

# Music for Acrolite Snare Drums

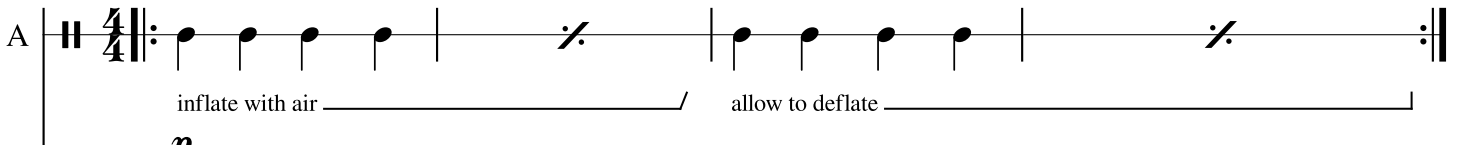
a Helicopter Copter project

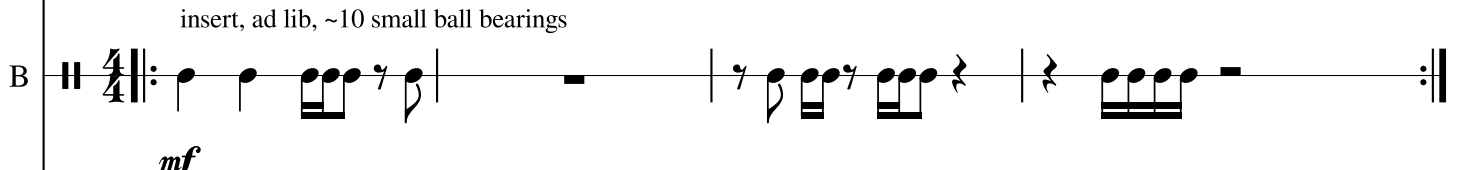
*Waking the Machine*

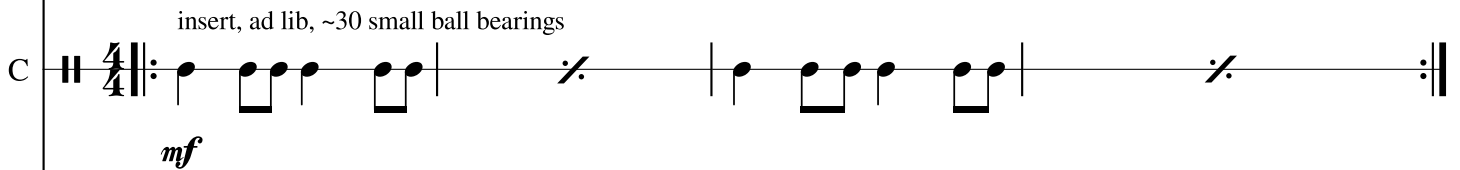
Michael John McKee

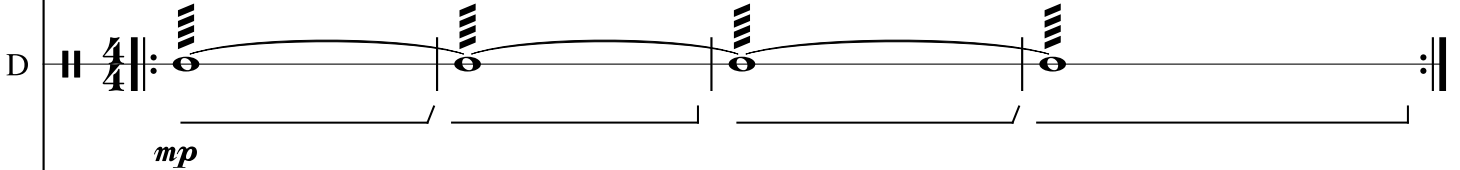
snare 1

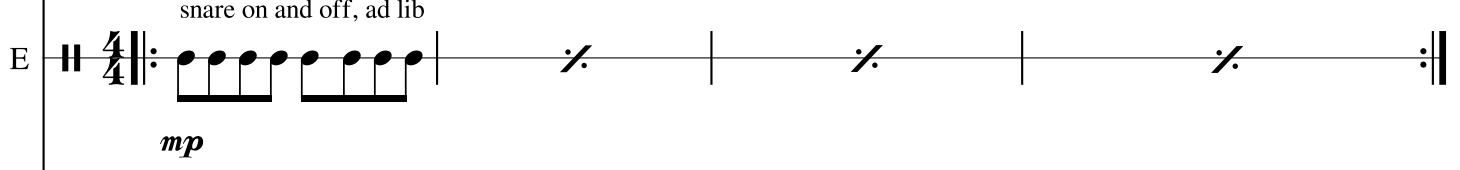
♩ = 120 snare off, with very soft mallets on batter head

