

fan city beat (2016-17)

| Harry Matthews

For Charlie Chart

Duration 8'00"

Performance instructions:

fan city beat is written for mixed percussion, sampler and MP3 player. The sampler connects to an onstage amp and an MP3 player connects to a PA system positioned behind audience. This piece requires two performers, a percussionist and keyboardist/ MP3 activator.

A stopwatch is only needed for the first 3 minutes of the piece, after this the performers should match tempo together and should not use a metronome.

Percussion:

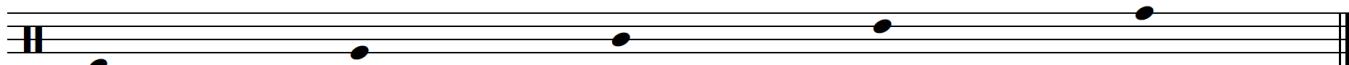
Bass Drum
Large Timpani with ride cymbal placed on skin
Kick drum
2 Congas
2 Toms
Snare Drum
Closed Hi-hat
Splash cymbal
Household keys

Sticks:

Medium soft mallets
Drum sticks

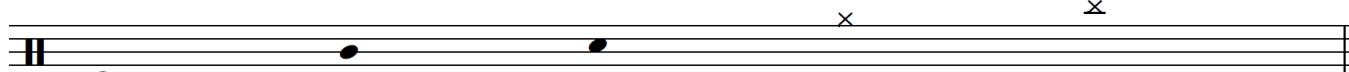
Percussion key:

Drum setup 1



A musical staff with five vertical stems. The first stem has a solid black dot. The second stem has a solid black dot. The third stem has a solid black dot. The fourth stem has a solid black dot. The fifth stem has a solid black dot. Below the staff, the labels are: Kick drum, Low tom 1, High tom 2, Low conga 1, and High conga 2.

Drum setup 2



A musical staff with five vertical stems. The first stem has a solid black dot. The second stem has a solid black dot. The third stem has a solid black dot. The fourth stem has an 'x' mark. The fifth stem has an 'x' mark. Below the staff, the labels are: Kick drum, High tom, Snare, Hi-Hat, and Splash Cymbal.

Sampler and MP3 sound files:

A midi keyboard should be connected to a laptop.

There are three different ways of playing a sample in this piece. These are:

