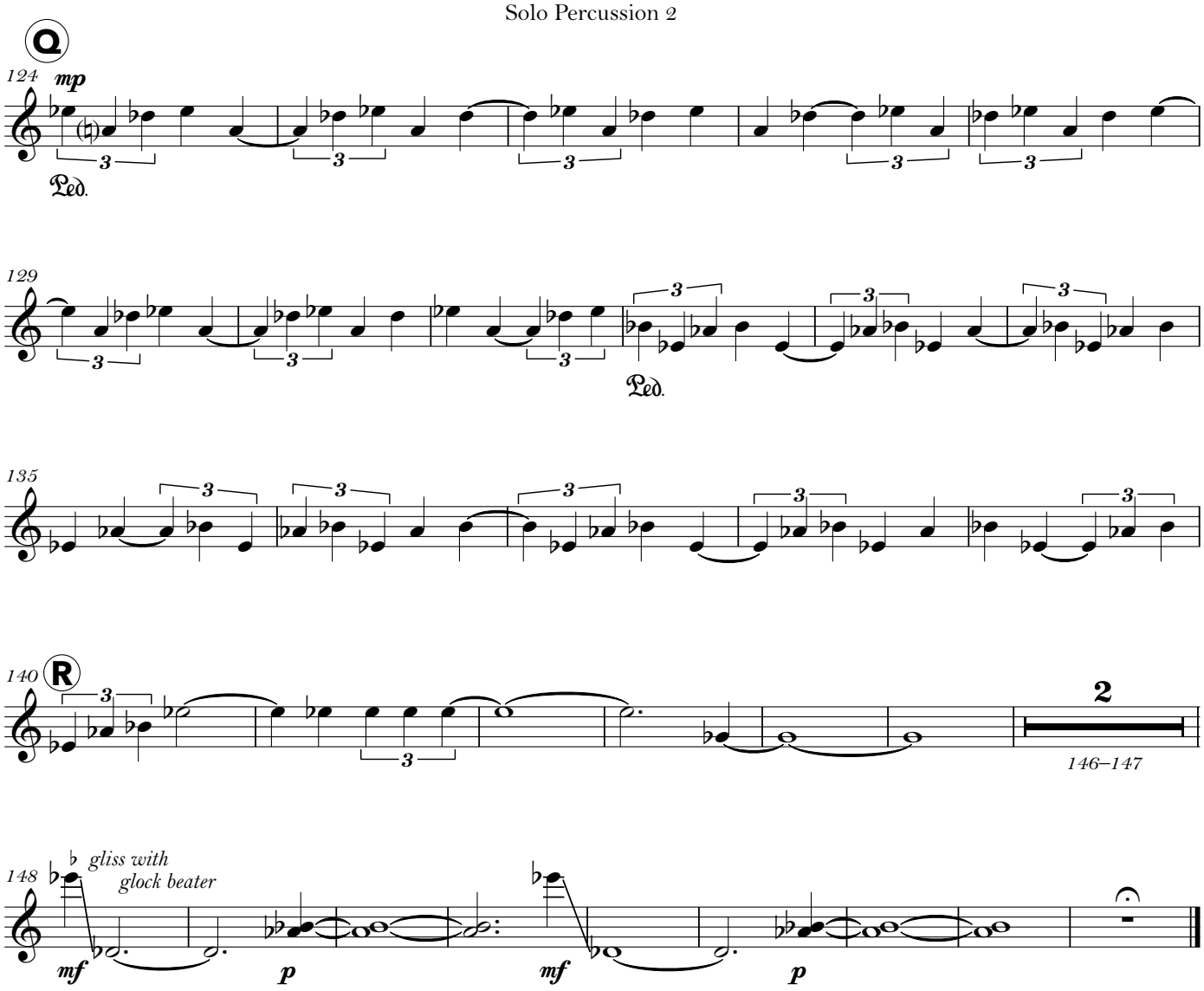

6
Wood Slats
f
10
mp
p
f
14
A
f subito
6
Idiophone(s) or Membranophone(s)
Tamb., Darbouka, Multi, etc. Not WB.
19
3
3
3
2
23–24
26
B
improvise, interacting with solo 1
33
39
C
46
D
mp
52
2
55–56
mf
3
58–60
E
4
61–64
Slit Drum
(or gliss with stick on tom-tom)
p
f
p
f
68
3
70–72
F
Same instr. as reh. B
mf


74
8
77–84
G
89
7
90–96
improv. with similar approach as in reh. H & I
101
H
108
115
tremolo fast to slow...
119
5
123–127
l.v.

