

MUSIC FOR THREE CYMBALS

three suspended cymbals

Each cymbal is played by a different performer and assigned a different score.

The scores function like maps to the surfaces of the cymbals, where signs indicate the types of sounds played on a cymbal and the approximate location where those sounds are made on a cymbal. Asterisks (*) lie at the edge of a cymbal, and solid dots (●) lie at the center of a cymbal.

Types of signs/sounds:

- , △, ◇ soft rolls with one of three pairs of soft mallets, each sign refers to a different type of mallet

- ¹ _ , ² _ , ^{1 2} _ superscript numbers are assigned by each individual performer discretely to the other two performers and function as cues for ending a roll: (¹_) stop when performer one begins a roll, (²_) stop when performer two begins a roll, (^{1 2}_) stop when performer one or two begins a roll

- thin, heavily rosined stick, e.g. wooden skewer or otherwise, one end touching the cymbal with its length perpendicular to the cymbal's surface, thumb and finger pinched between the stick and moved down toward the cymbal, with alternating downward movements between hands to create a more or less continuous sound/resonance

- + same as above but with the addition of a small, light piece of metal resting on the surface of the cymbal, e.g. a paperclip or otherwise

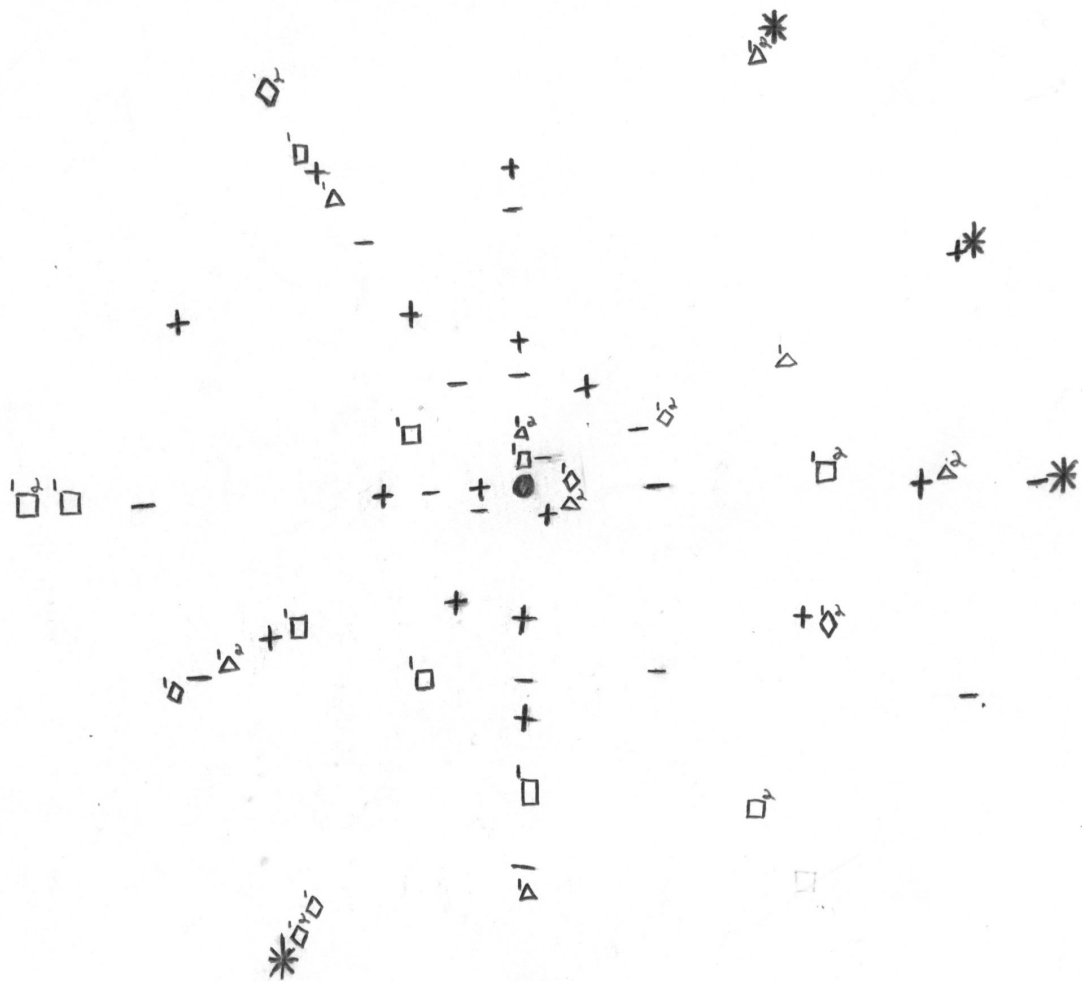
- * soft, more or less continuous bowing at the edge of the cymbal

