Crossing Into and From…

(for percussion trio)

Joseph Di Ponio

2009

Crossing Into and From…
Performance Notes

• Players 1 and 3, Metal pipes: The pipes should be as unpitched as possible with a medium resonance. Bell plates or other metals may also be used.

• Player 2, Button gong: The gong should be tuned as close to A = 55hz as possible. If a gong in this range is unavailable, a gong tuned to A = 110hz may be substituted.

• All Players, Super ball: Rub a super ball attached to a skewer on the drum head or gong or the duration indicated. The desired effect is a resonant groaning sound.

• Measures 1 – 10: The timings of the measures are flexible but should tend toward the full value indicated or longer.

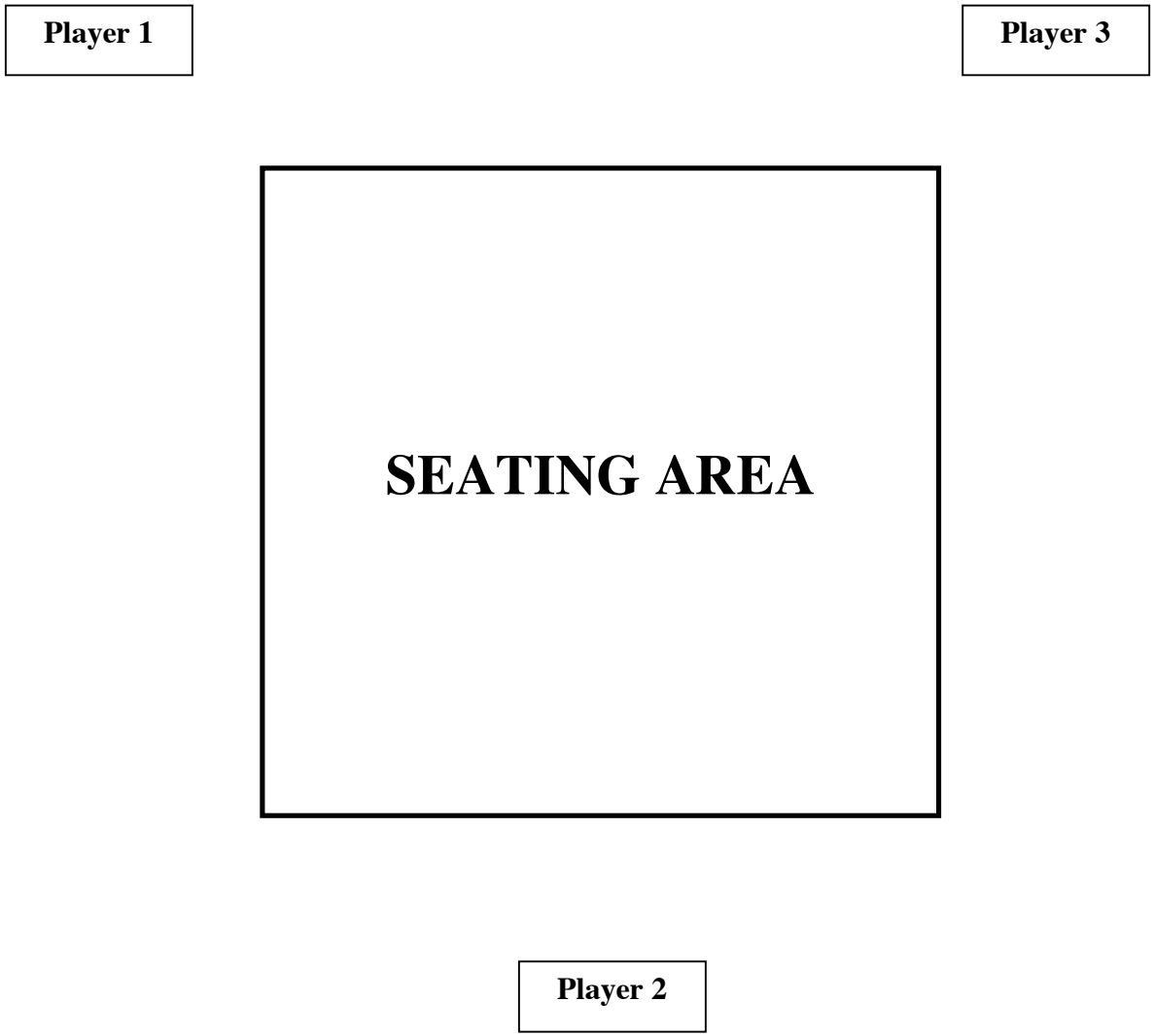
• Measure 50: Overlap between players 2 and 3 is desirable.

• See the stage plots on the following pages for the positioning of the players. Variations of these plots may be used (i.e. players 1 – 3 placed behind the audience). In any case, as much distance as possible between the players is preferable. Should the venue not allow for such spacing, a normal concert set up may be used.

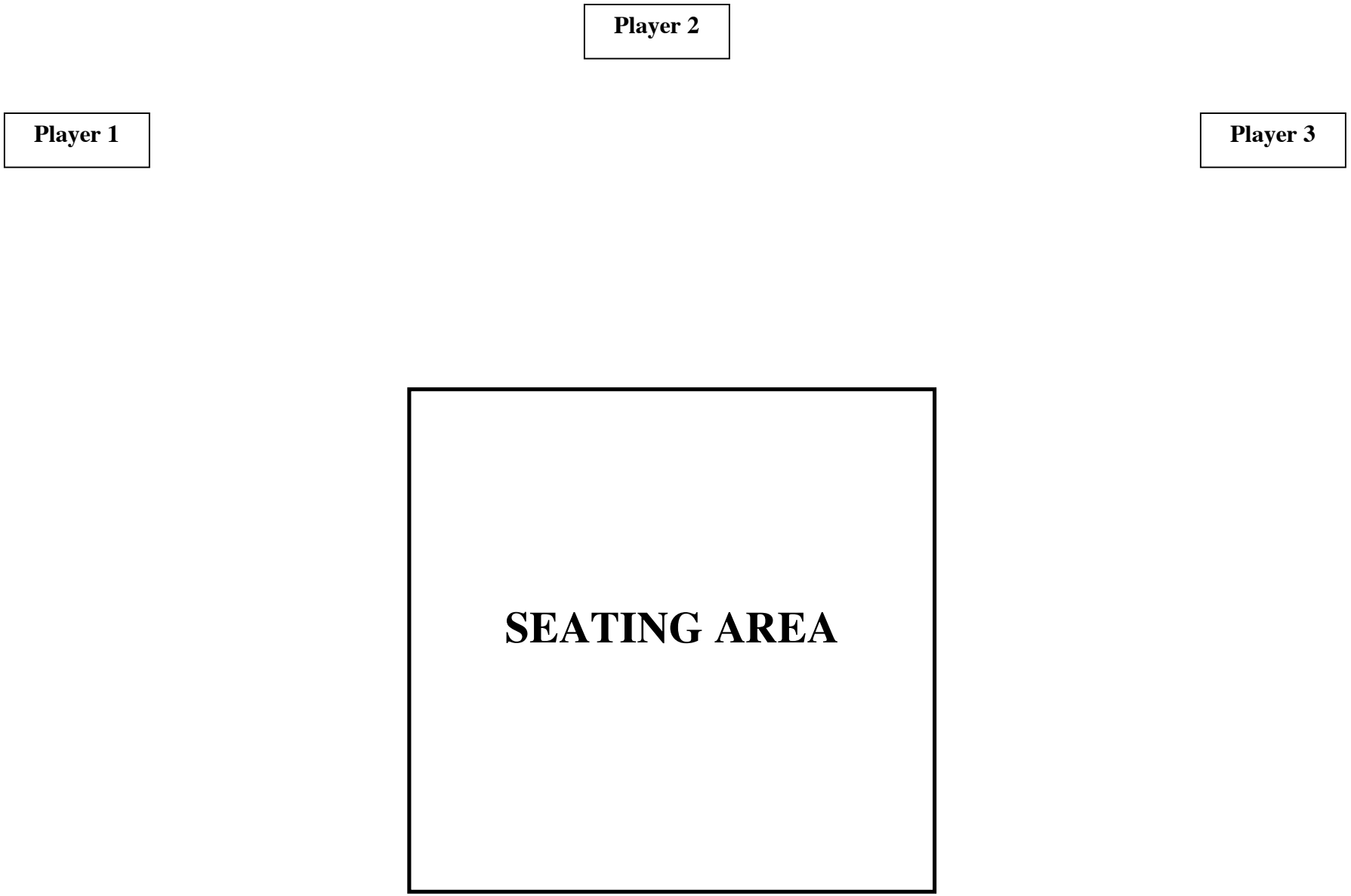
• Due to the distance between the performers, a click track may be useful although it should not be started until Measure 11. The ritardando from measure 119 – 129 should be programmed into the click track.

Stage Plot

The performers should be at approximately the same height and spaced equidistantly from the audience. Player 2 may be placed on a riser if necessary. Should this arrangement be impractical for a given venue, all performers may be in front of the audience but spaced as widely as possible from each other (see alternate stage plot on the following page).



Alternate stage plot



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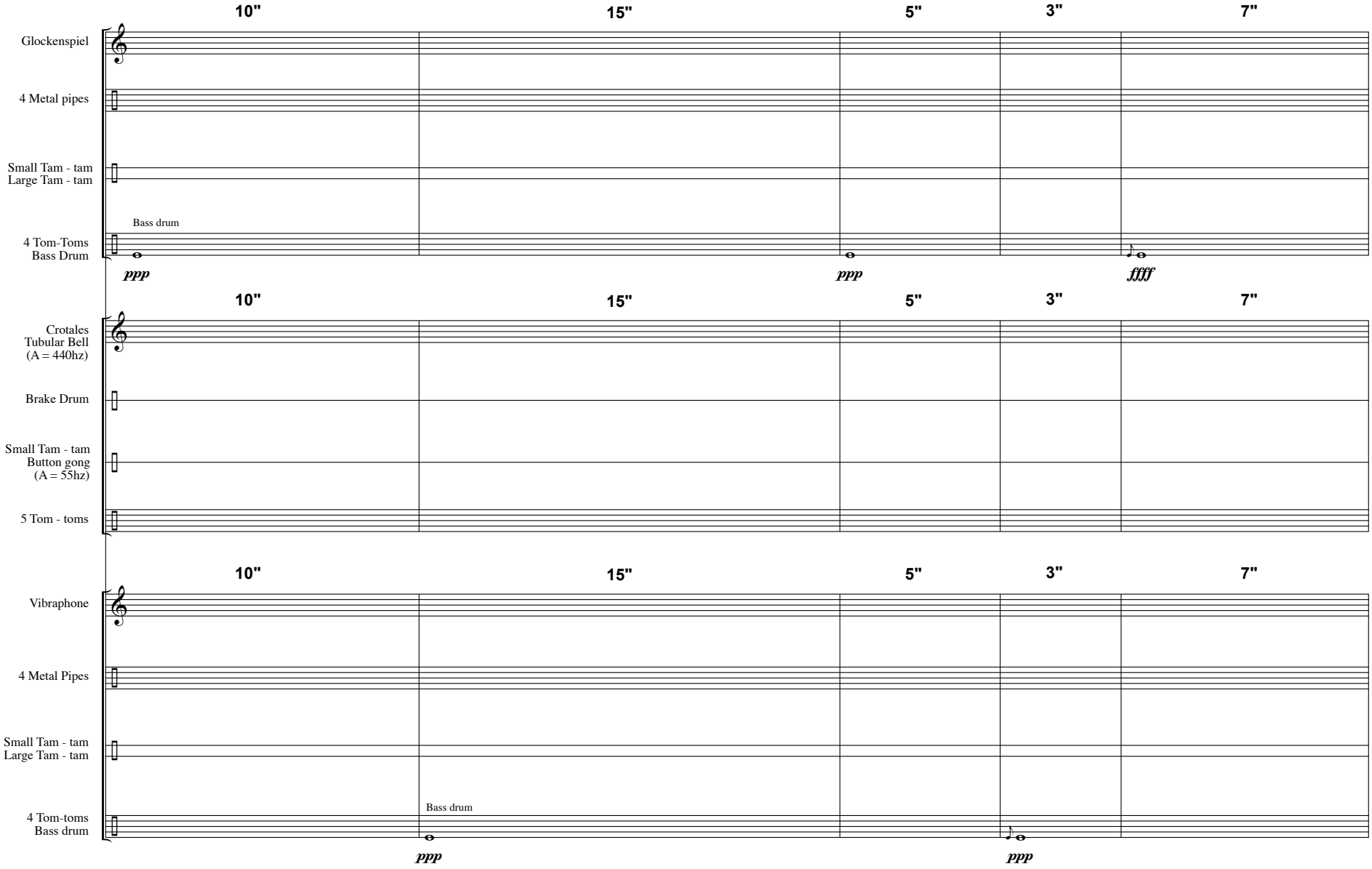