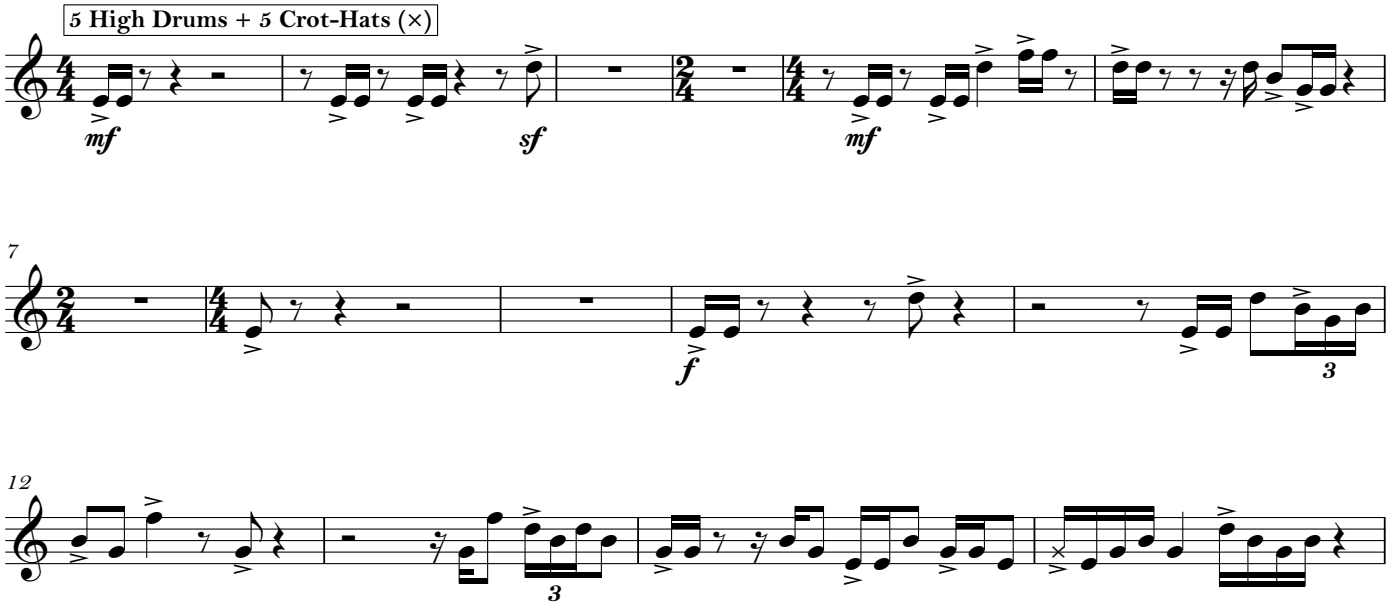
III. The loud alarum bells ♩=80

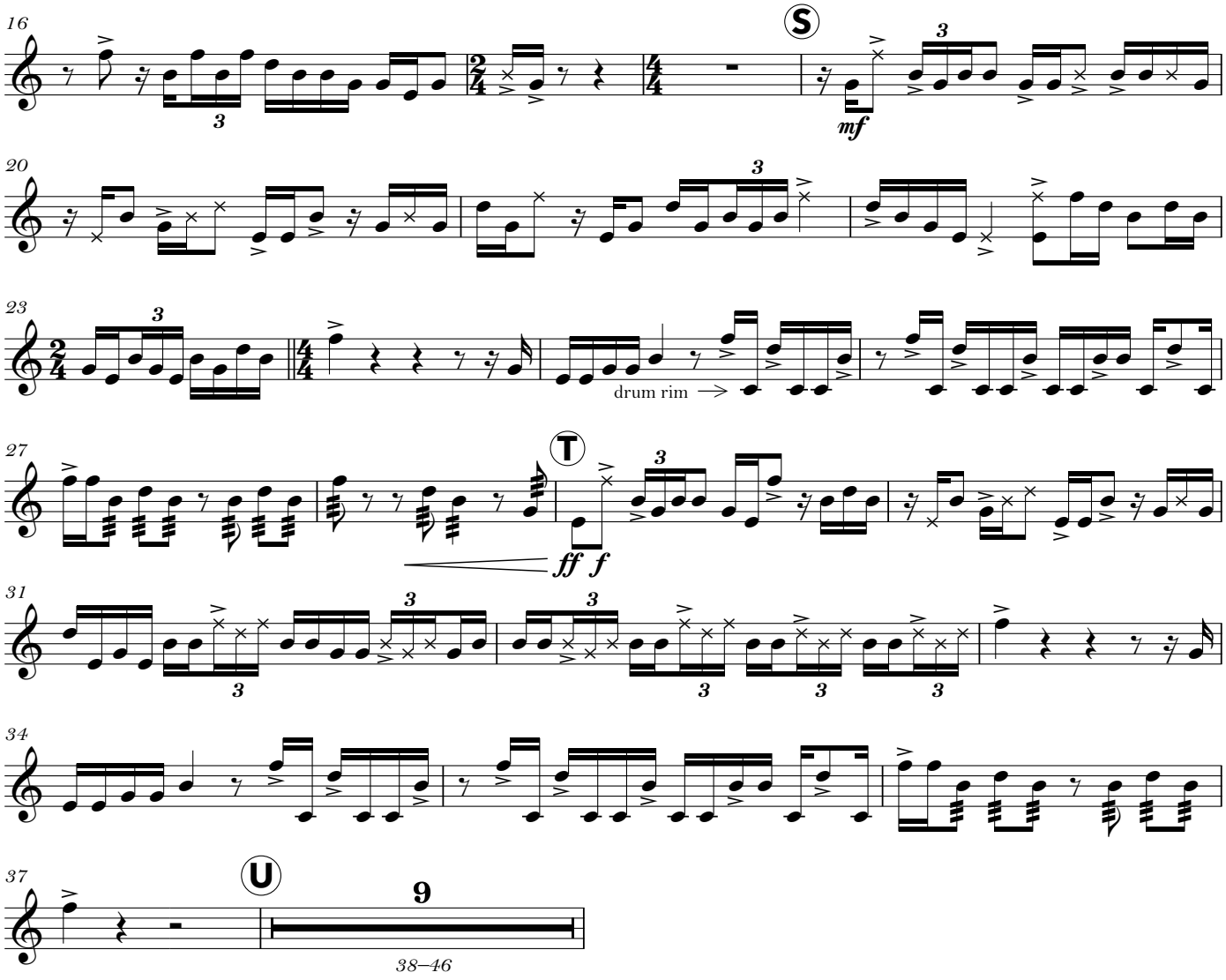


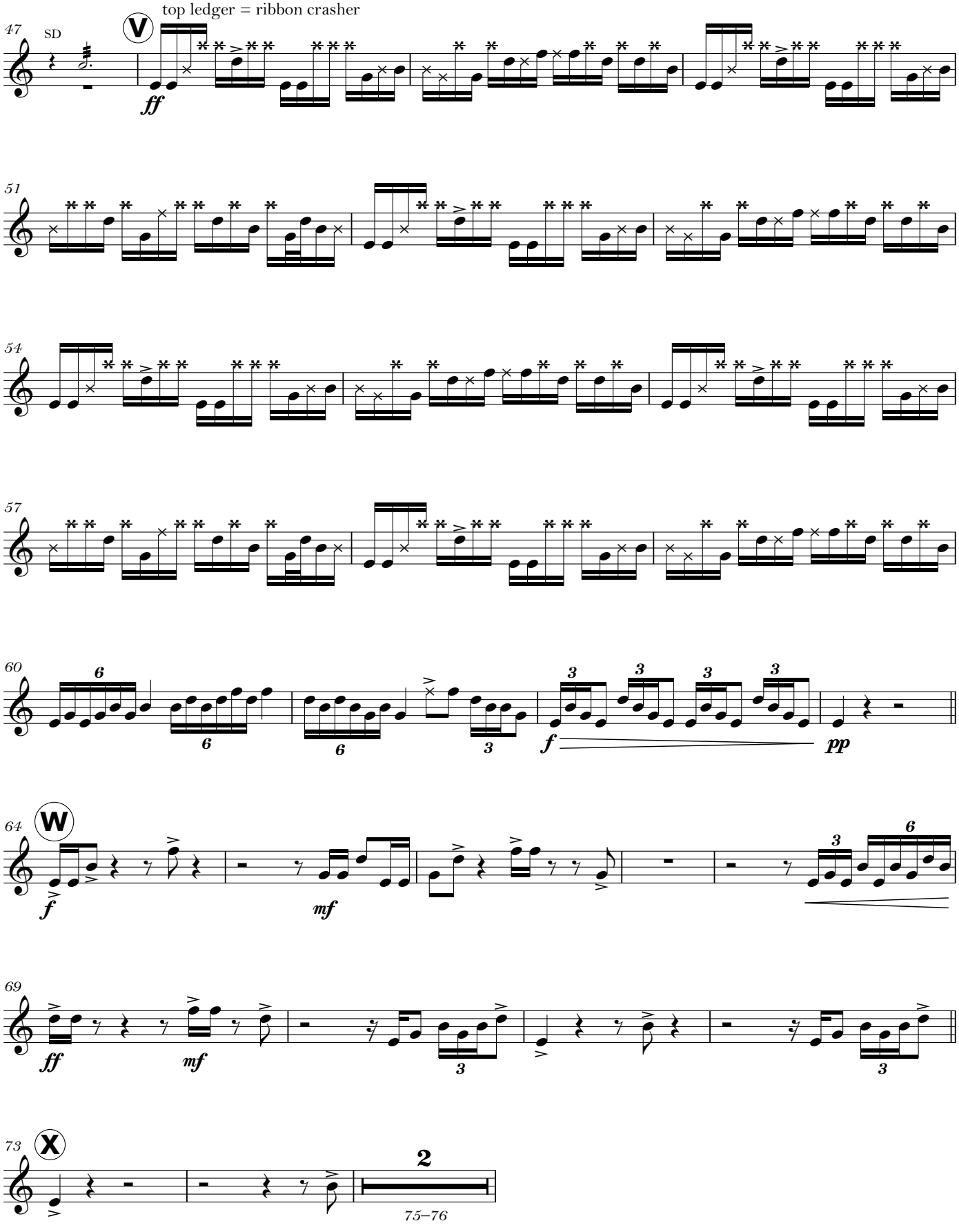

59
66
75
M
p
Ped.
86
N
ff
p
97
O
mf
101
ff
107
P
Ped.
mf
cresc. poco a poco
116
119
quickly to full, bright mallets
ff