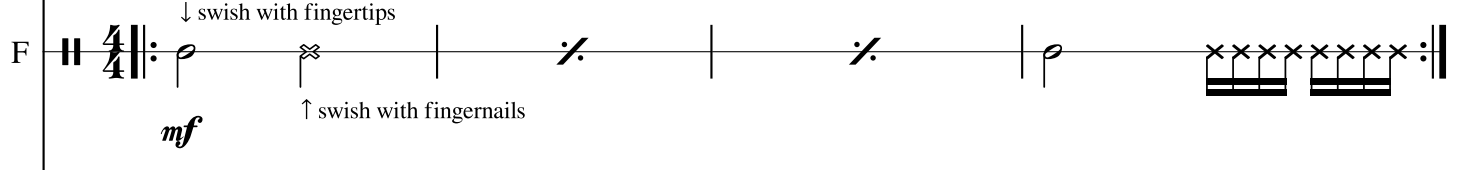
A   
inflate with air \_\_\_\_\_ / allow to deflate \_\_\_\_\_  
*p*

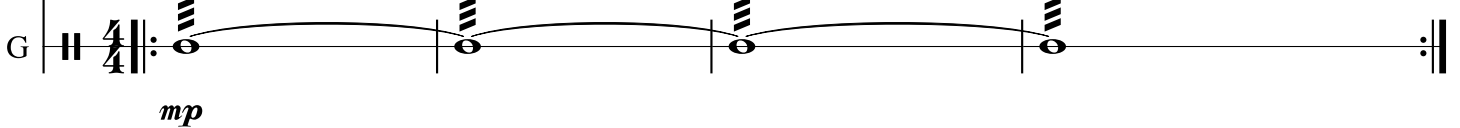
B   
insert, ad lib, ~10 small ball bearings  
*mf*

C   
insert, ad lib, ~30 small ball bearings  
*mf*

D   
*mp*

E   
*mp*

F   
↓ swish with fingertips  
↑ swish with fingernails  
*mf*

G   
snare off, with fingertips  
*mp*

snare 2

A snare on, spin two large coins of different sizes  
*mf*

B swish coins  
*mf*

C ↓ tap rim with coin  
↑ flick head with coin  
*f*

D with egg beater  
*mp*

E vibration device, set automatic to pulse  
*mf*

F add and subtract, ad lib, layers of paper, plastic, and cloth  
*mf*

G vibration device, set automatic to pulse  
tighten snare / drumhead \_\_\_\_\_ / loosen snare / drumhead \_\_\_\_\_  
*mf*

The musical score consists of seven staves, each with a double bar line and repeat dots at the beginning and end. Staff A: Four half notes on a single line, each with a slur above it. Staff B: A series of eighth notes, followed by three measures with a slash and a diagonal line through it. Staff C: A sequence of notes and rests, some with 'x' marks above them, followed by a double bar line with a slash and a diagonal line through it. Staff D: Four groups of notes, each with a slur above it, followed by three measures with a slash and a diagonal line through it. Staff E: Four half notes on a single line, each with a slur above it. Staff F: A sequence of notes and rests, followed by a double bar line with a slash and a diagonal line through it. Staff G: Four half notes on a single line, each with a slur above it. Below the staff, there are two horizontal lines with a slash between them, representing a range of adjustment for the snare/drumhead.

# snare 3

snare off, with sticks  
↓ stopped hit, no rebound

A   
*p*  
↑ stick shot

snare on, migrate strike point, ad lib, perpendicular to snare line

B   
*pp*

↓ cross stick

C   
*mp*  
deep to shallow

snare off, popping bubble wrap on resonant head

D   
*f*

with stick and mute with hand

E   
*mp*  
5  
continue ad nauseam

rub with rubber ball mallets

F   
*mf*  
↓ hit with mallet

with rubber ball mallets, ad lib, like a whale

G   
*mf*

# Performance Instructions

*Music for Acrolite Snare Drums: Waking the Machine* by Michael John McKee

With differently prepared Acrolite snare drums, this piece explores the possibilities of sound, layering and indeterminacy. All parts mimic machinery. At least one player defines the pulse throughout the majority of the performance.

Each player has 7 parts, labeled A – G. These will be played in order. Snare 1 begins alone with part A. After 10 – 30 seconds, snare 2 adds part A. After 10 – 30 seconds, snare 3 adds part A, which cues snare 1 to change to part B, but after a short rest (10 – 30 seconds). Snare 1 changing to part B cues snare 2 to tacet and begin with part B, and so on. Thus, each player is cued to tacet and add a layer (part) by the previous part-change. This space between parts allows different layers to form various textures. Each player chooses how long to play any given part, which means the duration of the entire piece can be 5 – 20 minutes, potentially longer.

All parts have specific instructions, noted in the score. Dynamic markings are general suggestions, which can be adjusted on context of other layers. Part A for all players indicates snare on or off. This instruction should not be changed till otherwise noted (for example, snare 1, parts A – D are snare off; part E notes that snare is on). Similarly, Part A has instructions for the type of mallets, implements, or particular preparation, which should remain the same through the following parts till otherwise noted. Each player will need different instruments and materials for each preparation:

## **Snare 1:**

- very soft mallets
- flexible tubing to inflate drum with air
- 50 small ball bearings

## **Snare 2:**

- 2 large coins of different size
- rotary egg beater
- vibration device or vibration app for smartphone
- 4 – 8 drum keys
- various pieces of paper, plastic, and cloth

## **Snare 3:**

- orchestral drum sticks
- bubble wrap with 1 inch bubbles
- rubber ball mallets