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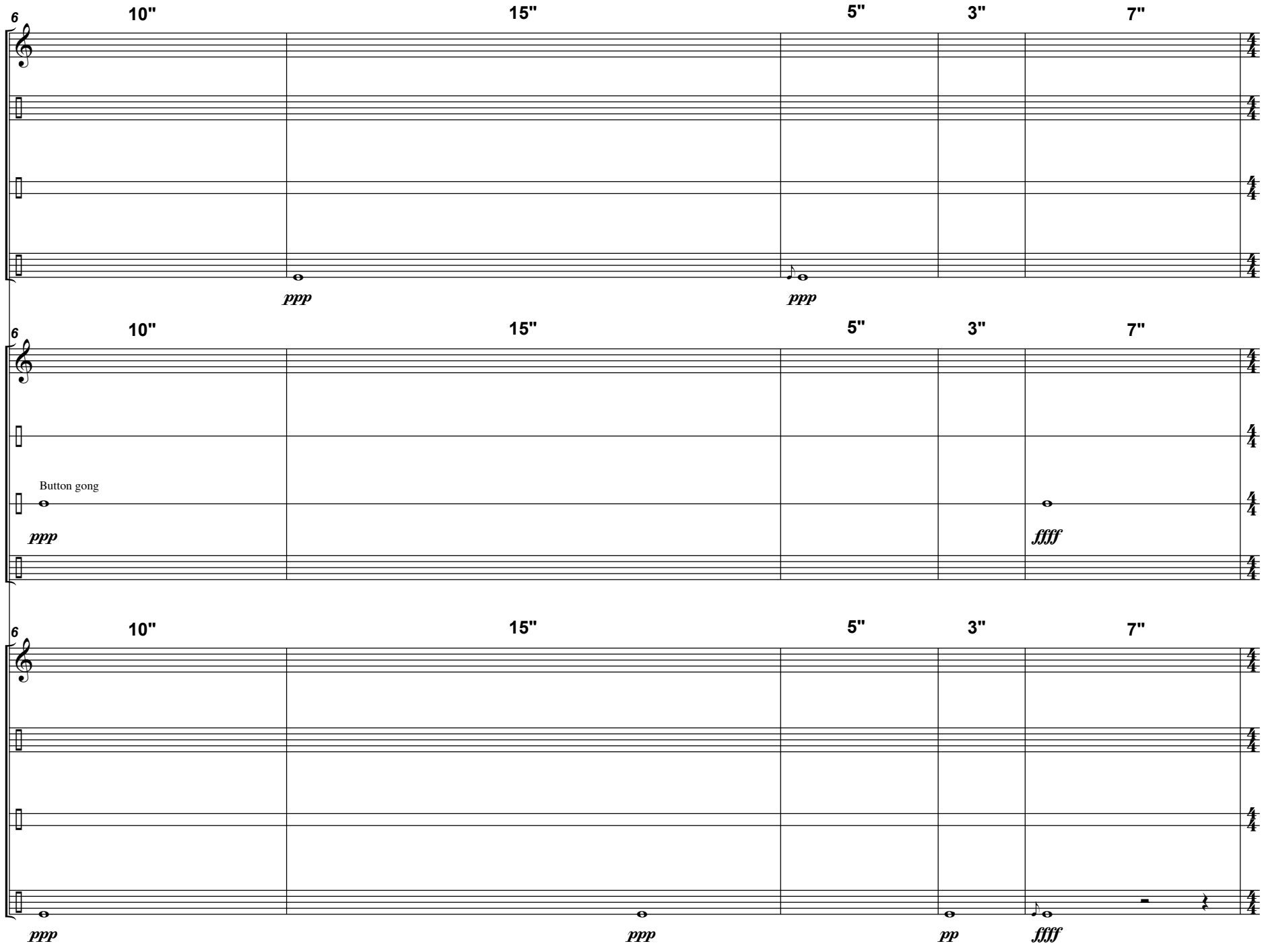
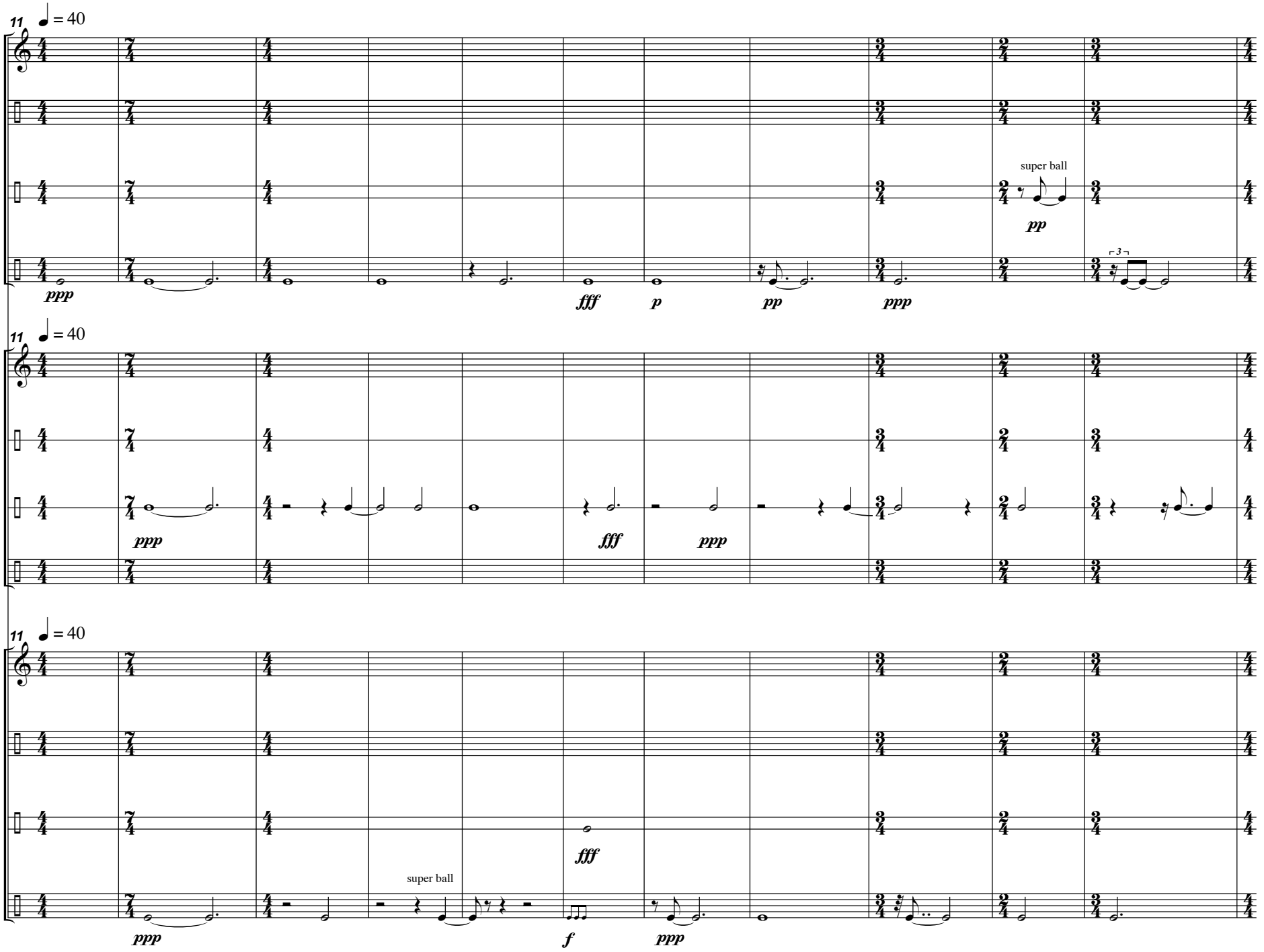
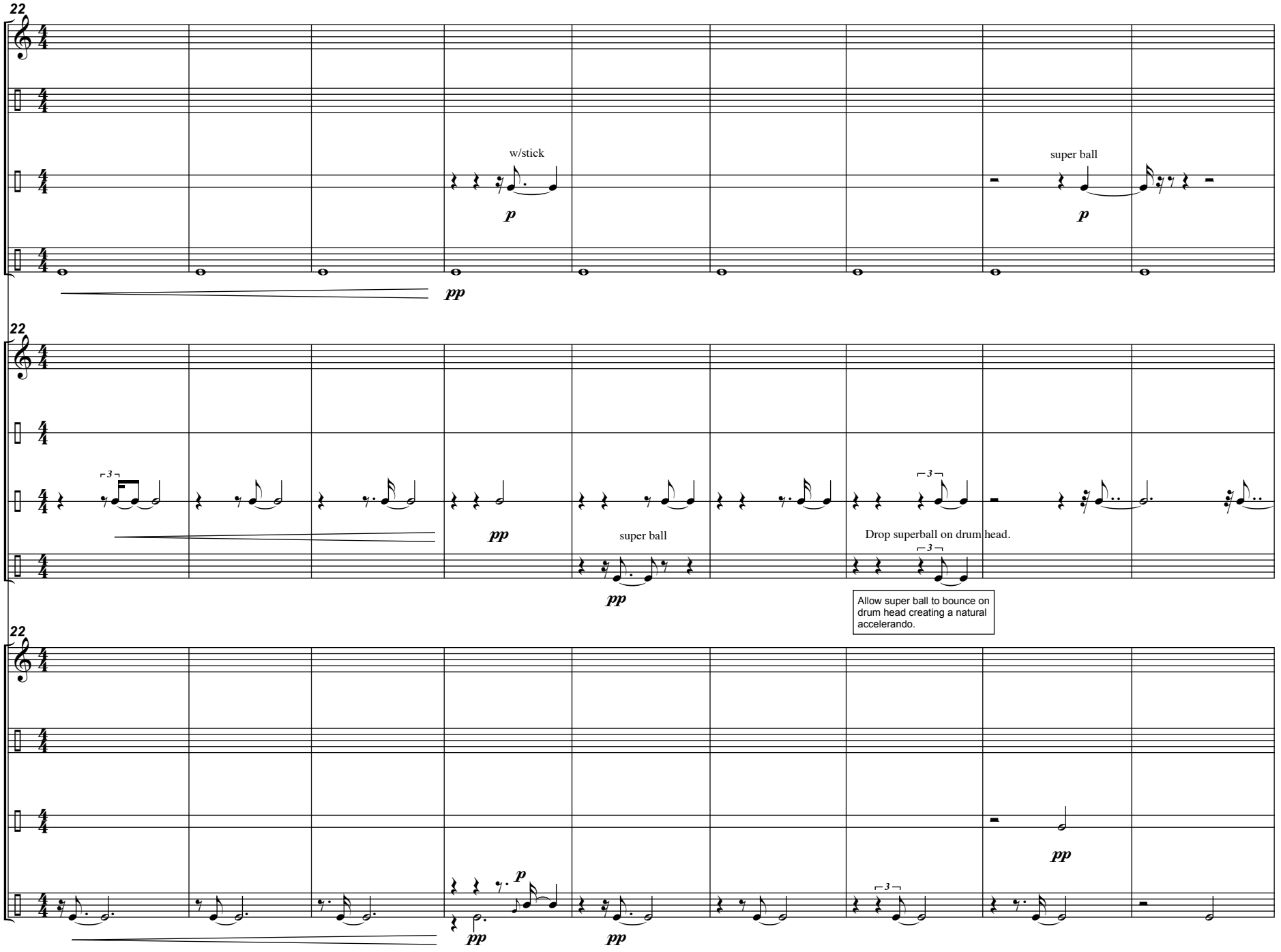
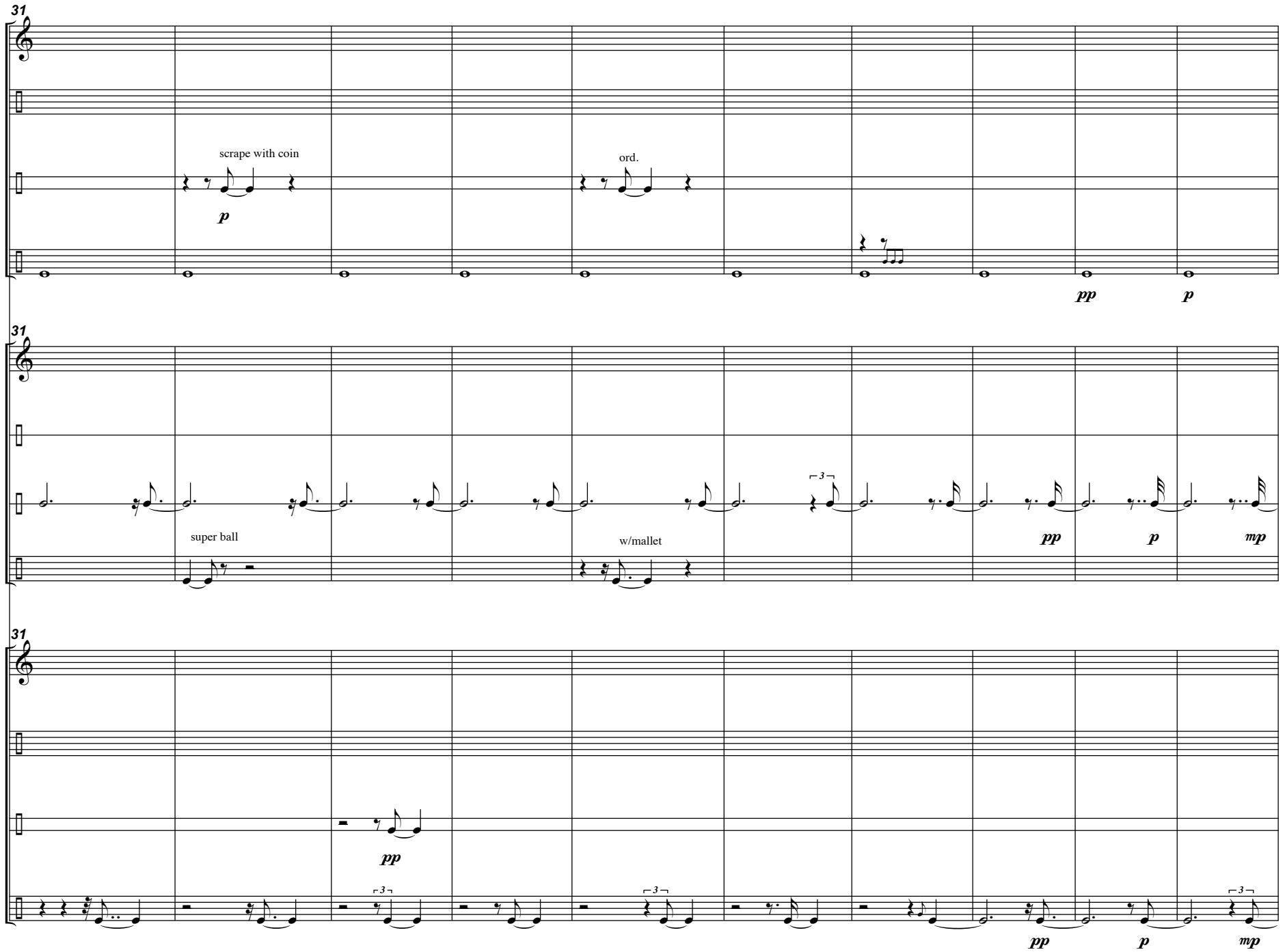
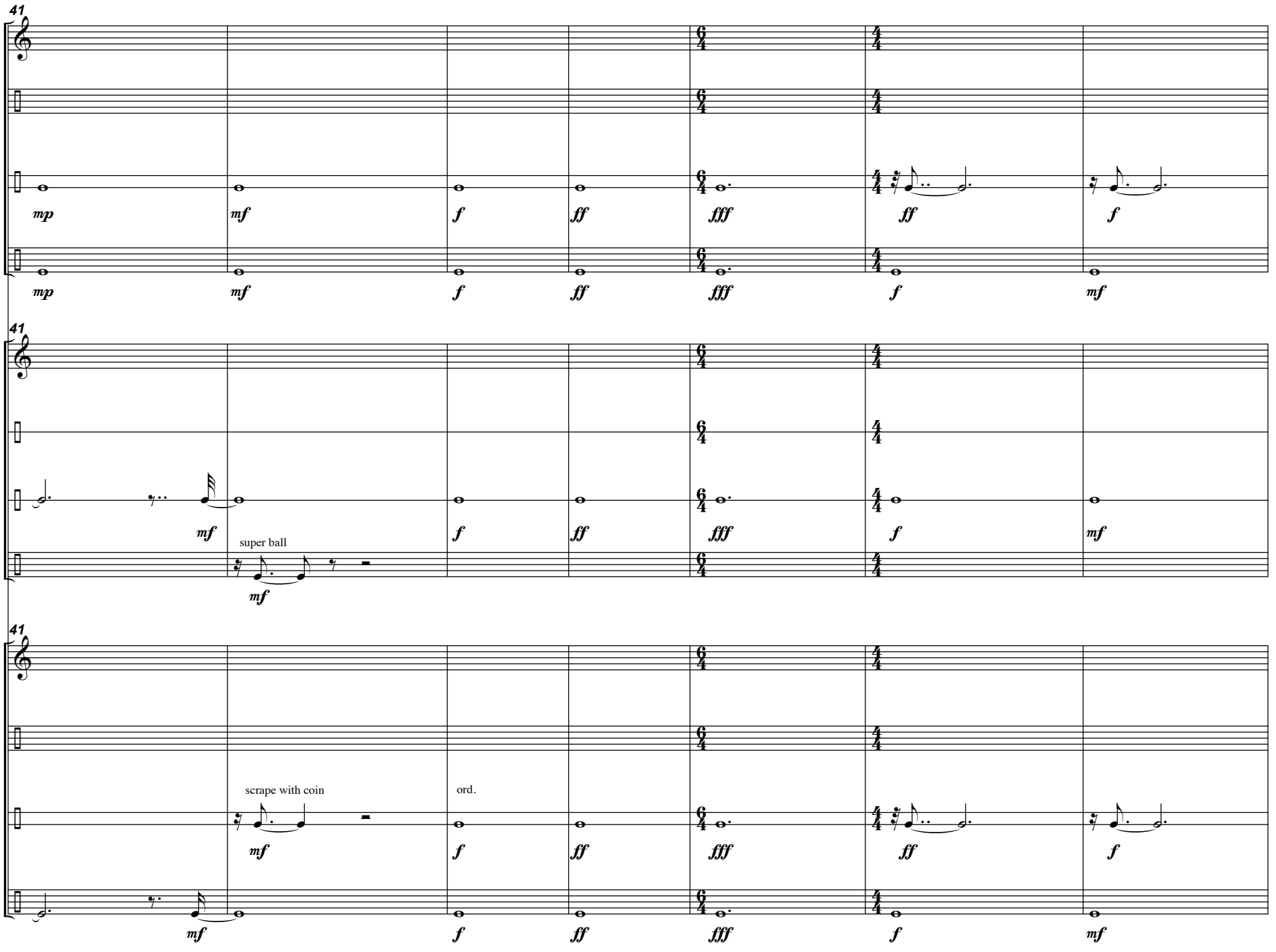
ASCAP