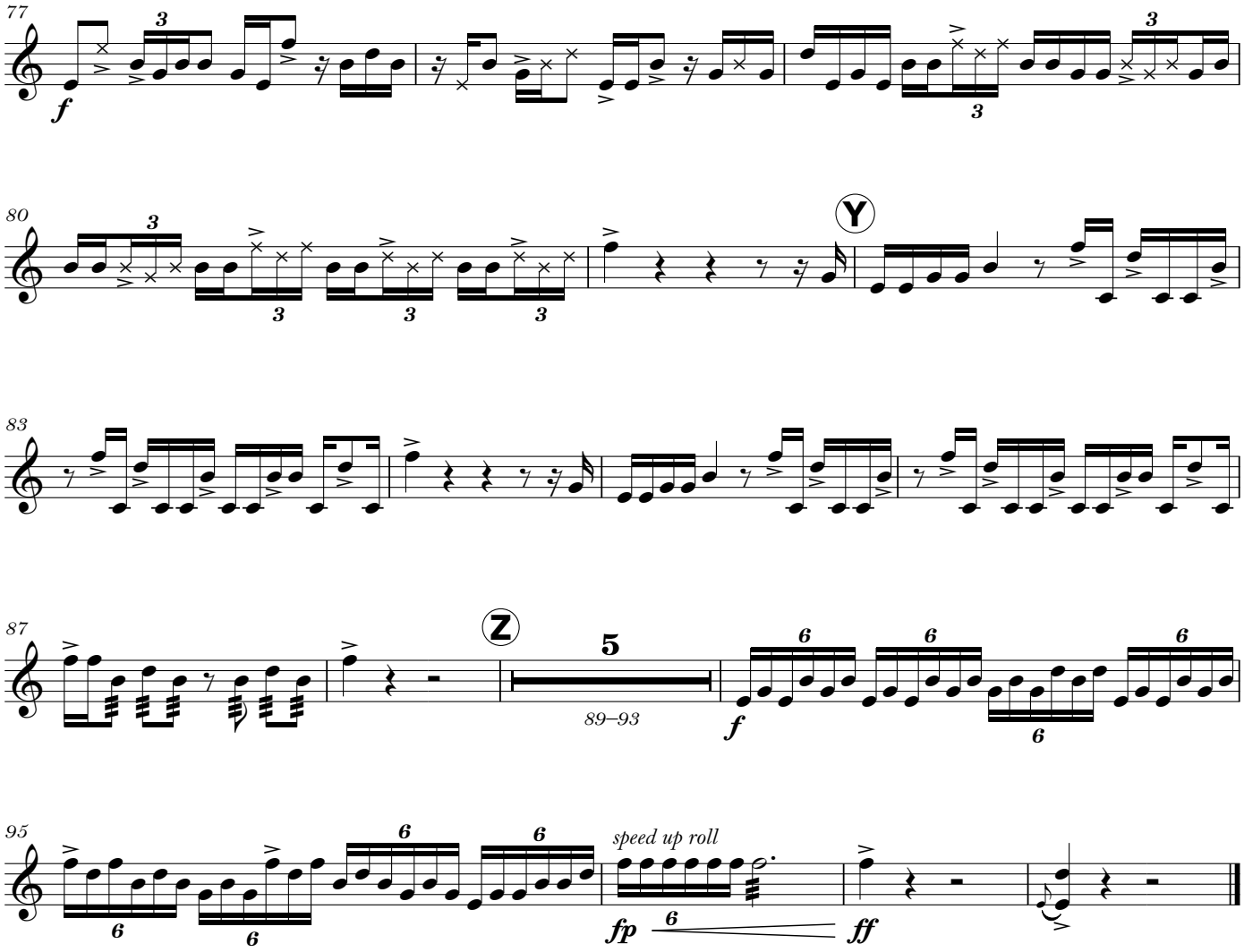


IV. Flimflam ♩=112

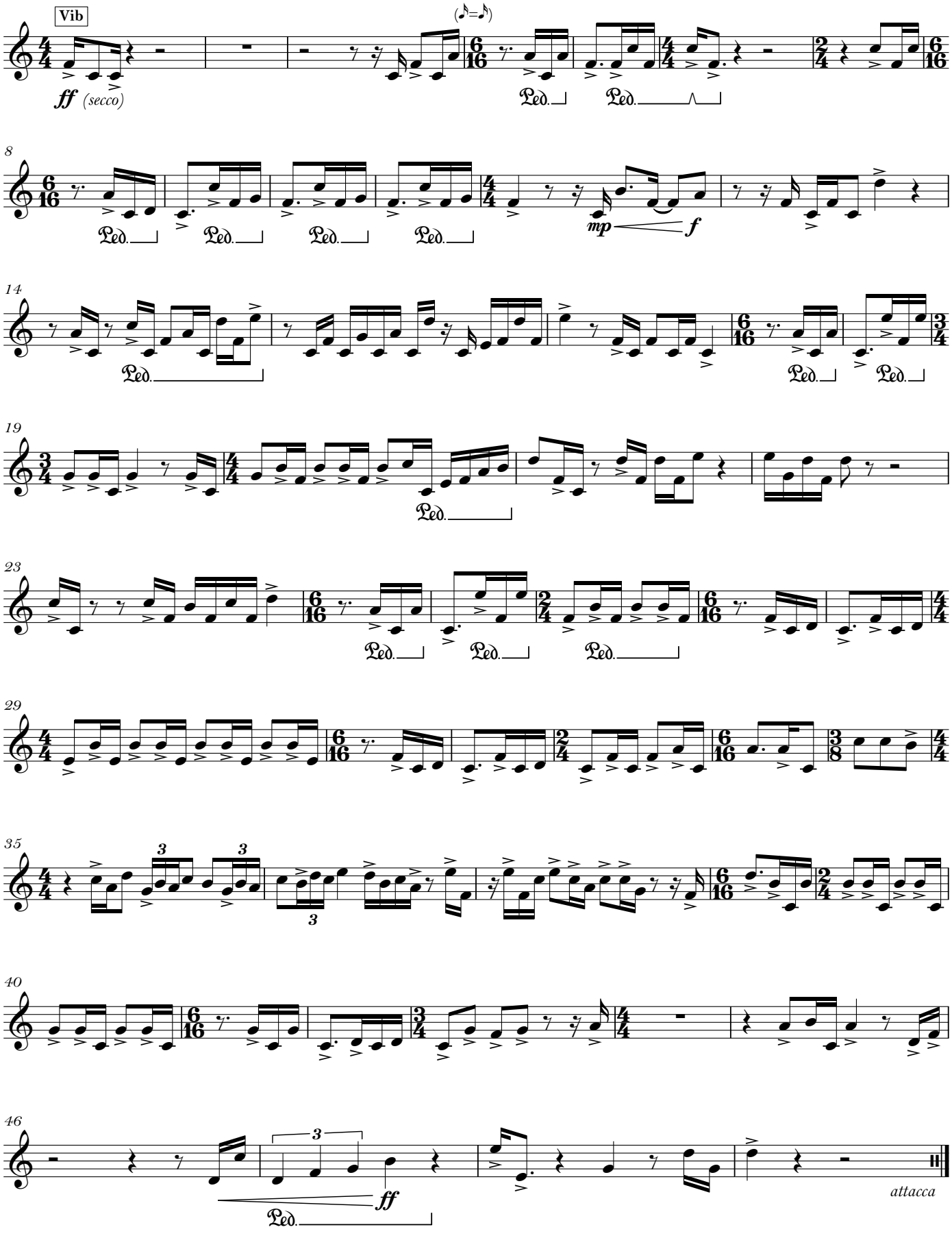


