Fictitious Forces

for Percussion Quartet

by Jeff Snyder

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notes

Instrumentation:

1 Snare Drum
2 High Toms
3 Low Toms
1 Kick Drum
1 Concert Bass Drum
4 *Delay Boxes*

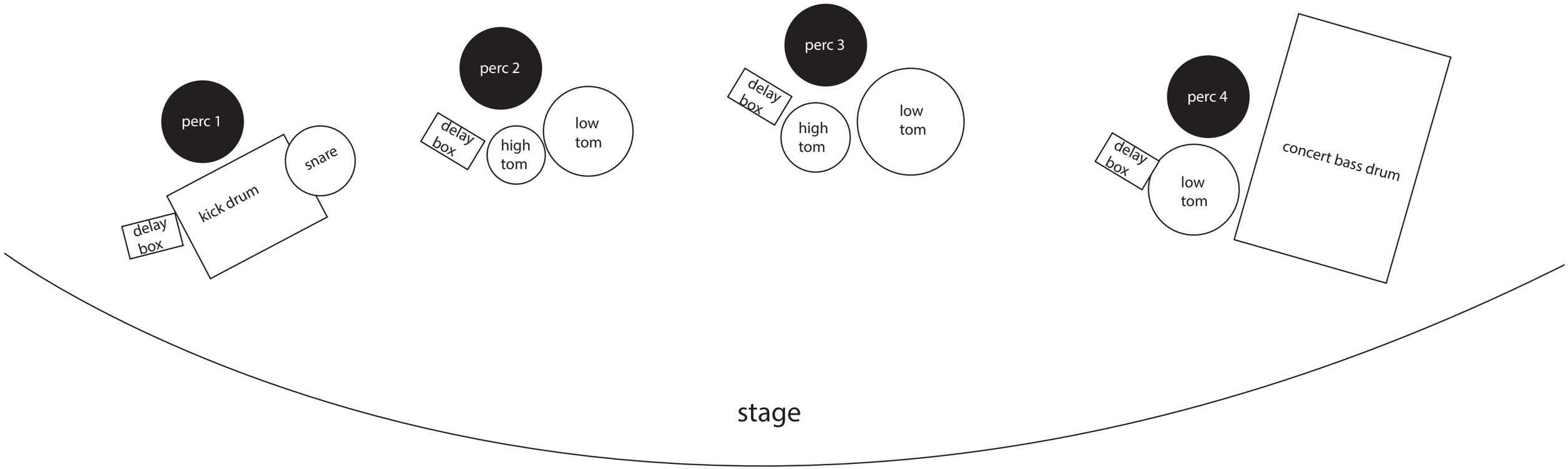
The *delay boxes* are small wooden boxes that are affixed with a contact microphone. An analog delay circuit is enclosed inside the box, and there are two knobs presented to the performer:

Pitch = this knob sets the speed of the delay -- which is generally above 20 Hz, and is therefore heard as a pitch, a kind of ringing, comb-filter sound.
Feedback = this knob controls the feedback of the delay circuit. The higher the feedback setting, the longer the tail of the ringing, which is nice. However, sometimes high feedback settings can cause the sound to lose control, so the performer may need to occasionally adjust this knob during performance to avoid self-oscillation of the circuit.

These *delay boxes* are struck by the performer with either sticks or hands, and the short delay circuit causes this impulse to create an electronic buzzing percussive sound. The parts are marked with notation like [turn pitch knob to 75%]. These percentages are just rough estimates at the setting you are aiming for on the pitch knob - no specific pitch relationships are intended.

The markings at the beginning of some rehearsal marks that say X3, X4 and so on, indicate how many times the section within the repeat signs is repeated. For instance, the first section (from the beginning through letter A) is repeated five times.