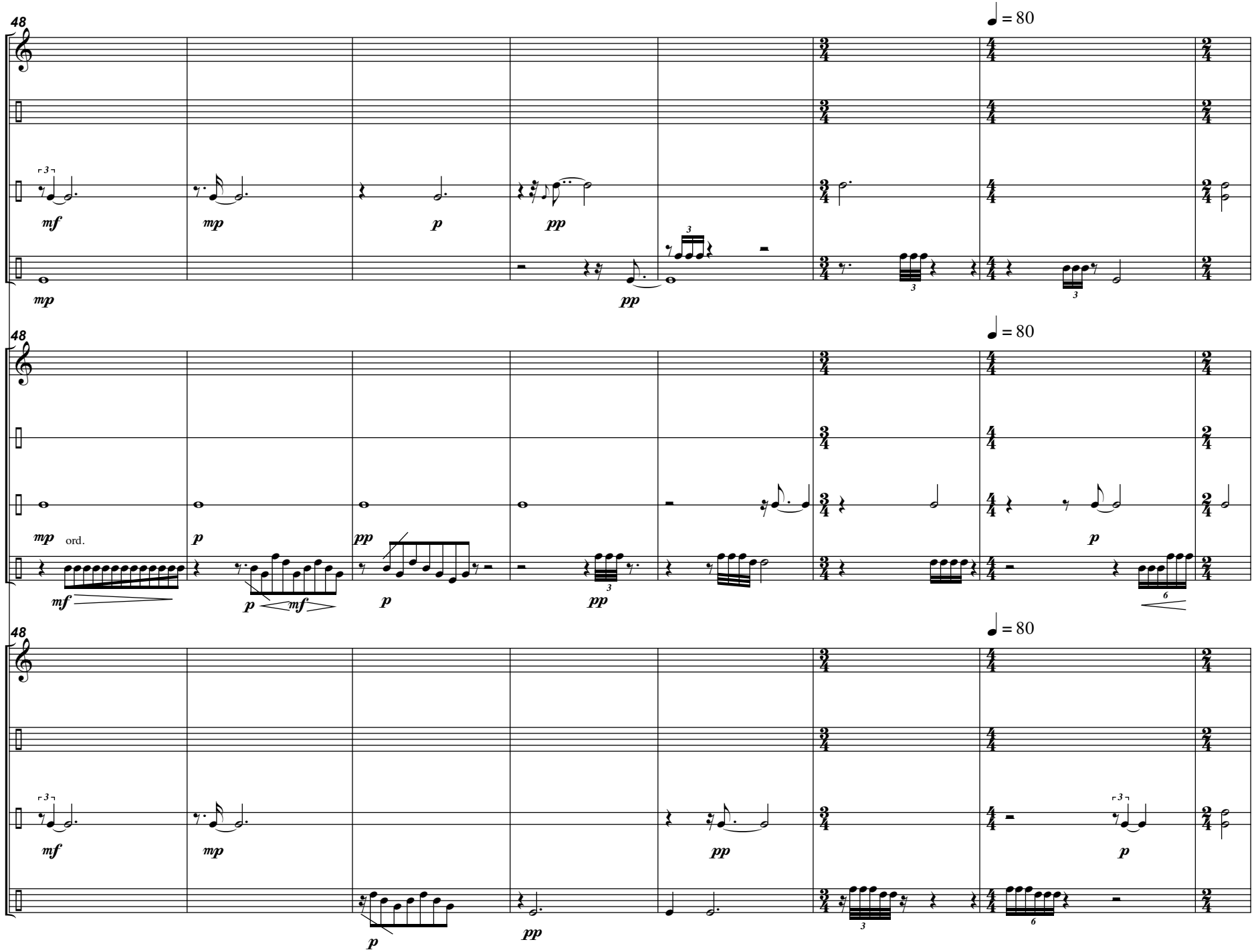

6
10"
15"
5"
3"
7"
ppp
ppp
6
10"
15"
5"
3"
7"
Button gong
ppp
ffff
6
10"
15"
5"
3"
7"
ppp
ppp
pp
ffff

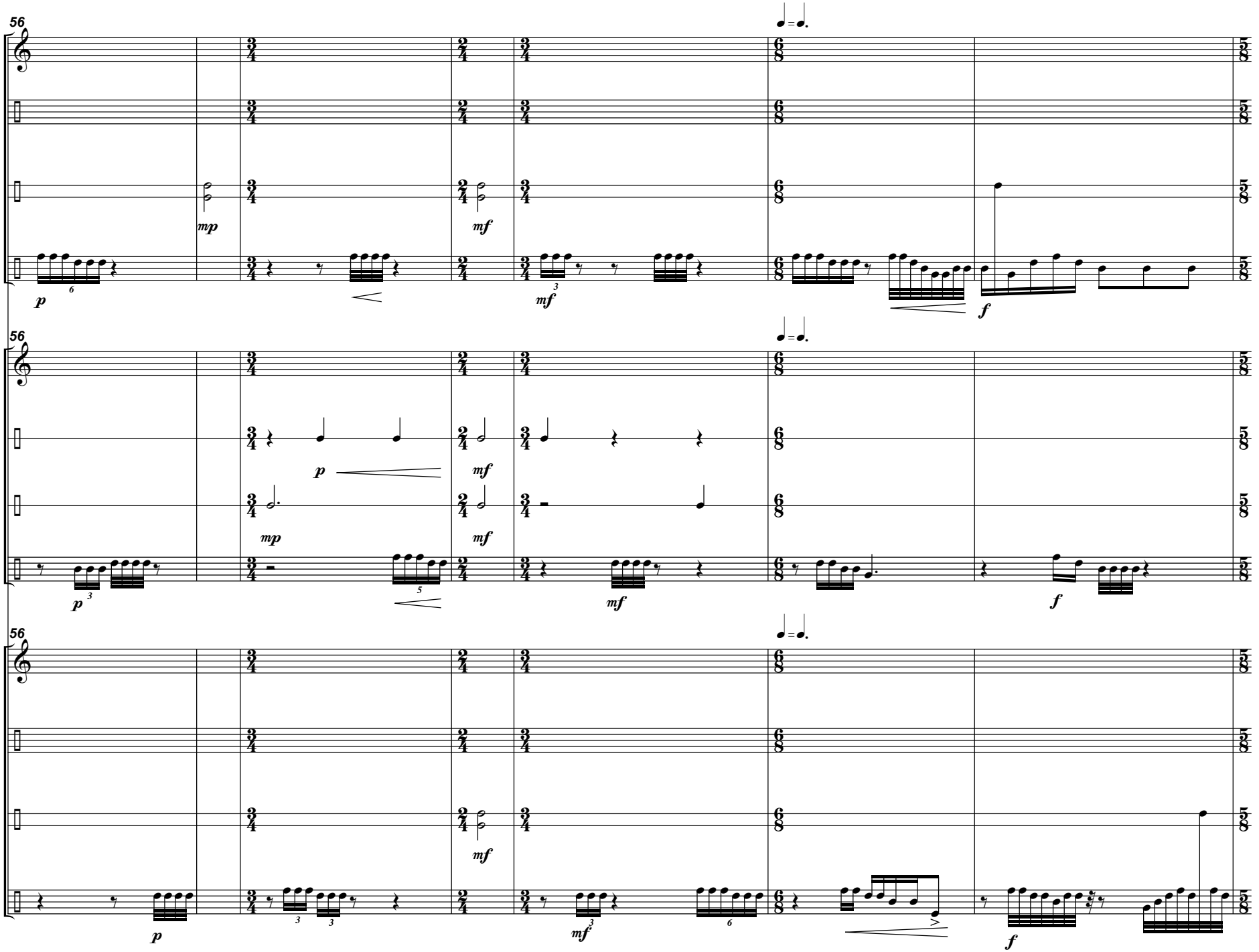

11
♩ = 40
ppp
fff
p
pp
ppp
super ball
pp
11
♩ = 40
ppp
fff
ppp
11
♩ = 40
fff
super ball
ppp
f
ppp

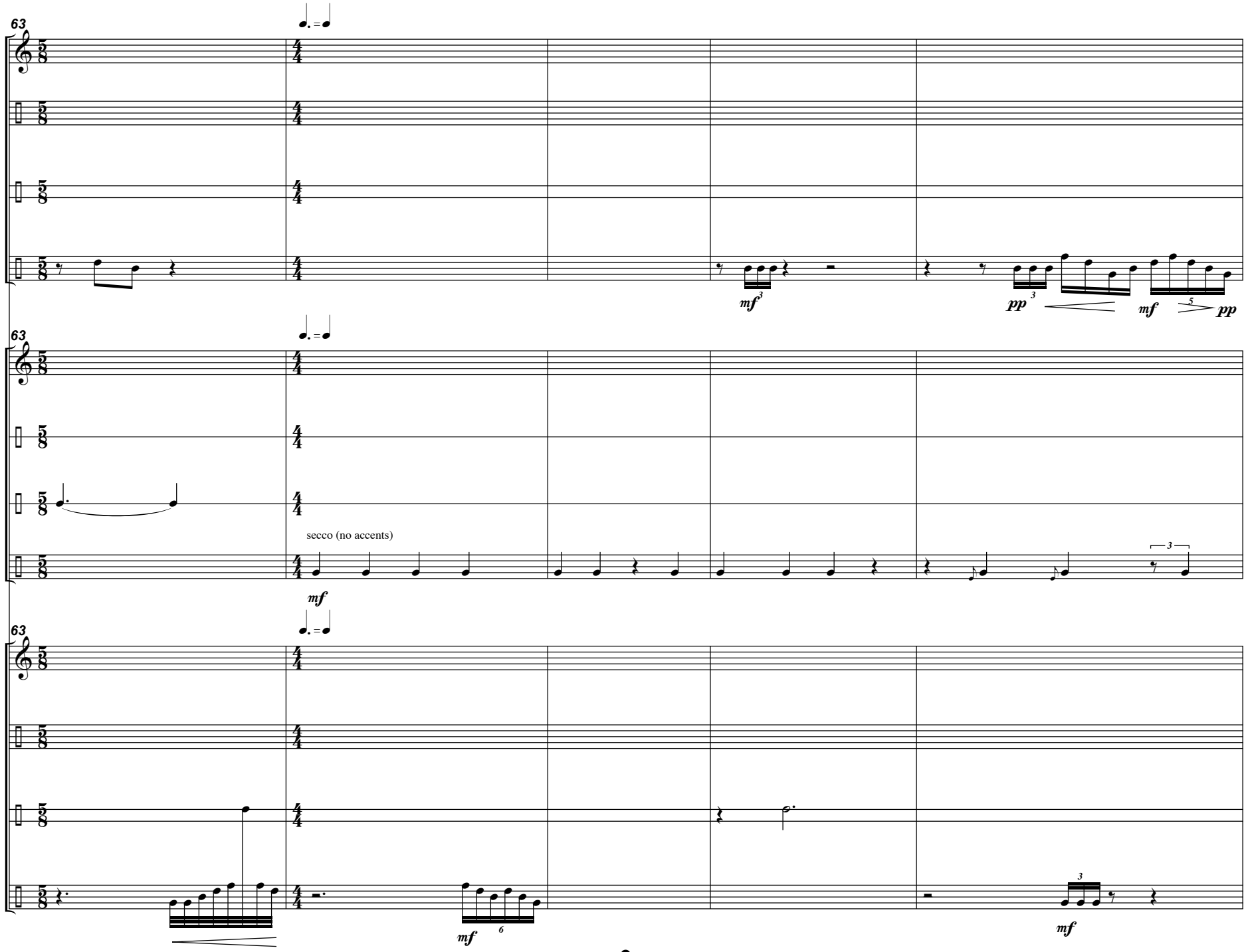

22
w/stick
p
pp
super ball
p
22
pp
super ball
pp
Drop superball on drum head.
Allow super ball to bounce on drum head creating a natural accelerando.
22
p
pp
pp
pp

