

**Jamie Wind Whitmarsh
2016**

Starquake

for percussion quartet

duration: approximately 5 minutes

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PERFORMANCE NOTES

Starquake utilizes the following instrumentation:

Player I: Vibraphone, Tam Tam, Brake Drum (with pedal)

Player II: Marimba (4.3, share with player III), Sizzle Cymbal, Impact Drum

Player III: Marimba (4.3, share with player II), Any Cymbal

Player IV: Concert Bass Drum, Triangle, Glockenspiel, Tam Tam, Drum set (Kick (opt. double bass), Snare, Bongos (instead of rack toms), Ride, Crash, Hi-Hat, Splash, Ribbon Crasher)

The vibraphonist must perform side harmonics on the vibraphone. Side harmonics are created by tapping the side of the bar with a plastic mallet, between the node and the edge of the bar (not in the center between the nodes). Side harmonics are only possible on notes that the player can access the side of the bar; so F3, B \flat 3, D \flat 4, E \flat 4, G \flat 4, B \flat 4, D \flat 5, E \flat 5, G \flat 5, B \flat 5, and F6.

Contact the composer for more information on the side harmonic technique.

Players 2 and 3 should share a 4.3-octave marimba.

Player 4 may elect to perform with a single bass drum pedal, and replace some or all of the double-bass parts with single-bass alternate parts (alternate parts are written with the stem down).

The drums and cymbals for Player 4 should be smaller to help both with balance and to convey the aesthetic properly. One setup that works is to use a large crash cymbal for the ride cymbal, a small crash cymbal for the crash cymbal, and a pair of splash cymbals for the hi-hat. Timbale sticks work well; rods do not.

Player 4 should use a tam tam mallet that hangs from the stand, as there is one passage where the player has to strike the tam tam very quickly. Players 1 and 4 may share the tam tam.

Players 1 and 4 split a bowed vibraphone part in the final two measures. The full figure is notated for convenience; players should decide who plays which parts (often the bowed notes are alternated, and the four-note chord is split between the two players). Players may use a second vibraphone if they wish, to avoid excessive movement across the stage.

Vibraphone pedalings are suggestions.

PROGRAM NOTES

Starquake was written for percussionist Tommy Dobbs and the University of Arkansas-Fort Smith percussion ensemble. It was a joy writing this piece, as the title (I think) contains fascinating imagery. I wanted to write something that builds throughout the piece, and evokes a feeling of energy amassing within the void of space. It interested me to use pop idioms in the piece, without letting it become 'poppy'. There is a breakbeat section as well as double-bass drumming - elements that are not often present in concert percussion music.

JWW

STARQUAKE

For Percussion Quartet

Jamie Wind Whitmarsh
(ASCAP)

Slowly (♩=72) *rit. motor on slow* A tempo (♩=72)

1 **Vibraphone**
Player I

Marimba
Player II

Marimba
Player III

Concert Bass Drum
Triangle
Player IV

mp *p* *ppp* *ppp* *p* *p*

grace notes on the beat triangle l.v.

A tempo (♩=72)

7 *four vibraphone mallets*

rit.

p *pp* *pp* *pp* *p* *pp* *pp* *p* *pp* *p*

poco accel. Slightly faster (♩=74)

11 *poco accel.* Slightly faster (♩=74)

node, moving to center of bar

pp *pp* *p* *pp* *p*

Bongos w/ hands

(♩=76) (♩=76)

motor off accel.

three vibe mallets, 1 side harmonic mallet side harmonic

mf

Concert Bass Drum

mf

3

Flowingly (♩=94)

accel.

mp

8va loco

33

mf

pp

mf

pp

mf

pp

pp

49

I *f* *mp* *mf* *f* *p*

II *mp* *mf* *f* *pp*

III *pp* *mp* *p* *mp* *p* *mp* *mp*

IV *mp* splash with foot

52

I *f* *mf*

II *f* Sizzle

III *p* *p* *mp* *p* *f* *mf*

IV *f* *mf* *f* Snare

55

I *mf*

II *mf*

III *mf*

IV *mf* opt. double-bass single-bass rhythm - stem down

68 11



70 *drop to two mallets if time*

p
<
>
 f



72

5

84

I *f*

II *f* *grv*

III *f*

IV *pp* *mf*³ *f*

86

I *f*

II *f* *grv*

III *f*

IV *pp* *mf*³ *f*

88

I *fff*

II *fff*

III *fff*

IV *pp* *ff*³ *fff*

Brake Drum *w/ pedal* *fff*

Impact Drum *fff*

Cymbal *fff*

Slowly (♩=72)

92

opt. double-bass
single-bass only first grace note

Tam-Tam

97

hard yarn
l.e.

100