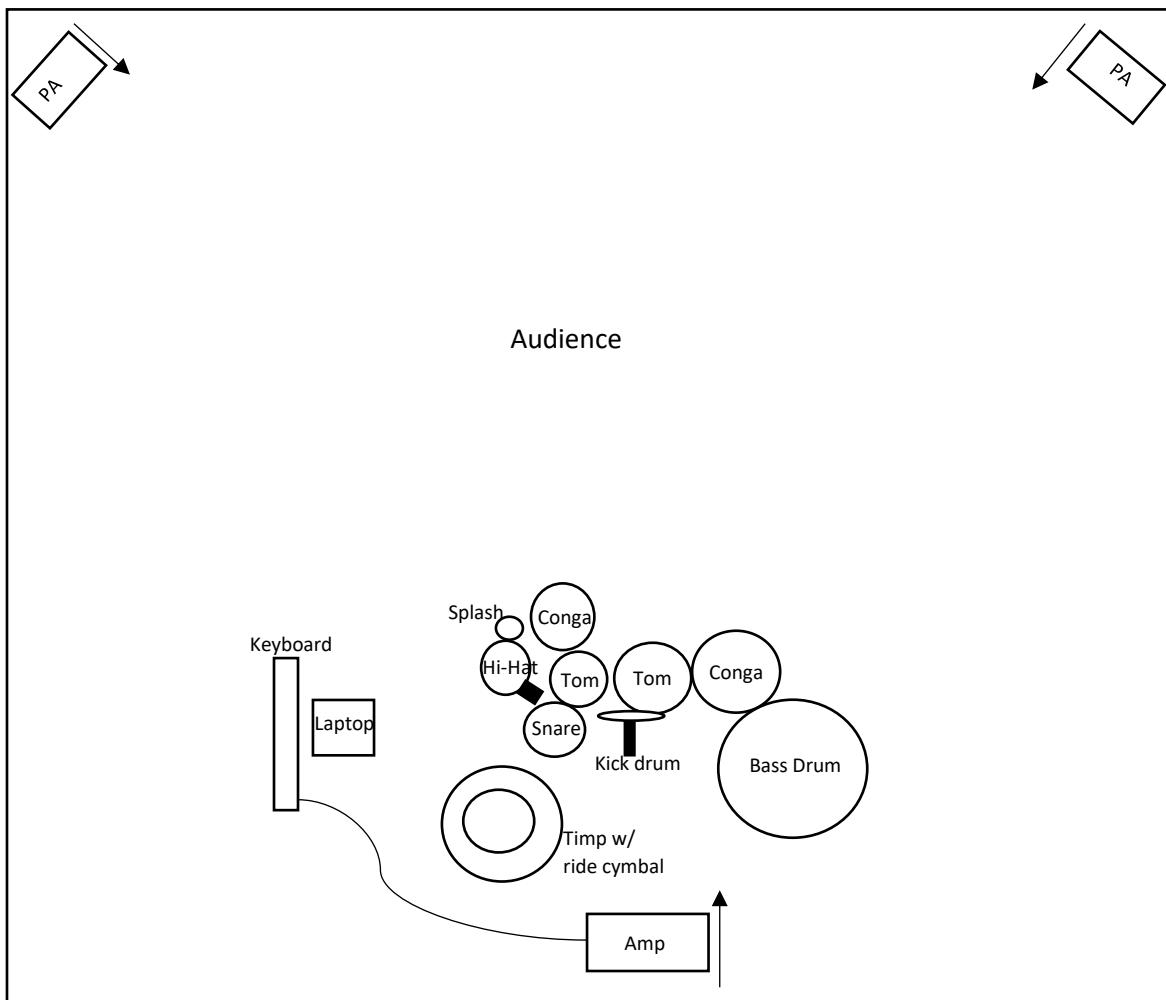
Sound continuously – The sample will sound continuously until the next sample is played.

Short samples – Sample is short and percussive and will always finish.

Hold continuously – Sample will play only when performer is depressing key.

There are two MP3 files that need to be played from PA speakers positioned behind the audience. The PA system should be connected either to a separate laptop or MP3 player and should be easily accessible to the performer.

Stage set up:



Contact composer at harrymusic@hotmail.com for sound files.

fan city beat

for Charlie Chart

Stopwatch - start at 0.00 begin at 0.10

Harry Matthews

Bass Drum

Medium soft mallet
Use house keys and slowly place onto the bass drum

tr 0.10 1.00

The sound must begin barely audible
subtle sparks of sound Continue ad.lib.

Sampler

Use volume control to change dynamics
Fan 1# sound continuous

0.10 1.00

Cym. on Timp.

Place large ride cymbal on Timp
Play the skin around the cymbal

Medium soft mallets
tr 1.01 2.00

Continue ad.lib. with sparks of rhythm interest

Sampler

Fan 2# sound continuous

1.01 2.00

Bass Drum

Keep house keys on bass drum continue using both mallets

tr 2.01 3.00

Variety of rhythm interest, increased swells and improvisation

Sampler

Keyboard player begins
mp3 **track 1** of city sounds at 2.20

Fan 1# sound continuous

2.01 3.00

Straight beat $\text{♩} = 110$

4

2 Congas
2 Toms
Kick drum

p

Short samples

Sampler

p

7

Drum setup 1

Sampler

10

Drum setup 1

Sampler

13

Drum setup 1

Sampler

16

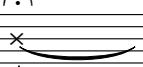
Drum setup 1

p — **mf**

Sampler

Flexible duration

19 **p**

Cym. on Timp.  l.v.  l.v.