- this sign is an exception and simply indicates the center of the cymbal—it does not correspond to any type of sound

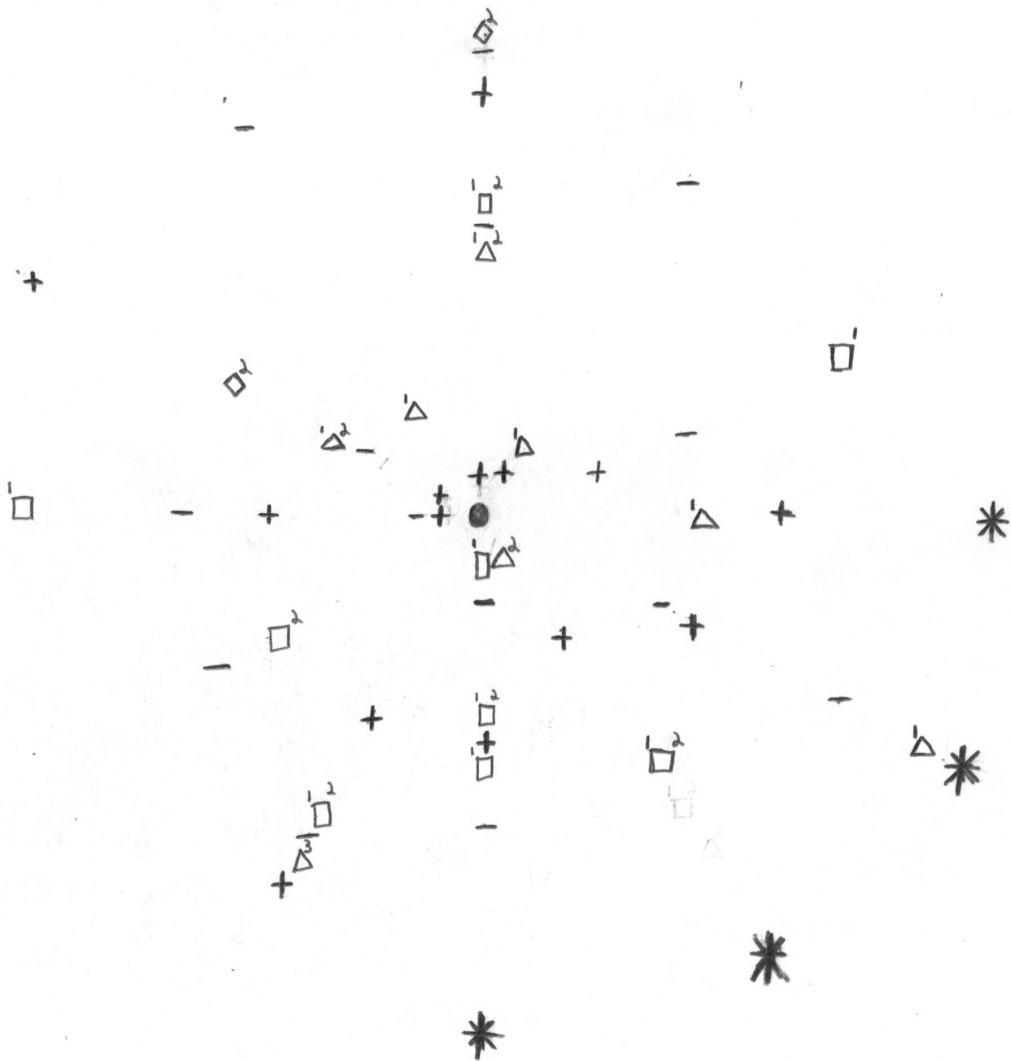
The scores are navigated independently by each performer selecting signs/sounds to play. Excluding rolls, whose duration is dictated by the actions of others, all other sounds occur for varying long lengths of time. Pauses of varying shorter lengths of time occur between sounds.

A performance begins and ends with a roll played by one or two performers, which is coordinated as needed.

Cymbal I



Cymbal II



Cymbal III

