

Vertical Disintegration

(For 4 or or more pitched percussion players.)

—Stevie Schmidt

—The percussionists will be positioned on different stories of a stairwell, with the lower instruments on the bottom and the highest on the top and everywhere in between.

—The performers should decide roughly how long the piece is going to be beforehand. This is so the performers can try to get to the end and stay on the the last cell for at least a solid 30 seconds to 1 minute. This time should be proportionate to the overall length of the performance. Use a watch or phone to keep track of time. The piece should be at least 8 minutes, but can be as long as 3 days.

—The piece should have a slow building arch. Start soft and slower and get louder and faster by the time you're 3/4 though it. Die down for the end.

—In this score you see 14 different cells signified by repeated measures. These cells show the performer the pitch content, but you can navigate back and forth freely with these cells once you play them once.

For example:

Cell 1 CFGD could be performed as:

CFGDGDGDGDGDGFGFGFCFGDGDGDDDDDDDDDD

—Each performer should play through these individual cells at non-coinciding tempos, with duration and dynamics up to the player's choosing.

—Performers are also free to move forwards or backwards through the cells as they progress from cell 1 to cell 14, but they need to finish on the 14th cell by the time the predicated time is up.

For example:

Start with the 1st cell, and proceed to the,
2nd, 3rd, 2nd, 3rd, 2nd, 1st, 2nd, 3rd, 4th, 5th, 4th.....14th

—Have fun—