3" 4" 4" 4"

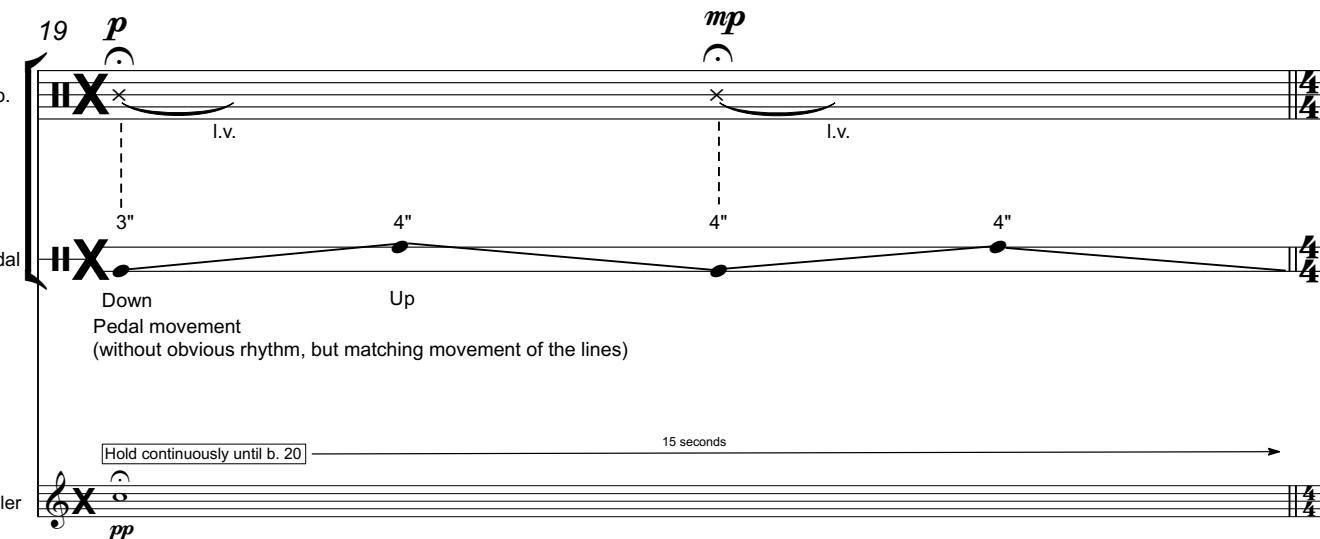
Down Up

Pedal movement (without obvious rhythm, but matching movement of the lines)

