

slumberjunkie

PERFORMANCE NOTES

Trumpet



fluttertongue



trill between alternate fingerings of the same pitch (timbre trill)



trill all valves for indeterminate pitches



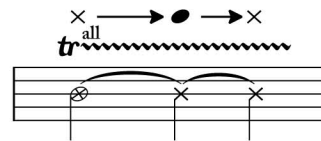
harmonic rip from fundamental to highest note



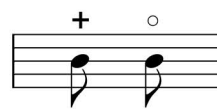
smooth glissando from written pitch to highest note



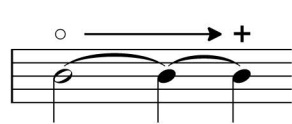
breath sound (nonpitched air)



transition between breath sound and indeterminate pitches



mute with closed and open hand positions



transition from open to closed hand position over mute



rapidly alternate open and closed hand positions over mute

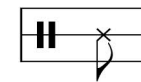


quickly "wah" once with hand over mute



"wah" in rhythm

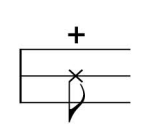
Metals



cymbal hit



cymbal roll



dampen cymbal immediately after attack



dampen already ringing cymbal



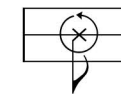
hit edge at perpendicular angle



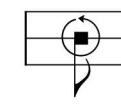
hit with metal handle of brush



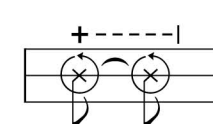
scrape towards edge with metal handle of brush



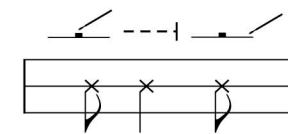
sustained circular brush motion



sustained circular brush handle scrapes



sustained circular brush motion while dampening

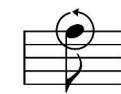


strike on bell (then reset to normal)

Skins



snare rim click



stir snare with brush

Crotales



aggressively sweep across "black" and "white" crotales from bottom to top

slumberjunkie

Jordan Kusel

[illegible]

15 Frantic ♩ = 140

Tpt. *f* *mf* *f* *sp* *mp* *f* *p* c. 4"

Metal Frantic ♩ = 140 *p* *spp* *mp* *pp* c. 4"

Wood *p* *spp* *mp* *pp* c. 4"

Skins *f* *mp* *p* *mf* *mp* *f* c. 4"

21 More freely ♩ = 100 accel. ♩ = 120

Tpt. *mp* *mf* *f* *mp*

Metal More freely ♩ = 100 *p* *p* *f* *mp* *f*

Wood *p* *sf* *sf* *sff* *mp* *mf* *p* *mf* *p* *f* *mp* *sp*

Skins *p* *mp* *mp* *mf* *p* *mf* *p* *mf* *p* *f* *mp* *sp*

29 *accel.* $\text{♩} = 140$

Tpt. *p* sf *mp* *f* *p* *sf* *mp* *f* *f* *spp*

Metal *pp* *f* *p*

Wood *smp* *p*

Skins *p* *mf* *mf* *f* *mp* *sfp* *fp* *mf* *f* *spp* *p* *sf*

37 *Sweetly* $\text{♩} = 100$

Tpt. *mf* *p* *p* *cresc.* *fp* *p* *mf* *p*

Sweetly $\text{♩} = 100$

Metal *pp* *mp* *mf* *pp*

Wood *mf* *pp* *pp* *mf* *pp*

Skins *> pp*

45

Tpt.

mf

sp

mp

p

n

mp

mf

f

fp

timb.

tr

Metal

mp

mp

f

mp

Wood

mp

p

f

52

Gradually more aggressive

Tpt.

mp

fp

fp

f

smp

smf

sf

sp

accel.

120

f

mp

f

smp

timb.

tr

Metal

p

p

accel.

120

f

f

Wood

p

f

sp

f

Skins

mp

mp

smf

sf

f

60 (tr) ^{timb.} *f* *smp* *mf* *f* *ff* *smf* *sp* 5

c. 2" Frantic ♩ = 112

Metal

Wood

Skins

mf *mp* *mf* *smp* *ff* *ff* *sim.*

68 *sfp* *mf* *p* *mf* *ff* *smf* *fff*

tr ^{all} *tr* *tr*

Metal

Wood

Skins

pp *mf* *pp* *mp* *n* *mf* *ff* *mf* *f* *fff*

76

Tpt. *f* *rip* *smp* *mp* *p* *smf*

Metal *mf* *mf* *p* *mf > p* *mf > p* *sim.*

Wood *mf* *mf* *p* *mf > p* *mf > p* *sim.*

Skins

Crot. *mf*

rit. *tr^{all}* *tr^{all}* *tr^{timb}* *tr^{all}*

86

Tpt. *p* *mp* *pp* *mp > p* *mp > p* *p* *mf* *p*

Metal *pp* *mf*

Wood *mf > p* *mf > pp*

Skins *pp*

Crot. *mf*

rit. *Deliberately* ♩ = 80

93 7

Tpt. *mp* > *p* *mp* > *p* *pp* *mf* *pp* < *mf*

Metal *mf* *p* *sfp* *pp* *pp* *mf* *mf*

Wood *p* *mf* *p* *pp* *mf* *mf*

Skins *mp* *ff* *ff* *ff* *sim.*

Crot. *f* *f* *f* *f*

100

Tpt. *p* *mf* *mp* > *p* *ff* *pp* *p* *mp* *pp*

Metal *rit.* *harmon mute w/stem* *Exhausted* *♩ = 60* *ff* *pp* *p* *mp* *pp*

Wood *p* *rit.* *Commanding* *♩ = 60* *ff* *ff*

Skins *ff* *mp* *ff* *

* Unless dynamic phrasing is indicated,
all attacks are treated as downbeats.

118

Tpt. *smf spp* *mp* *mf sff* *p* *pp* *mp*

Metal

Wood

Skins *mp* *ff* *mp*

123

Tpt. *sf* *p* *mf* *p* *mp* *f* *smp* *ff* *sp*

Metal

Wood *mp* *mf*

Skins *ff* *mp* *ff*

Crot. *f*

10

127

Tpt. *p* *mf* *p* *mp*

Metal *p* *mf* *p* *mf* *p*

Wood *p* *mf* *p* *mf* *p*

Skins

Crot. *f* *f* *f*

rip *tr* *tr* *tr*

3 3 3 3

130

Tpt. *mf* *p* *mf* *p* *pp*

Metal *pp* *pp*

Wood *mp* *p* *p* *pp* *pp*

Skins

Crot. *mf* *mp* *pp* *mp* *mp* *ppp* *n*

c. 2" *c. 7"*

3 3 3 3 3 3