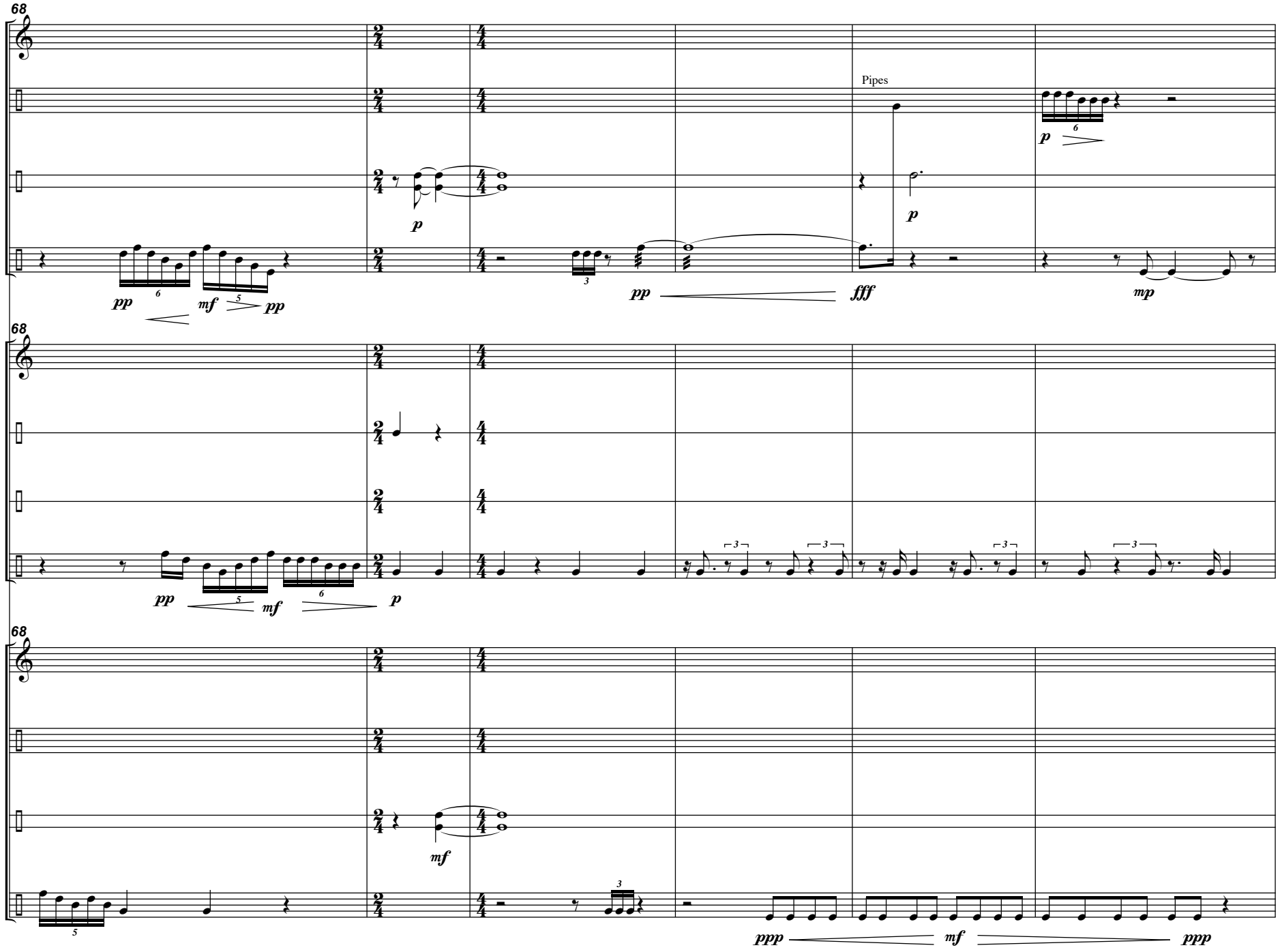

31
scrape with coin
p
ord.
pp
p
31
super ball
w/mallet
3
pp
p
mp
31
pp
3
pp
p
mp

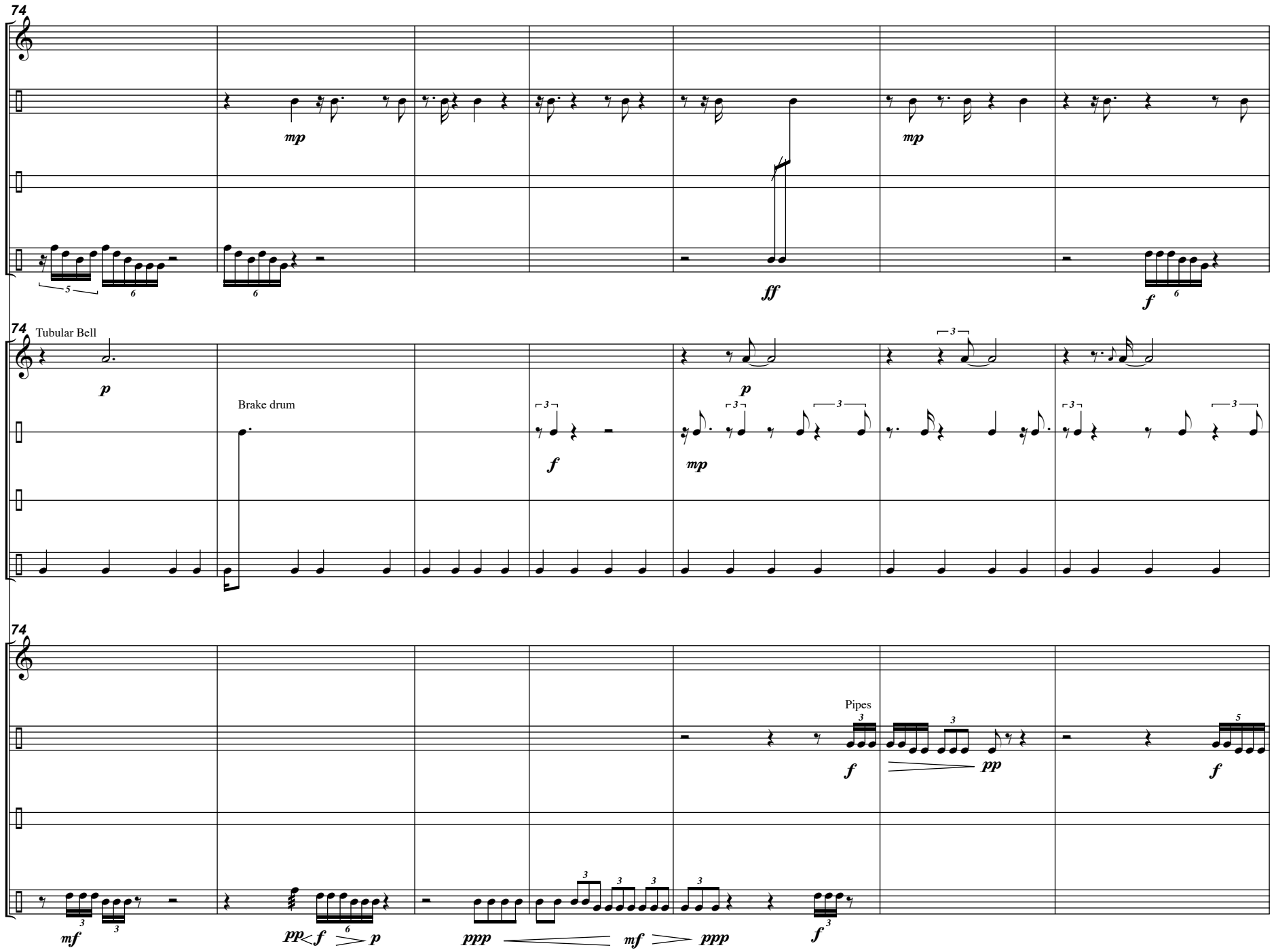

41
mp
mf
f
ff
fff
ff
f
mf
41
mf
super ball
mf
f
ff
fff
f
mf
41
scrape with coin
mf
ord.
f
ff
fff
ff
f
mf
f
ff
fff
f
mf

