

J. C. Batzner

THRODS

for marimba duo

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Throb: Performance Notes

Throb was conceived for two players sharing a five-octave marimba. If a five-octave marimba is not available, feel free to omit any pitch material which falls outside the range of the instrument. If each player would like their own marimba, then transpose pitches throughout the complete range of the instrument ad lib.

Due to the improvisatory nature of the piece, the interpretation of the score directions lies solely with the performers. Any ambiguity to the score directions is, however unintentional, a desired by-product of the composition.

Throb: Program Notes

Throb is an improvisational piece inspired by the complex rhythmic figures which can emerge from simple steady pulses. The players are given a basic framework of how to perform the piece, sometimes coordinating with each other but, for the most part, they are off in their own rhythmic worlds. While the players are often uncoordinated as far as pitches and rhythms, the players are unified as to emotional and gestural material.

Throb

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1 Slow, irregular pulse
♩ = 40 - 50 (approx).

2 Do NOT coordinate pulses!

3 Continue uncoordinated pulses. Gradually incorporate these pulse notes in any order, repeated ad lib. (eventually replacing the first pulse notes).

Marimba I *pp* ca. 15 - 25 pulses *mp* *8^{va} ad lib.*

Marimba II *pp* ca. 20 - 25 pulses *mp*

4 Each player choose 2 - 4 pulse notes from Section 3. Gradually coordinate pulses between players to create an interlocking ostinato

5 Repeat ostinato 16 - 24 times

6 Extend ostinato by 1 interval after each repetition, breaking the coordination between players. Repeat pulses ad lib.

I *f* ca. 30 - 45 pulses *mp* *ff*

II *f* accel. poco a poco ca. 80 - 100 pulses *8^{vb} ad lib.* *mp* *ff*

7 Choose an interval to pulse, transpose it to the most extreme register available. 8 Tempo I - coordinated pulses! 9 10 Tempo I, start coordinated, gradually break apart. 11

12 Use extreme pulse choice as grace notes for original pulse notes (and vice versa ad lib.) Still uncoordinated! 13 FREE PITCH MATERIAL! Abandon pulse rhythm, use grace note figures for wild and angular rhythmic gestures. Thicken texture! Go nuts!! 14

15 Begin the same as Section 13, quickly thin the texture, leaving lots of space between gestures and fewer attacks per gesture. 16 Uncoordinated, as in Section 2 17 Senza misura: Coordinated, spacious, single attacks 18 Repeat ad lib. with lots of space between attacks.