

Desert Medicine Journey

(for Percussion Trio)

Scott Anthony Shell

Approx. duration = 9:45

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PERFORMANCE NOTES:

Each performer has only two instruments. Suggested instruments are below, but performers may substitute with others as long as all six instruments sound sufficiently distinct from one another.

Percussion 1: High tom (below staff), metal object (above staff)

Percussion 2: Medium tom (below staff), metal object (above staff)

Percussion 3: Bass drum (below staff), Low tom (above staff)

Metal objects can be metal slabs, cowbells, or anything metallic sounding. Percussion 1's metal object should sound higher in pitch than Percussion 2's metal object.

Bass drum should be on the small side, and a kick drum may be used.

Dynamics in the score below Percussion 3 apply to ALL parts.

PROGRAM NOTES

Desert Medicine Journey was written while I was staying in a cabin surrounded by National Forest in the high desert of Arizona. I was inspired by the landscape while contemplating the native indigenous tribes who lived on this land in the past. The medicine drum is used in a repetitive way to induce meditative-like trance states and take the listener and performer on an inner vision quest. In this piece I am interested in creating a similar effect through repetition of rhythms and sounds, which are set to overlap in ever unique combinations due to the durations of each pattern.

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The score is written for three percussionists in 4/4 time. It consists of three systems of staves, each with a measure number (1, 5, and 8) at the beginning. Percussion 1 (Perc. 1) uses a snare drum and a tom-tom. Percussion 2 (Perc. 2) uses a snare drum and a tom-tom. Percussion 3 (Perc. 3) uses a snare drum and a tom-tom. The first system starts with a *ff* dynamic and includes a *p* dynamic marking. The second system includes a *cresc. poco a poco* marking. The score features various rhythmic patterns, including eighth notes, quarter notes, and triplets, with some notes marked with 'x' to indicate specific percussion sounds.

Percussion 1

Percussion 2

Percussion 3

ff *p* *cresc. poco a poco*

5

Perc. 1

Perc. 2

Perc. 3

8

Perc. 1

Perc. 2

Perc. 3

11

Perc. 1

Perc. 2

Perc. 3

13

Perc. 1

Perc. 2

Perc. 3

15

Perc. 1

Perc. 2

Perc. 3

ff *dim. poco a poco*

17

Perc. 1

Perc. 2

Perc. 3

19

Perc. 1

Perc. 2

Perc. 3

Detailed description: This system contains measures 19 and 20. Percussion 1 (Perc. 1) plays a steady eighth-note pattern with a 'x' mark above each note. Percussion 2 (Perc. 2) plays a triplet eighth-note pattern with 'x' marks above each note. Percussion 3 (Perc. 3) plays a simple eighth-note pattern. The notation includes stems, beams, and various rests.

21

Perc. 1

Perc. 2

Perc. 3

Detailed description: This system contains measures 21 and 22. Percussion 1 (Perc. 1) continues with eighth notes, but has a rest in measure 22. Percussion 2 (Perc. 2) continues with triplet eighth notes. Percussion 3 (Perc. 3) continues with eighth notes. The notation includes stems, beams, and various rests.

23

Perc. 1

Perc. 2

Perc. 3

Detailed description: This system contains measures 23, 24, and 25. Percussion 1 (Perc. 1) has eighth notes with 'x' marks, but has rests in measures 24 and 25. Percussion 2 (Perc. 2) has triplet eighth notes with 'x' marks. Percussion 3 (Perc. 3) has eighth notes. The notation includes stems, beams, and various rests.

26

Perc. 1

Perc. 2

Perc. 3

p

cresc. poco a poco

Detailed description: This system contains measures 26, 27, and 28. Percussion 1 (Perc. 1) has eighth notes with 'x' marks, but has rests in measures 26 and 28. Percussion 2 (Perc. 2) has triplet eighth notes with 'x' marks. Percussion 3 (Perc. 3) has eighth notes. The notation includes stems, beams, and various rests. The dynamic marking *p* is at the start of measure 27, and *cresc. poco a poco* is at the end of measure 28.

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29

Perc. 1

Perc. 2

Perc. 3

32

Perc. 1

Perc. 2

Perc. 3

35

Perc. 1

Perc. 2

Perc. 3

38

Perc. 1

Perc. 2

Perc. 3

ff