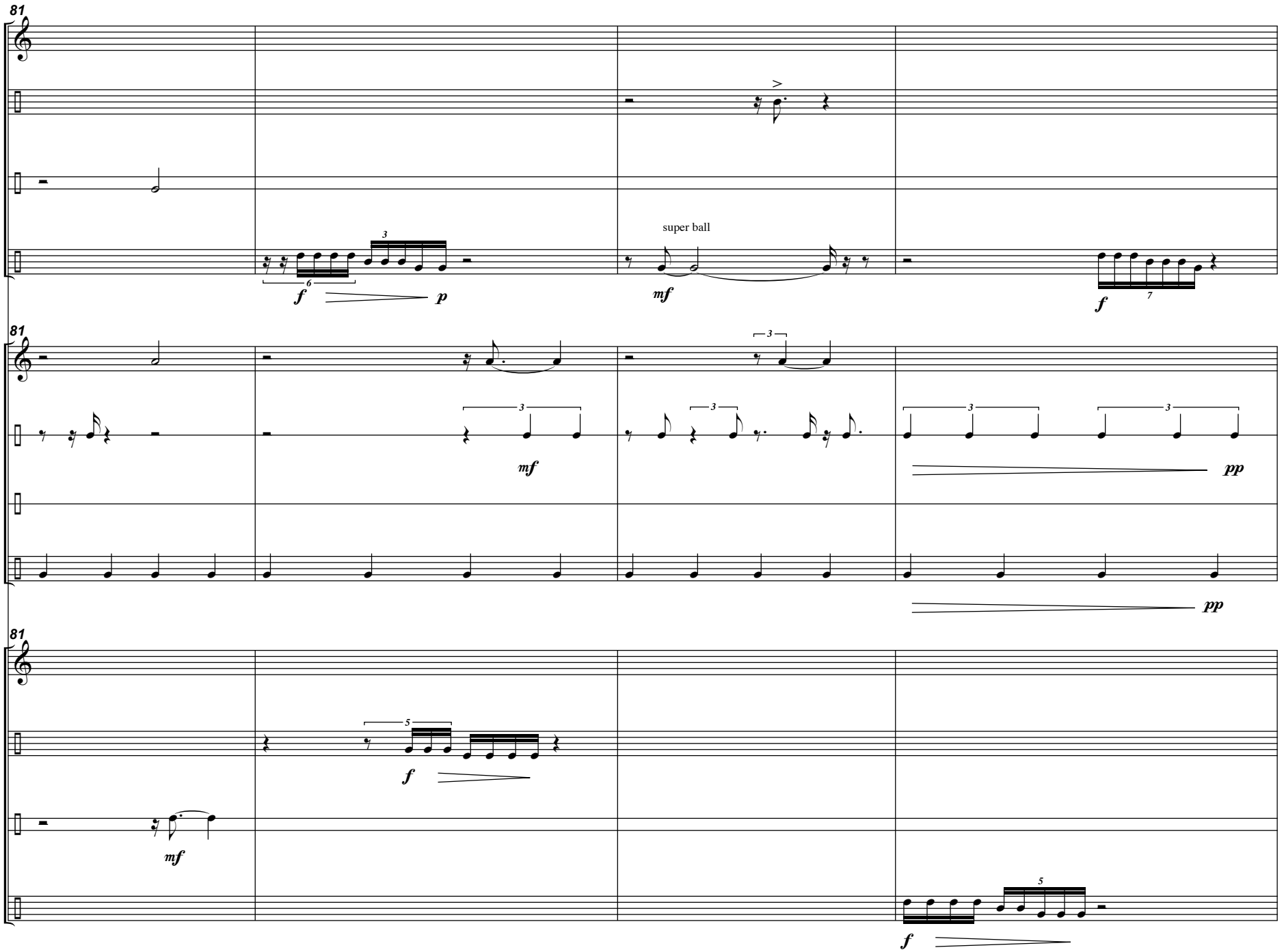

48
♩ = 80
mf
mp
p
pp
ord.
6

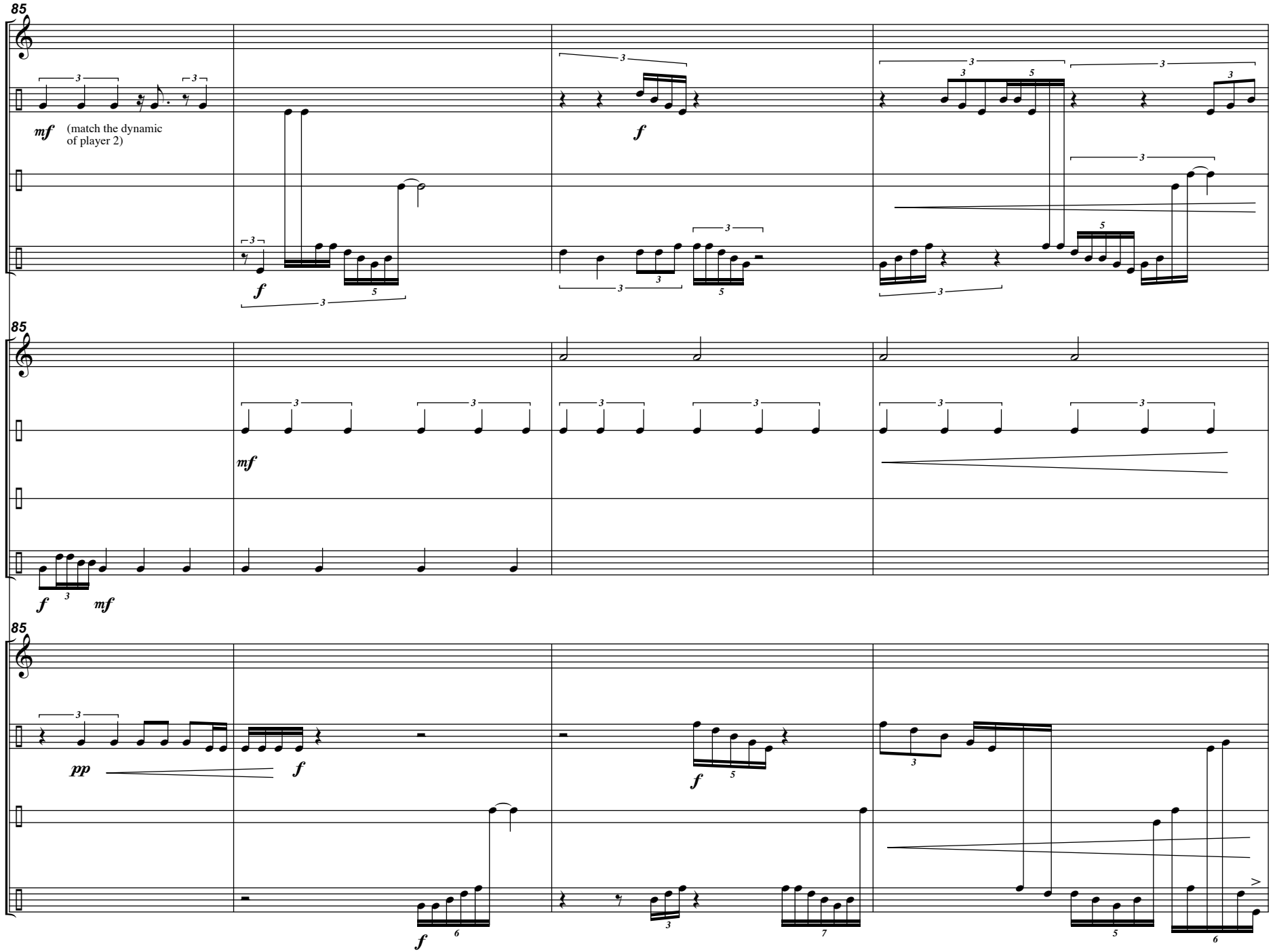

56
p
mp
mf
f
56
p
mp
mf
f
56
p
mf
f

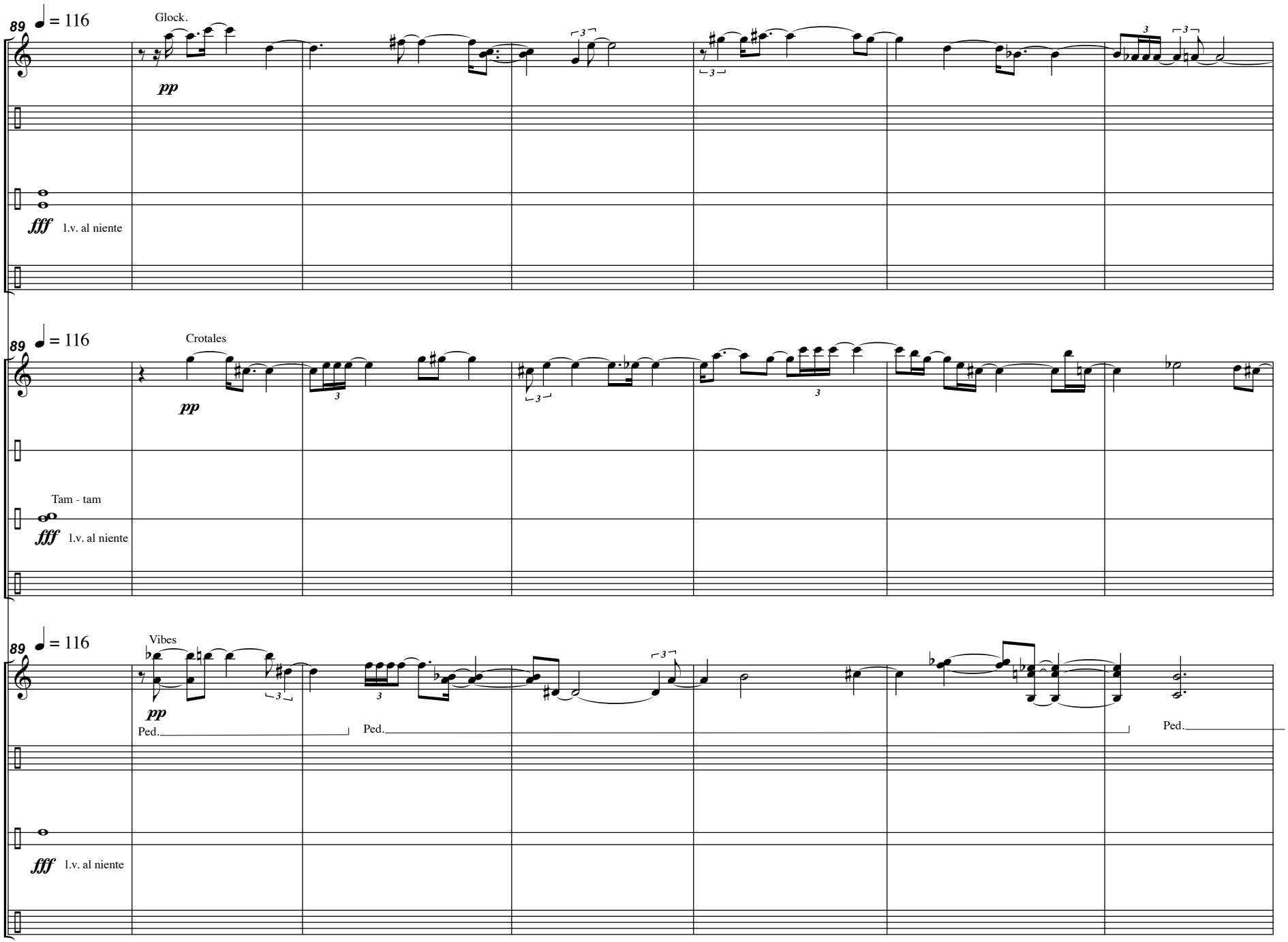

63
mf
pp
mf
pp
63
secco (no accents)
mf
63
mf
mf

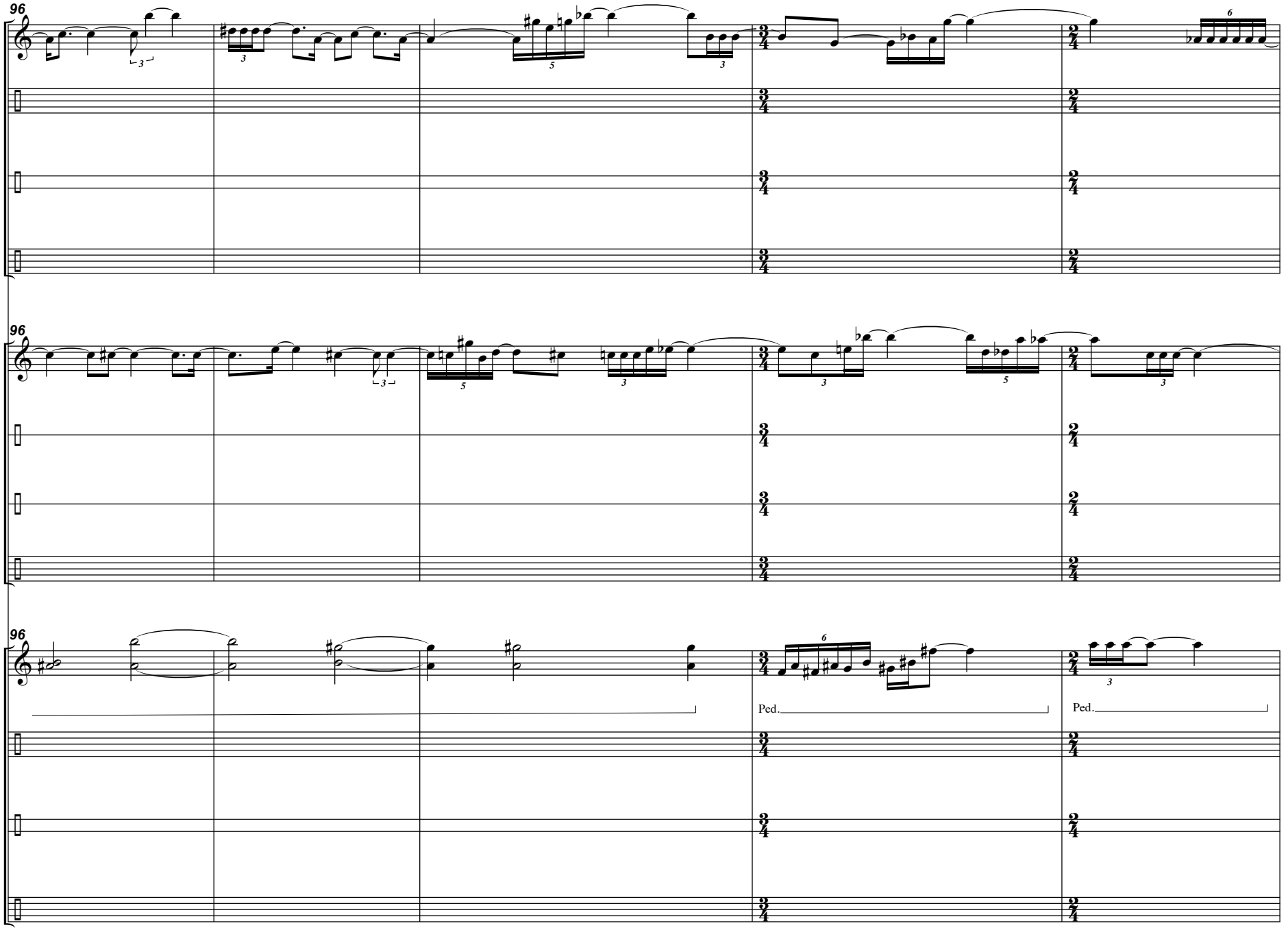

68
Pipes
68
68

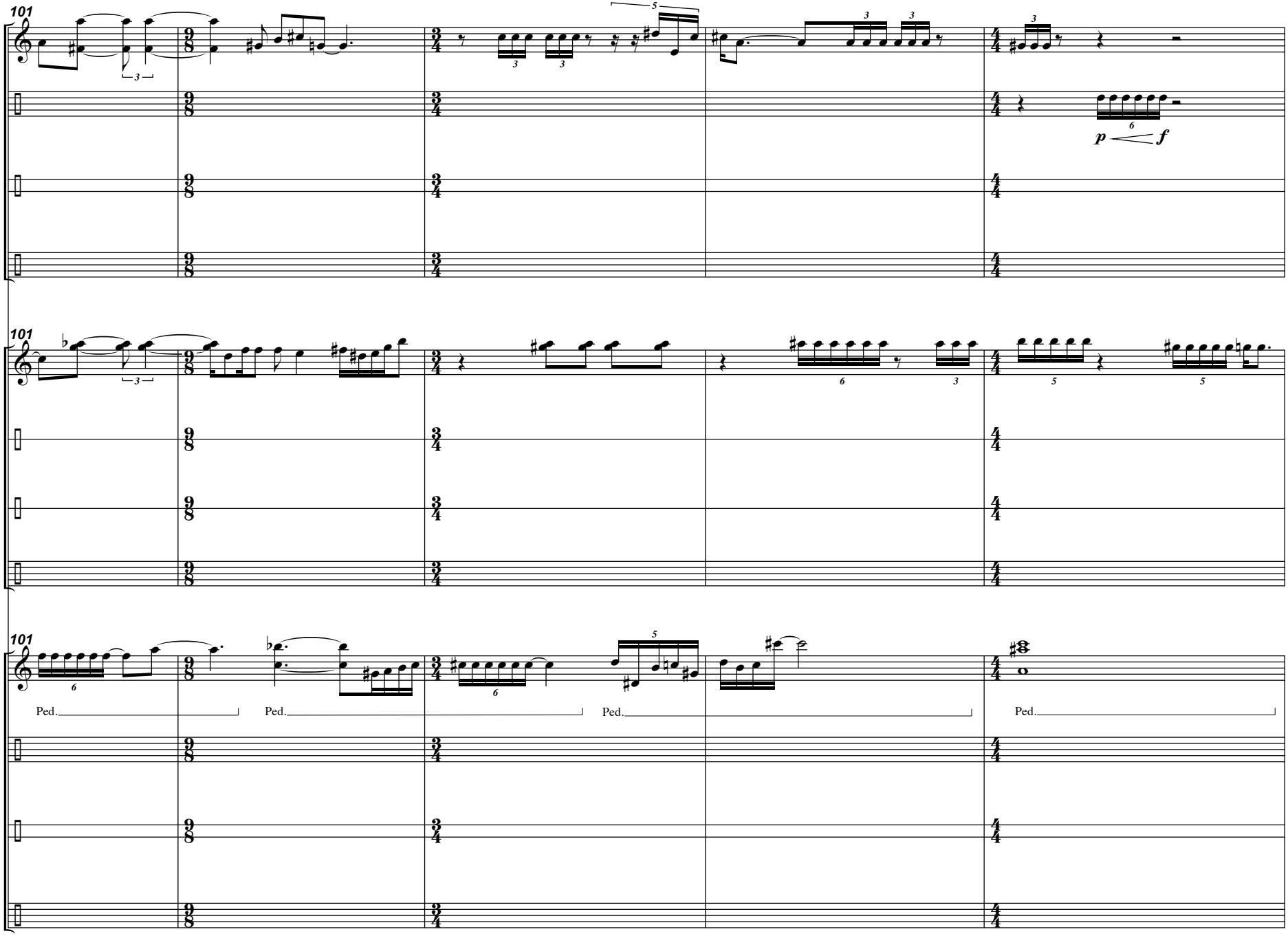

74
mp
mp
ff
f
74
Tubular Bell
p
Brake drum
f
p
mp
74
Pipes
f
pp
f
mf
pp
f
p
ppp
mf
ppp
f