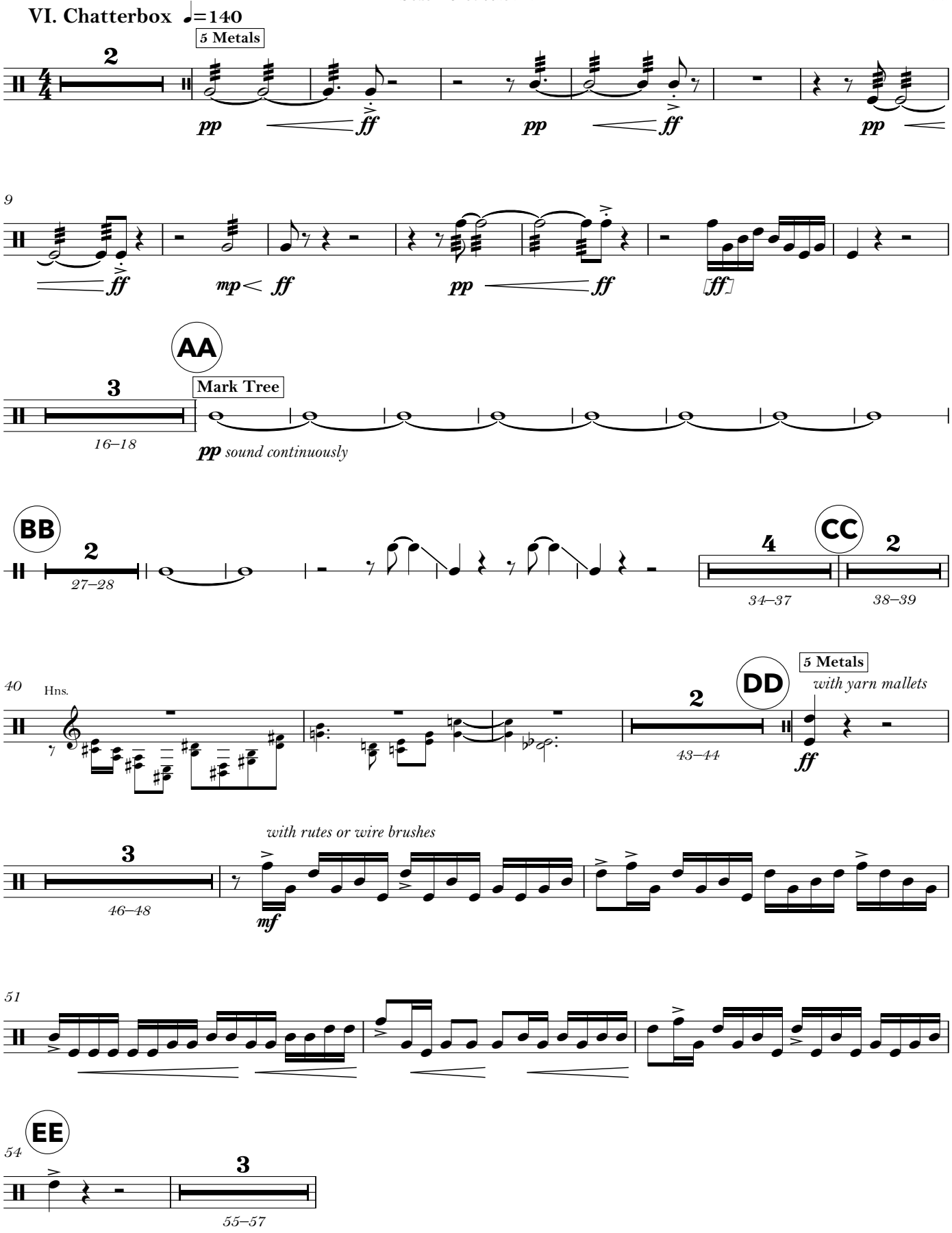

16
S
mf
20
23
drum rim
27