stage map for Fictitious Forces



audience

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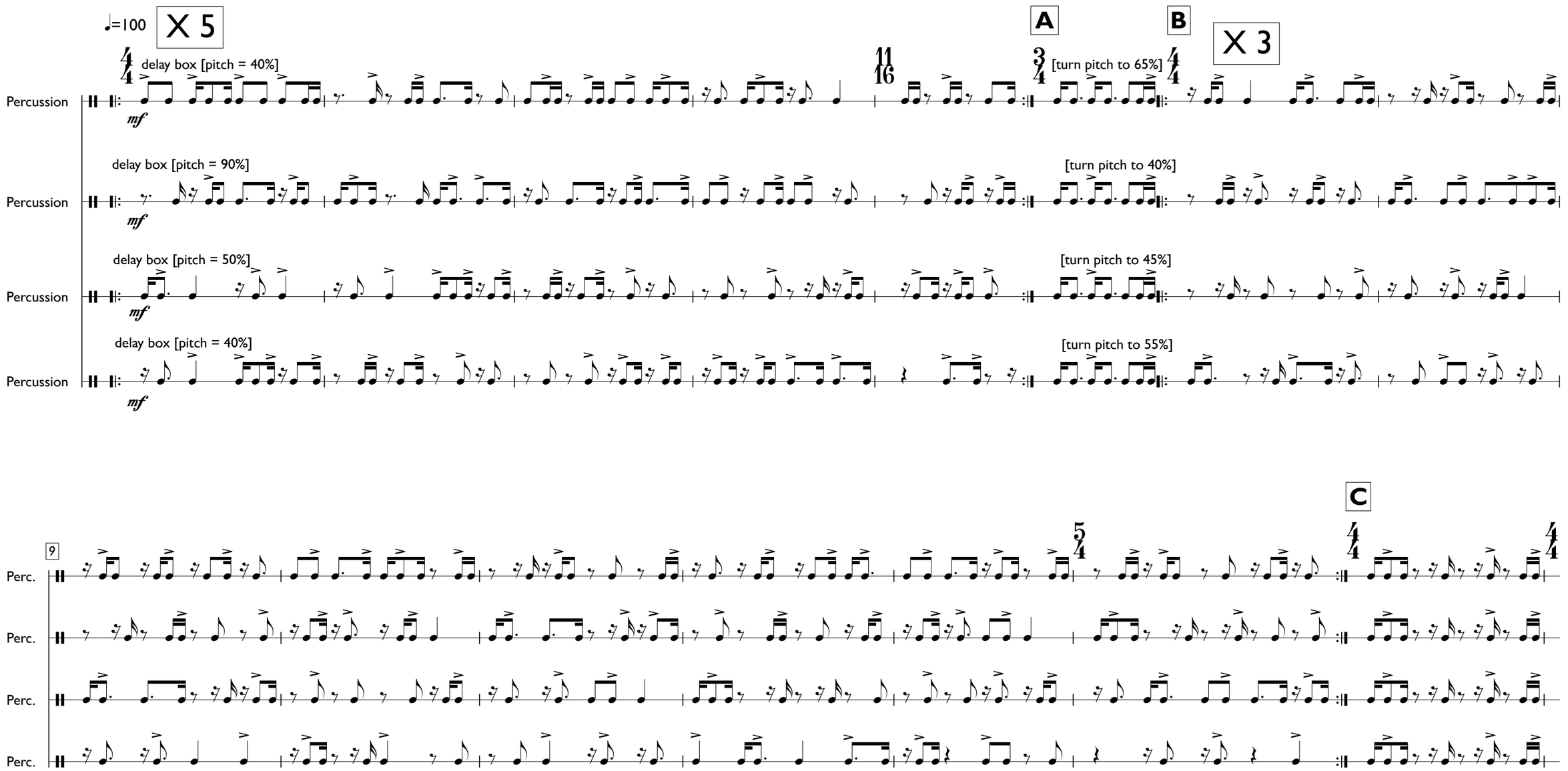


D

X 2

E

X 3

16

23

Perc.

Perc.

Perc.

Perc.

F

[turn pitch to 40%]

G

X 4

H

31

[turn pitch to 65%]

[turn pitch to 45%]

[turn pitch to 95%]

[turn pitch to 70%]

[turn pitch to 45%]

[turn pitch to 75%]

[turn pitch to 70%]

p

I X 2

J

K X 2

36

Perc.

mf

[turn pitch to 50%]

[turn pitch to 60%]

[turn pitch to 40%]

[turn pitch to 45%]

44

L

[turn pitch to 55%]

M X 3

N

49

p

[turn pitch to 100%]

[turn pitch to 95%]

[turn pitch to 95%]

[turn pitch to 90%]

X 2

56

Perc.

mf

Perc.

mf

Perc.

mf

Perc.

mf

62

Perc.

11/16

4/4

[turn pitch to 0%]

Perc.

[turn pitch to 0%]

Perc.

[turn pitch to 0%]

Perc.

[turn pitch to 0%]

4

P ♩ = 82

X 3

69

Snare (snares off)

Perc.

Kick Drum

High Tom

Perc.

Low Tom

High Tom

Perc.

Low Tom

Low Tom

Perc.

Concert Bass Drum

Q

X 4

R

X 2

77

Perc.

Perc.

Perc.

Perc.

85

Perc.

Perc.

Perc.

Perc.

S

X 3

93

Perc.

Perc.

Perc.

Perc.

T

X 3

97

Perc.

Perc.

Perc.

Perc.

U ♩=100 X 2

101

delay box

Perc. (Kick Drum)

delay box

Perc. (Low Tom)

delay box

Perc. (Low Tom)

delay box

Perc. (Concert Bass Drum)

109

Perc.

Perc.

Perc.

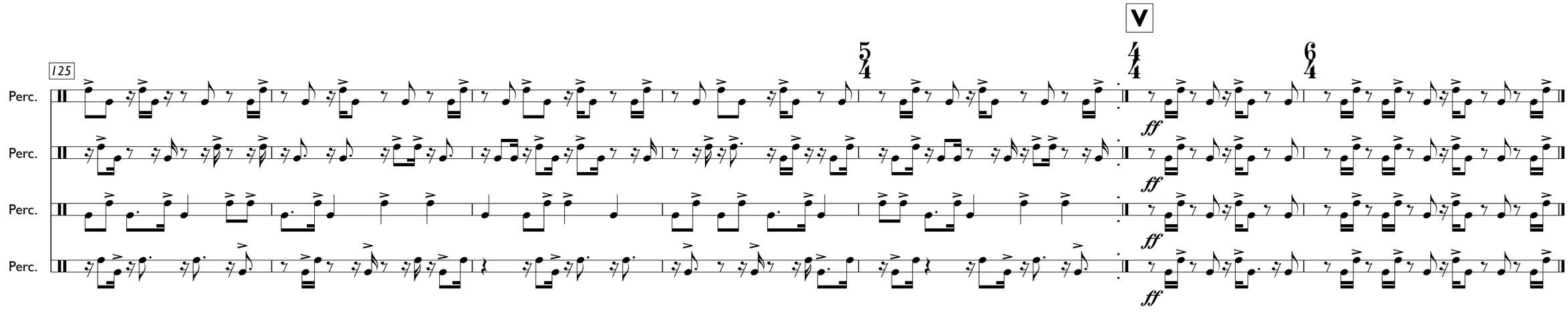
117

Perc.

Perc.

Perc.

Perc.


125
Perc.
Perc.
Perc.
Perc.
5/4
V
4/4
ff
6/4