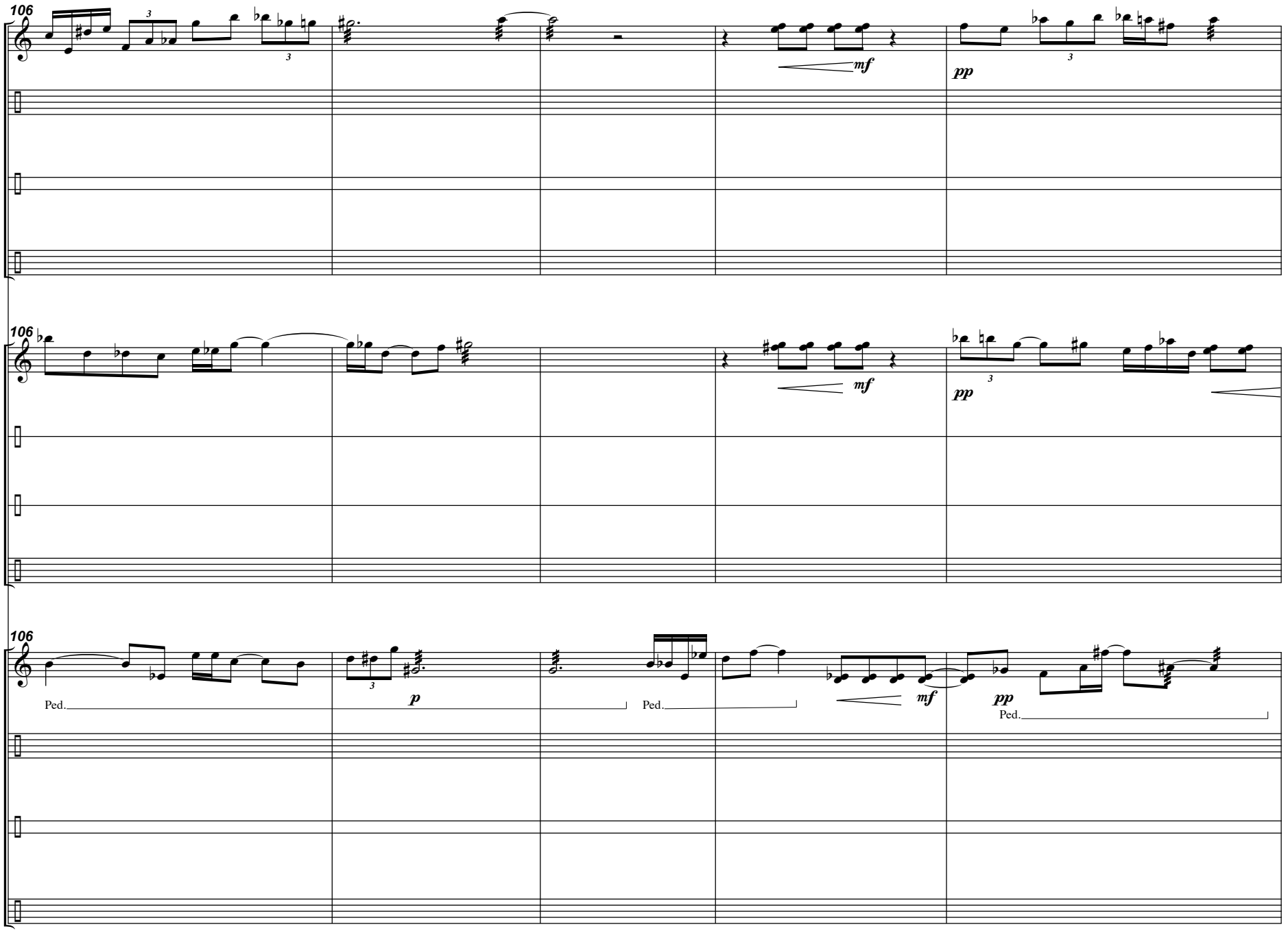

81
super ball
81
81

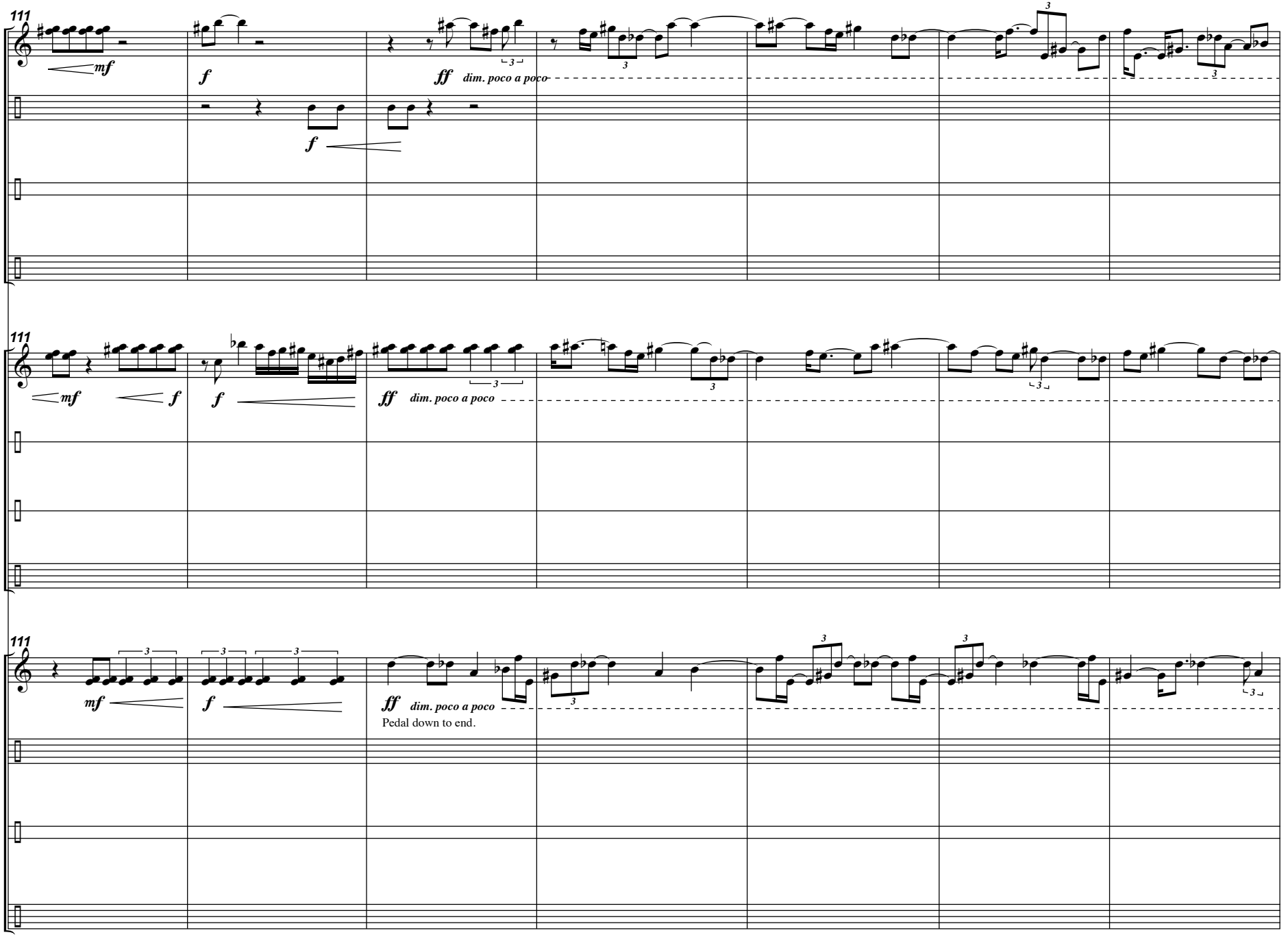

85
mf
(match the dynamic
of player 2)
f
85
mf
f
mf
85
pp
f
f
f
f

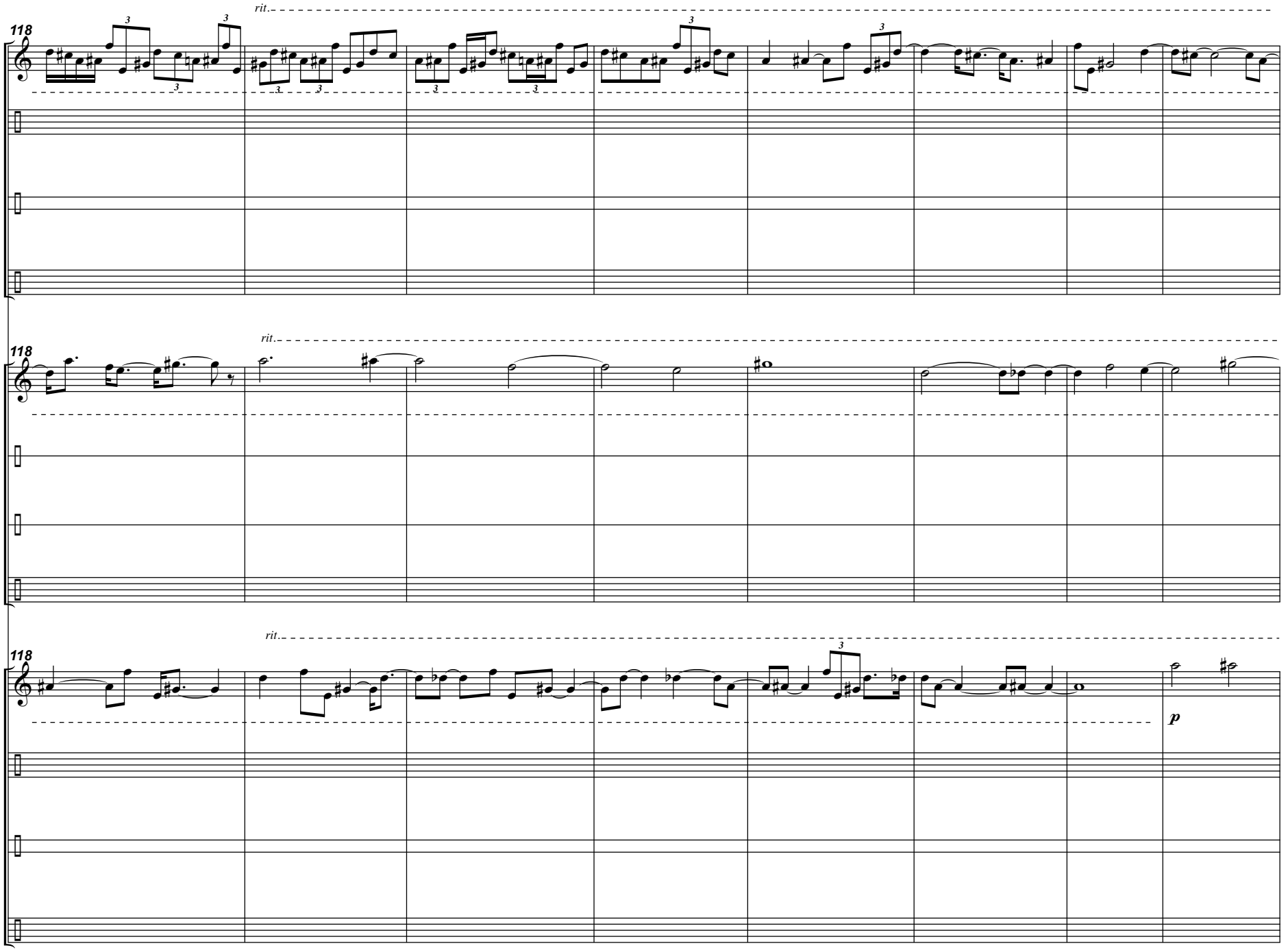

89
♩ = 116
Glock.
pp
fff l.v. al niente
89
♩ = 116
Crotales
pp
Tam - tam
fff l.v. al niente
89
♩ = 116
Vibes
pp
Ped.
Ped.
Ped.
fff l.v. al niente

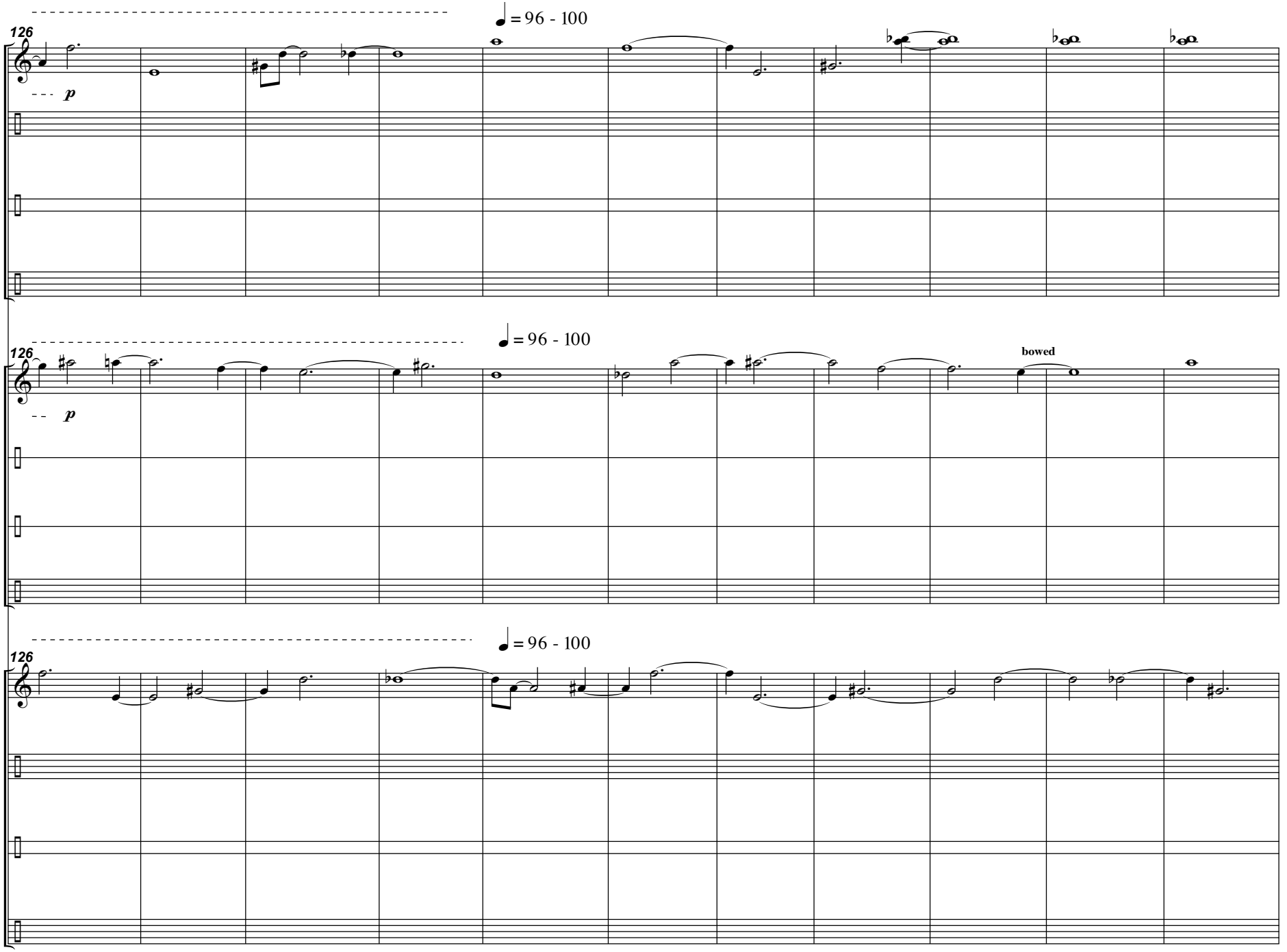

96
96
96
Ped.
Ped.