T
ff f
31
34
37
U
9
38–46

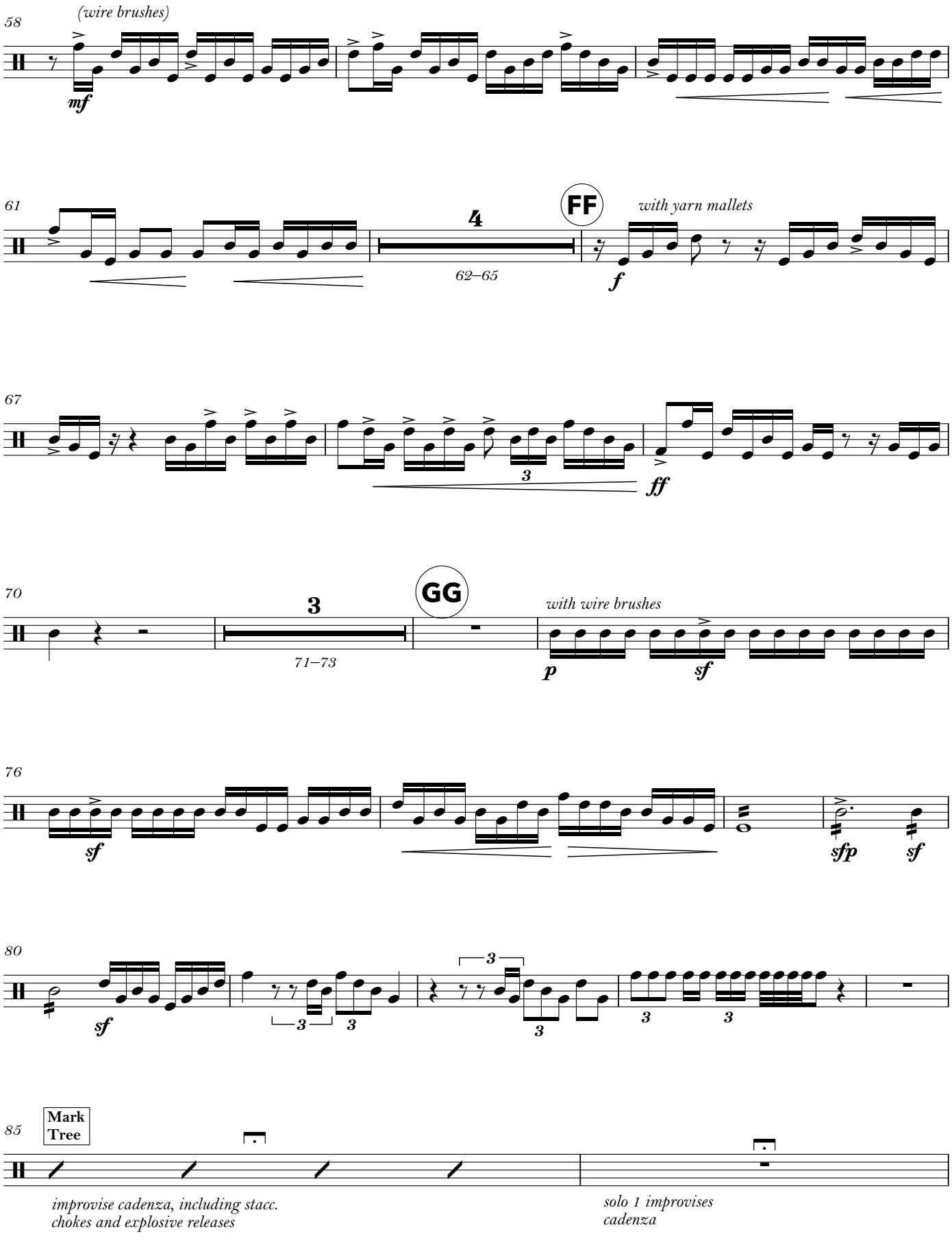

top ledger = ribbon crasher
47
SD
V
ff
51
54
57
60
6
6
6
3
f
pp
64
W
f
mf
3
6
69
ff
mf
3
3
73
X
2
75–76