15 seconds

Hold continuously until b. 20

Sampler  pp

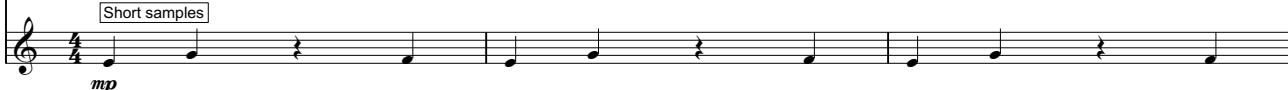


20 **J = 110**

2 Congas 2 Toms Kick drum 

mp

Short samples

Sampler  mp



23

Drum setup 1 

Sampler 



26

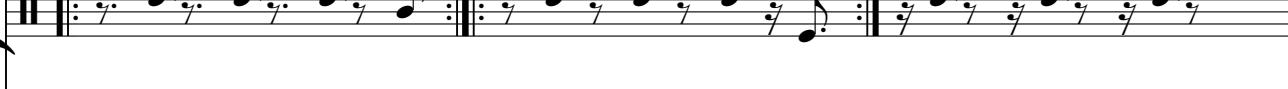
Drum setup 1 

Sampler 



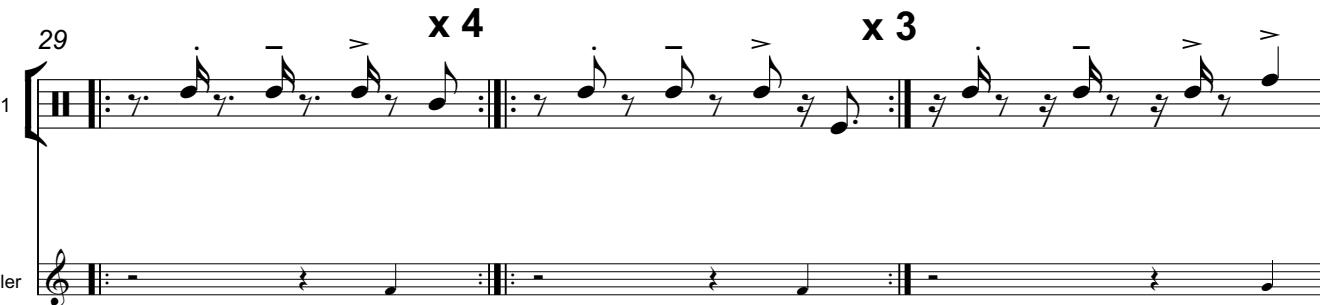
29

Drum setup 1 

x 4 

x 3 

Sampler 



Drum setup 1

32

Sampler

The image shows a musical score for two instruments. The top staff, labeled 'Drum setup 1', consists of two staves. The left staff has a common time signature and includes a measure with a double bar line and repeat dots, followed by a measure with a dotted half note and a sixteenth note. The right staff has a 12/8 time signature and includes a measure with a dotted half note and a sixteenth note, followed by a measure with a dotted half note and a sixteenth note. The bottom staff, labeled 'Sampler', consists of two staves, each with a common time signature. The left staff has a measure with a dotted half note and a sixteenth note, followed by a measure with a dotted half note and a sixteenth note. The right staff has a measure with a dotted half note and a sixteenth note, followed by a measure with a dotted half note and a sixteenth note.

Flexible duration

34 *mp*

Cym. on Timp. **X**

Pedal **X**

Sampler **X** *pp*

l.v.

6"

8"

Up

Pedal movement
(without obvious rhythm, but matching movement of the lines)

Hold continuously until bar 35 — 30 seconds

$$d = 110$$

2 Congas
2 Toms
Kick drum

mf

Short samples

mf

38

Drum setup 1

Drum setup 1

Sampler

f

Flexible duration

5

40

Cym. on Timp.  3" l.v. **x 6** 3" 

Hi-hat
Splash
Snare
Hi-Tom
Kick Drum

3" **x 6** 3"

Samper  3" 3" **x 6** 3"

mp

Hold continuously → stop

Follow percussionist

43

Cym. on Timp.  3" 2" l.v. **x 8** 8" 

mf

3" **x 8** 8"

Drum setup 2  3" 2" **x 8** 8"

Hold continuously → stop

Follow percussionist

Samper  3" 2" **x 8** 8"

mp

Prepare drum sticks, keep one mallet in hand

46

Cym. on Timp.  3" 3" l.v. **x 13** 20" 

f

Medium soft mallet

Drum sticks
Circa 180bpm **x 13** 20" 

Drum setup 2  3" 3" **x 13** 20" 

At circa 18.3" 1 bar count in at 140bpm

Hold continuously → stop

Follow percussionist

Samper  3" 2" Stop mp3 20" 

Sound continuous
circa 18.3"

In the pocket $\text{♩} = 140$

49

Hi-hat
Splash
Snare
Hi-Tom
Kick Drum

Keyboard player begins
mp3 track 2 of fan sounds at beat 1

Sampler

Same rhythm as percussion

53

Drum setup 2

Sampler

57

Drum setup 2

Sampler

61

Drum setup 2

Sampler

Open hi-hat bolt and let it open \rightarrow L.v.

Stop mp3

Duration 1.10" begin decresc. with sample

Medium soft mallets

65

Bass Drum

tr
1.10"

mp Completely static

Sampler

Fan 3# sound continuous
1.00"

Bass Drum

(tr)

Sampler