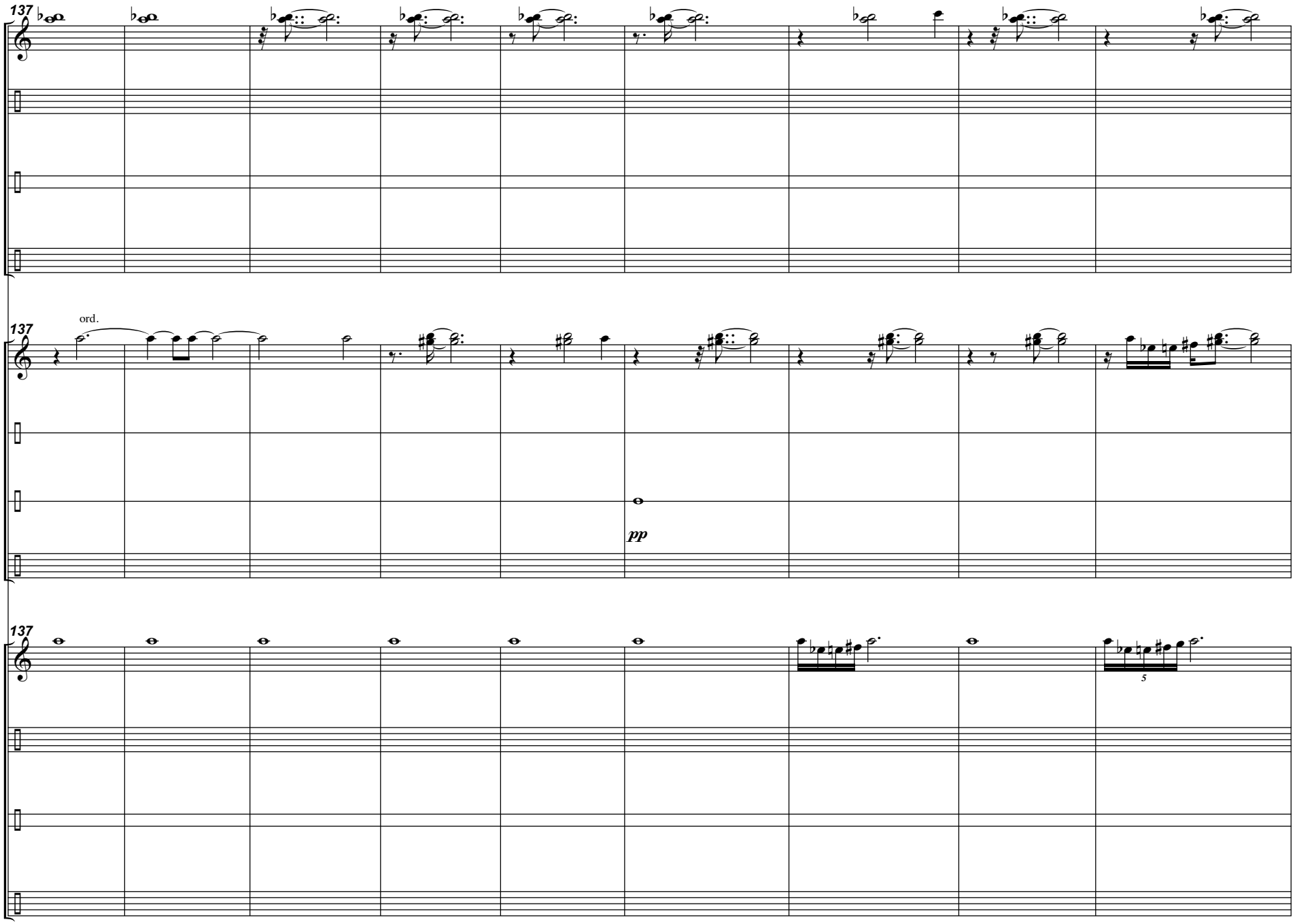

101
101
101
p
f
Ped.
Ped.
Ped.
Ped.

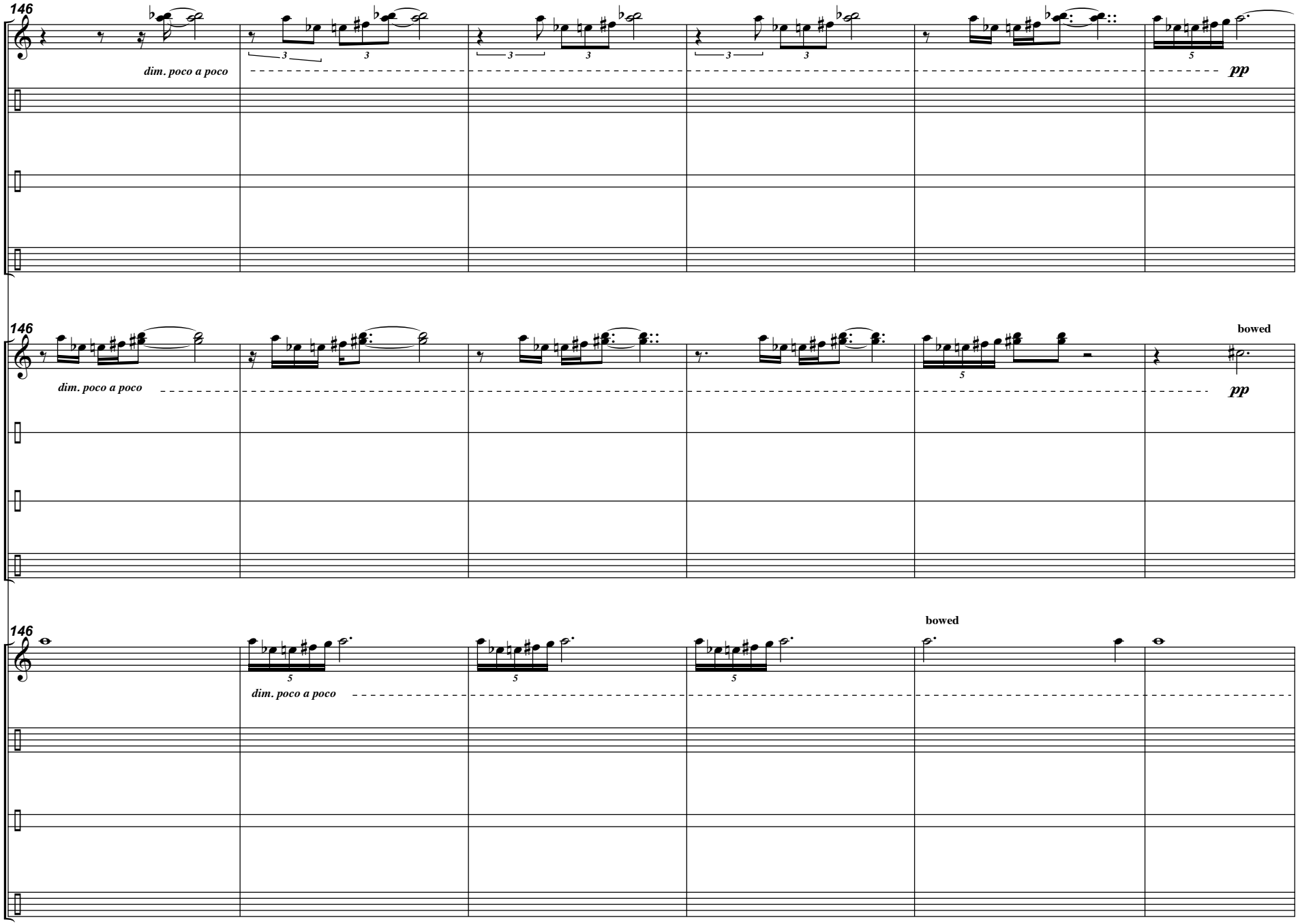

106
mf
pp
106
mf
pp
106
Ped.
p
Ped.
mf
pp
Ped.

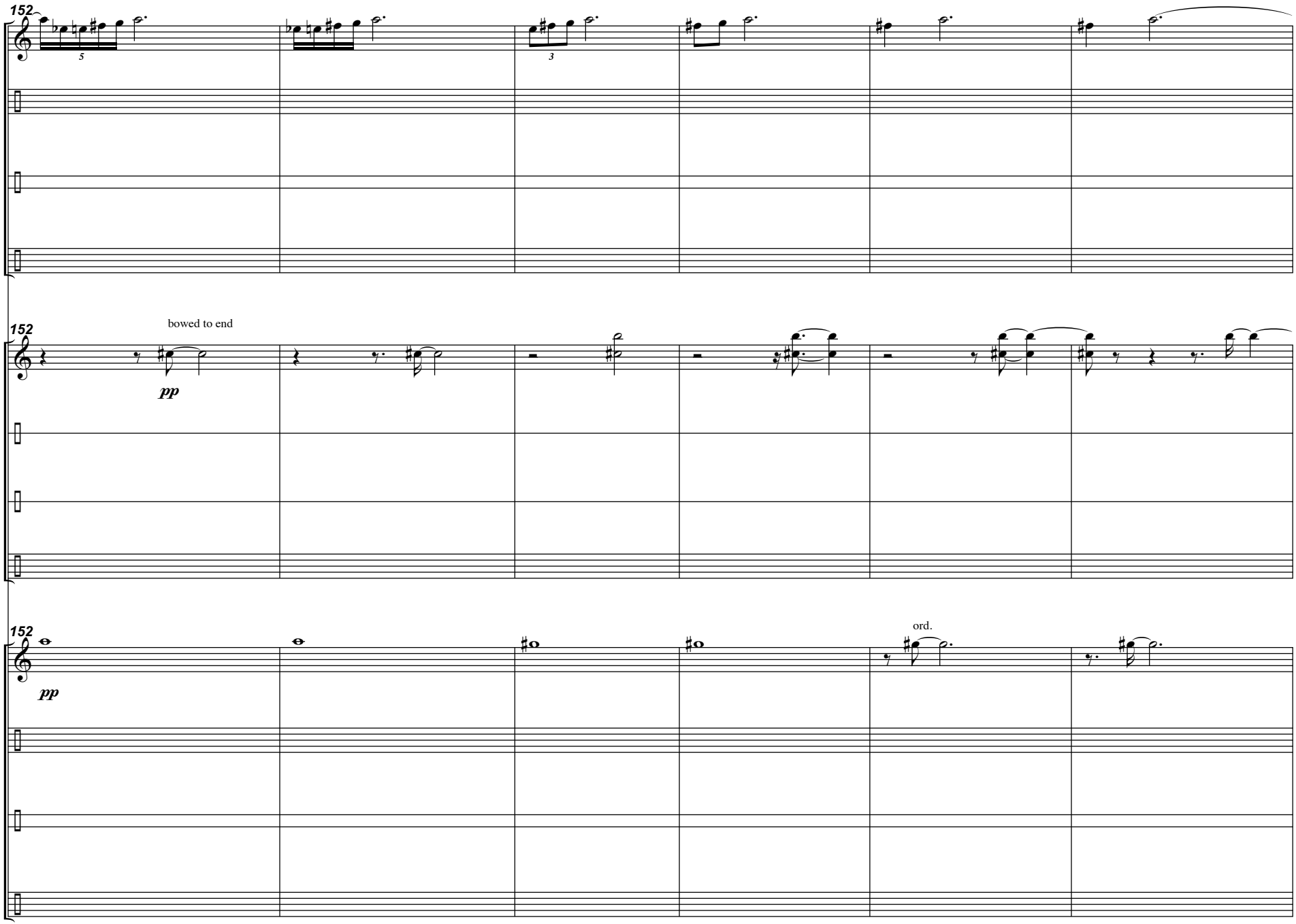

111
mf
f
ff
dim. poco a poco
111
mf
f
f
ff
dim. poco a poco
111
mf
f
ff
dim. poco a poco
Pedal down to end.