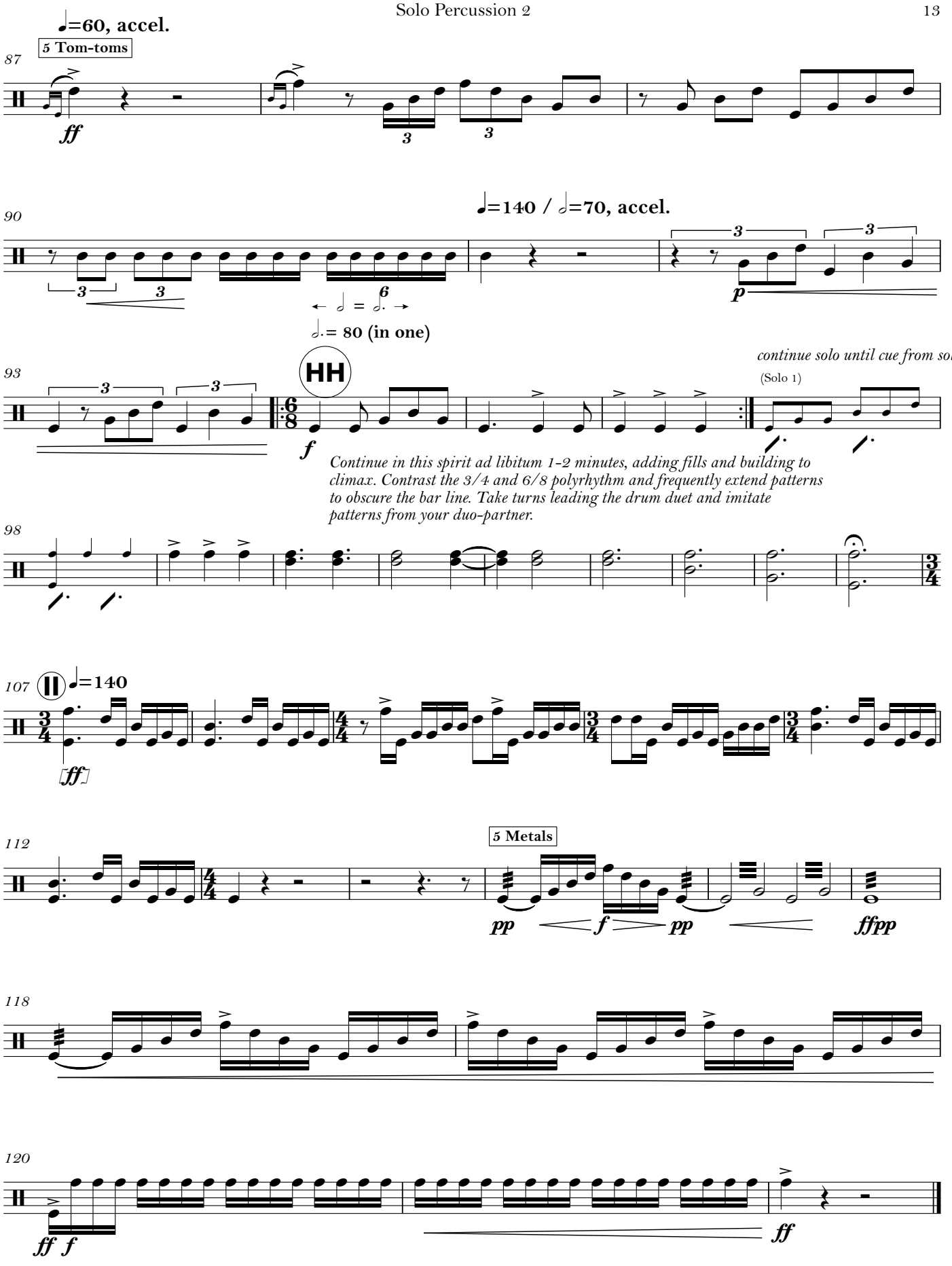

77
f
80
Y
83
87
Z
5
89–93
f
95
speed up roll
fp
ff

V. Interlude in Color ♩=120




VI. Chatterbox ♩=140
5 Metals
2
pp
ff
pp
ff
pp
9
ff
mp < ff
pp
ff
[ff]
AA
3
Mark Tree
16–18
pp sound continuously
BB
2
27–28
CC
4
34–37
2
38–39
40
Hns.
DD
5 Metals
with yarn mallets
2
43–44
ff
with rutes or wire brushes
3
46–48
mf
51
EE
54
3
55–57


58
(wire brushes)
mf
61
4
62–65
FF
with yarn mallets
f
67
3
ff
70
3
71–73
GG
with wire brushes
p
sf
76
sf
sfp
sf
80
sf
3
3
3
3
3
85
Mark Tree
improvise cadenza, including stacc. chokes and explosive releases
solo 1 improvises cadenza


♩=60, accel.
5 Tom-toms
87
ff
3
3
90
♩=140 / 𝅗𝅥=70, accel.
3
3
3
3
6
p
𝅗𝅥.= 80 (in one)
93
HH
f
continue solo until cue from solo 1
(Solo 1)
Continue in this spirit ad libitum 1-2 minutes, adding fills and building to climax. Contrast the 3/4 and 6/8 polyrhythm and frequently extend patterns to obscure the bar line. Take turns leading the drum duet and imitate patterns from your duo-partner.
98
107
♩=140
[ff]
112
5 Metals
pp
f
pp
ffpp
118
120
ff f
ff