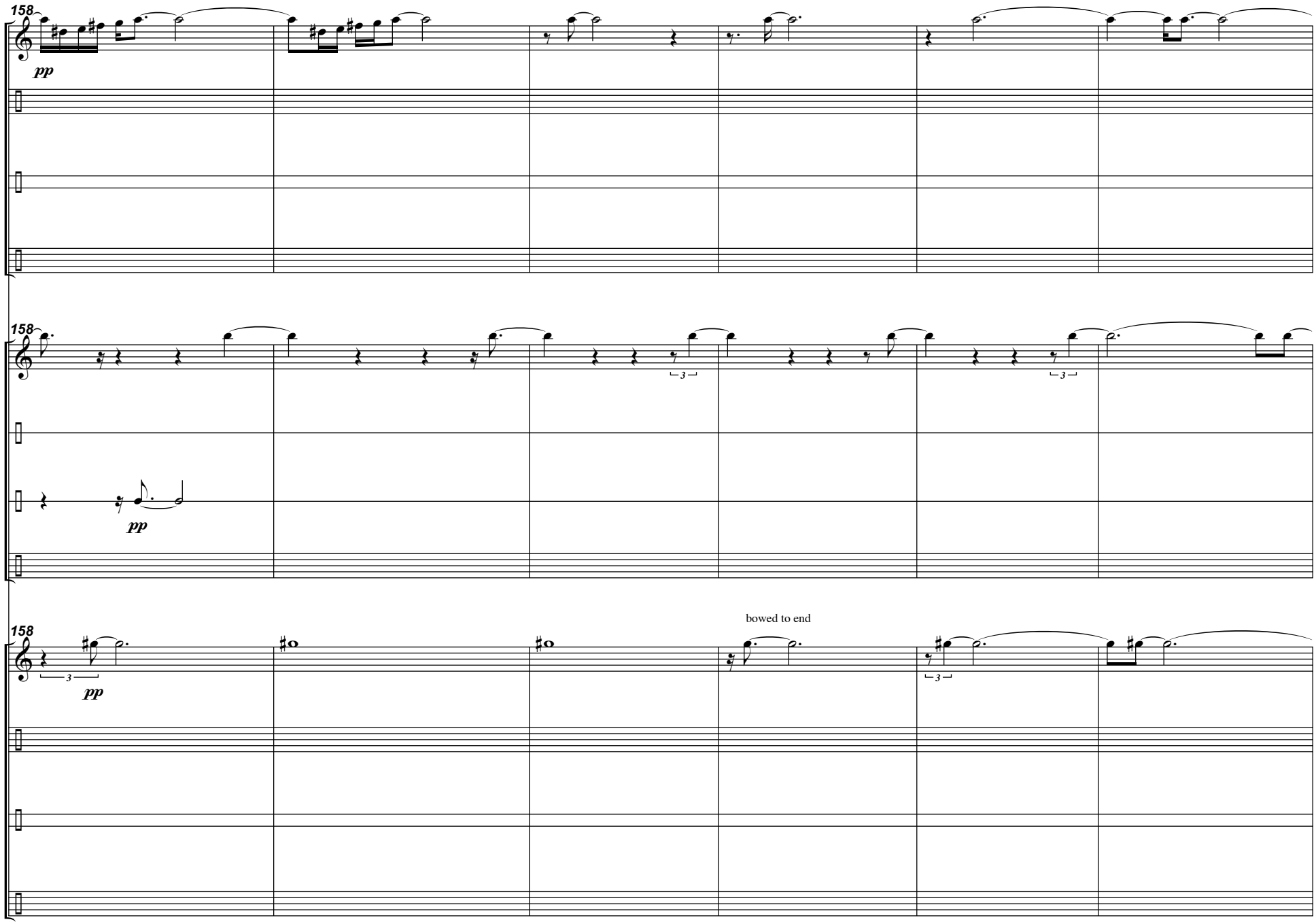

rit.
118
rit.
118
rit.
118
p

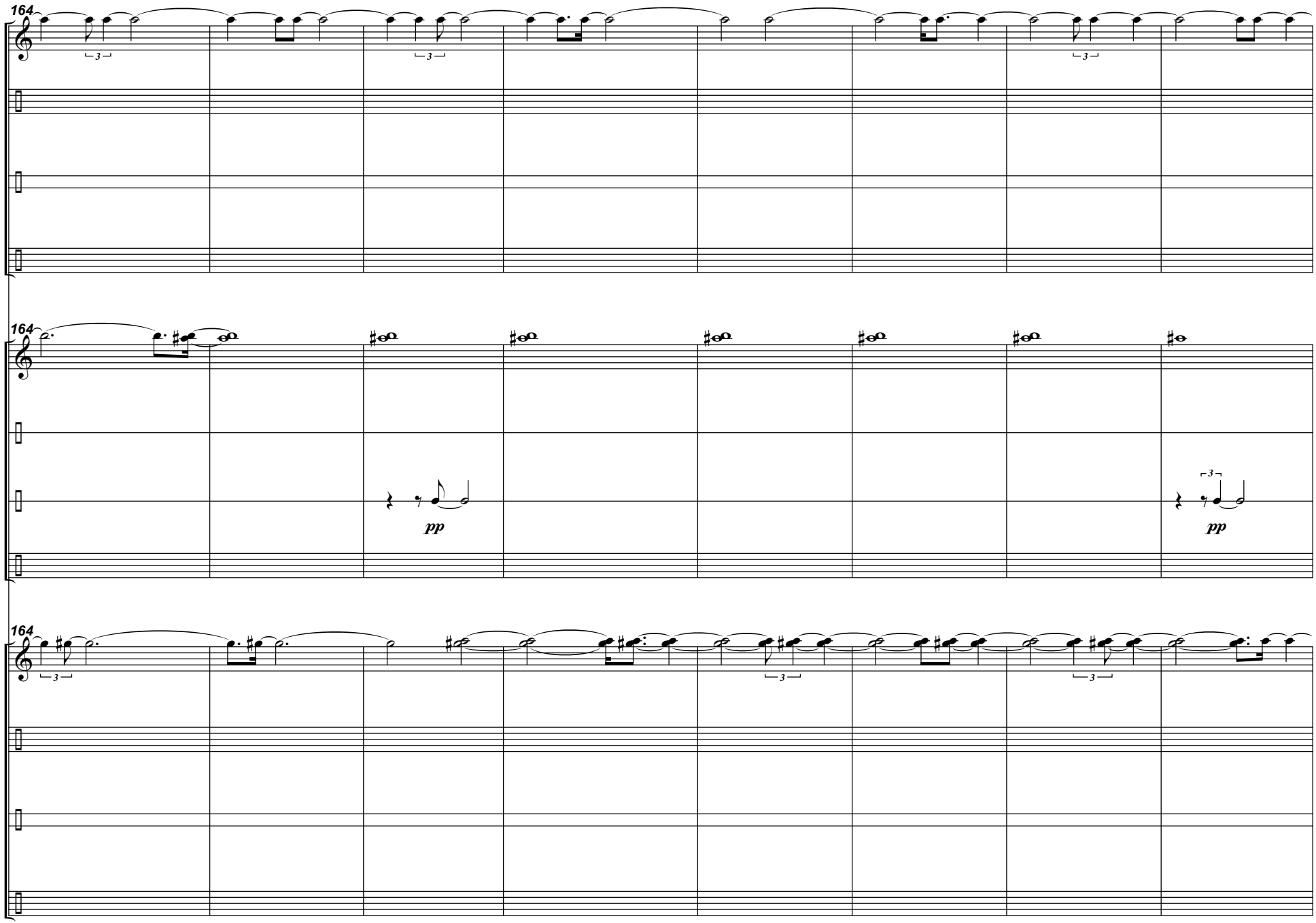

126
♩ = 96 - 100
p
126
♩ = 96 - 100
p
bowed
126
♩ = 96 - 100

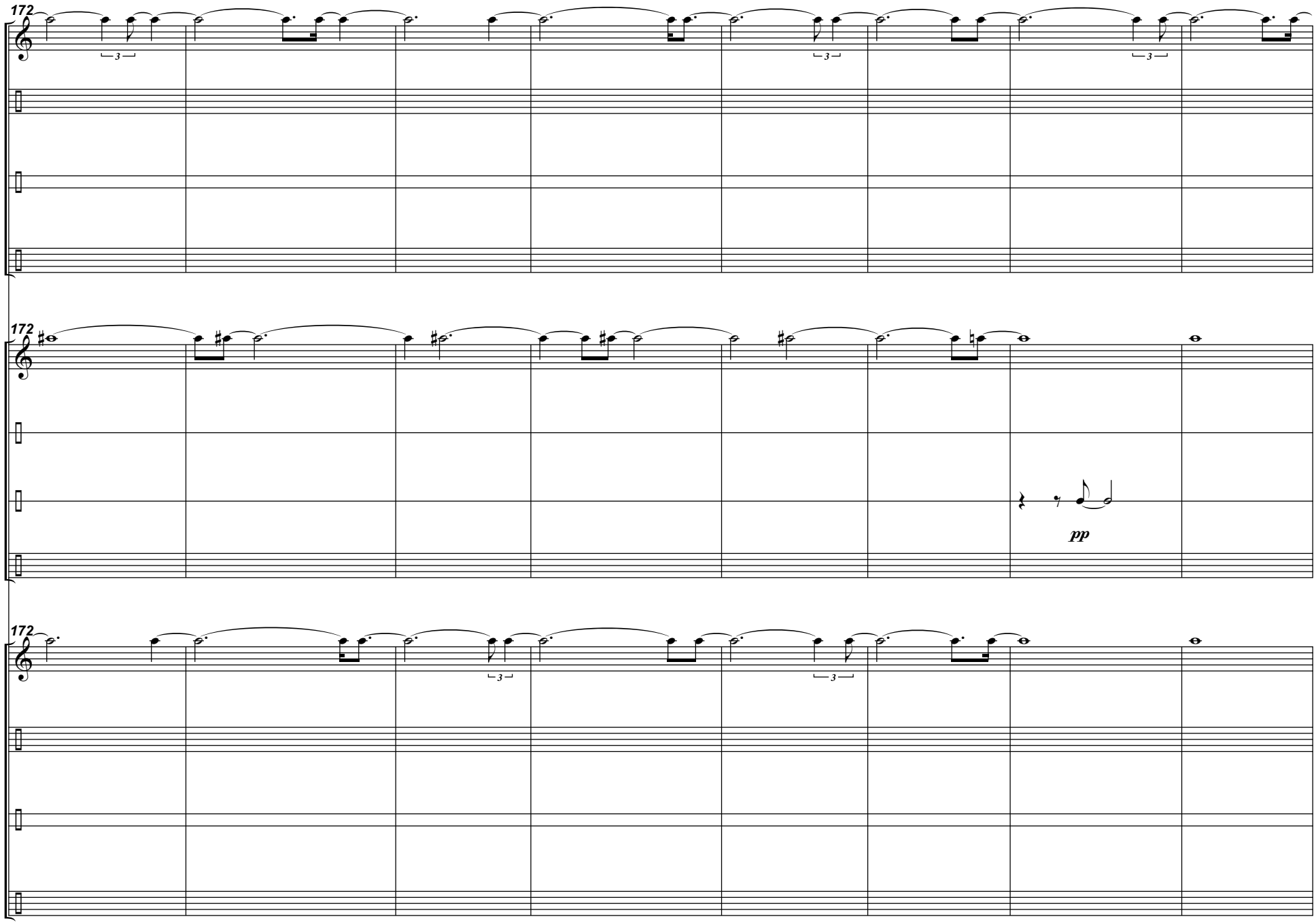

137
137
ord.
pp
137
5

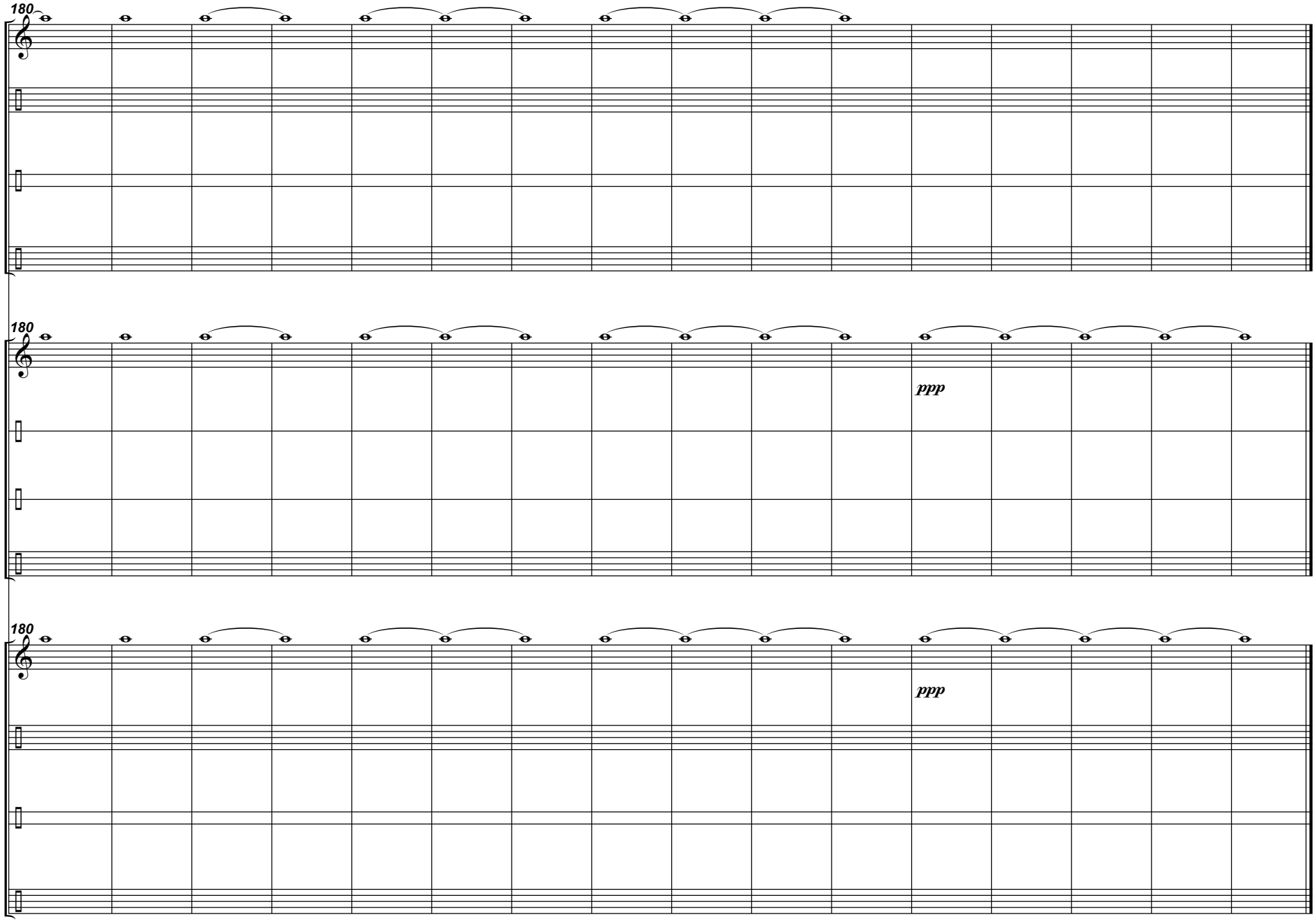

146
dim. poco a poco
pp
146
dim. poco a poco
bowed
pp
146
bowed
dim. poco a poco


152
5
3
152
bowed to end
pp
152
pp
ord.


158
pp
158
pp
158
pp
bowed to end


164
164
pp
pp
164


172
172
pp
172


180
180
ppp
180
ppp