

GROUP:
OSC. FREQUENCIES:

TEN THOUSAND TIMES TEN THOUSAND

for three or more percussionists

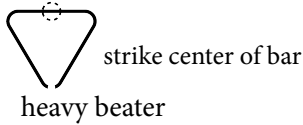
Inventory checklist: triangle, light triangle beater (with rubber handle), heavy triangle beater, "angel" tuning fork, energy chimes, hard plastic mallet, oscillator, portable amplifier, plastic "bullet" vibrator, bow (group 2 only)

NB: See performance notes for complete details, available as a separate PDF (this includes instructions for oscillator frequencies). "Lead player" (L.P.) introduces each new section. Boxed texts serve as indications for when the ensemble should arrive to the passage. Boxed music sections are repeated indefinitely until the next cue.

NON-UNISON: ♩ = 40

Ensemble enters ≈1 beat after nearest player's entrance to create a wave-like effect throughout the space

CORY BRACKEN
2019



6x

Triangle $\frac{6}{4}$

3x

2 $\frac{3}{4}$

3 $\frac{3}{4}$

5

Molto rubato, misty: ♩ = 60

A

Ensemble proceeds to section A after ≈1 repeat of nearest player

7
Tri. $p - mp$
light beater*

B

Poco più mosso

Ensemble proceeds to section B after ≈1 repeat of nearest player

Triangle
lightly mute $p - mp$
 p
strike triangle***
Tuning fork

C

Proceed to section C when you hear nearest player

4-6x

accel. poco a poco †

Energy chimes
hard plastic mallet
Tuning fork
Triangle
(with mallet)
 mp
l.v. sempre mf (,)
with rubber of light beater
 p ————— mf

† Gradually accelerate throughout repeats.

D

≈15-20"

15
Tri.
Fork mf *l.v.*
l.v. sempre heavy beater mf (,)
poco accel.
cresc. poco a poco
Shift attack points along the bar,
exploring different harmonics and overtones.

E


♩ = 80 Repeat until end of L.P. chimes cue

6
Tri.
Fork mp ————— ff
accel. rit.
Energy chimes
In strict time *chimes l.v.*
L.P. ff
mute!

* Strike at different points between the tip and center of the beaters, and at various angles to the triangle, to produce various harmonics.
 ** Vary length of fermatas and breath marks ad lib. to ensure non-unison differentiation among the ensemble.
 *** Strike triangle with an "angel" tuning fork, first muting the triangle (at section B) and then letting the triangle sustain (at section C). Swiftly whip the tuning fork after striking to create a whirring effect; vary the intensity and rhythm ad lib.



F ♩ = 40, as before

Ensemble enters ≈1 beat after nearest player's entrance to create a wave-like effect throughout the space

 strike center of bar
with rubber of light triangle beater

3x

20

Tri.  $\frac{6}{4}$ 

accel. rit.

p *f*

flam with heavy beater


21

Tri.  $\frac{6}{4}$ 


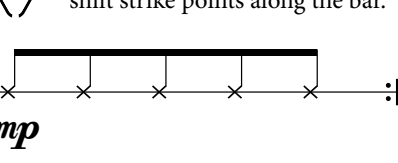
accel. rit.

p *mf*

G UNISON!
♩ = 108, senza misura

 Gradually and consistently shift strike points along the bar.

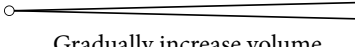
22

Tri.  $\frac{5}{8}$ 


mp


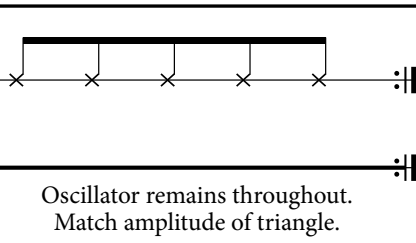
≈5x

Oscillator




Gradually increase volume of oscillator throughout repeats.


 Hold here for a moment after full ensemble arrives to unison with oscillators at full volume, then L.P. proceeds to section H. (senza misura)

 $\frac{5}{8}$ 


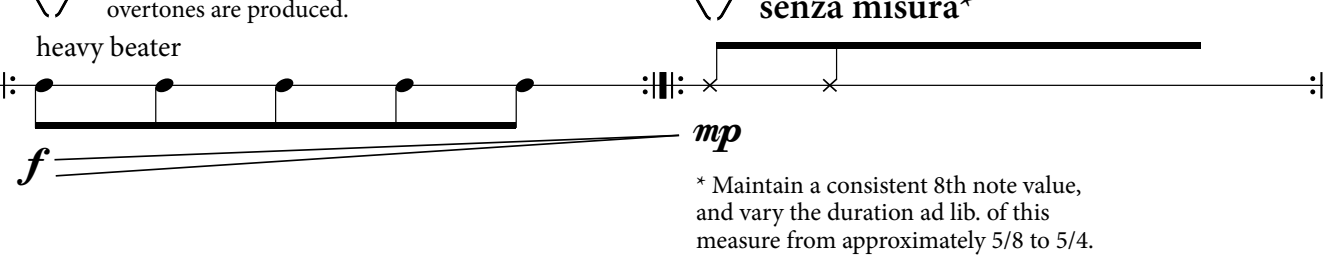
Oscillator remains throughout. Match amplitude of triangle.

H Proceed to section H after ≈2 repeats of nearest player

 Strike "sweet spot" of bar, where maximum overtones are produced.
heavy beater

 senza misura*

25

Tri.  $\frac{5}{8}$ 

f *mp*

* Maintain a consistent 8th note value, and vary the duration ad lib. of this measure from approximately 5/8 to 5/4.

27 Proceed to section I when you hear nearest player

Tri. light beater, ord.

f *p*

NON-UNISON, senza misura*; maintain the relative tempo, allowing for each player to phase in and out of rhythmic unison.

6-8x

29

G1 tuning fork *mp sempre*

p light beater *p* \leftarrow *f* \rightarrow *mp sempre*

p *p* *mp sempre*

G2 *mp sempre*

div.**

energy chimes *mp sempre*

p *f* *p* *mp sempre*

* Maintain a consistent 8th note value, varying the duration of each measure ad lib. from approximately 10/8 to 10/4.

** Divide each chime note equally throughout the group.

J poco accel. & decel. ad lib.

Repeat until end of L.P. chimes cue

Energy chimes
In strict time (♩ = 108)

L.P. *ff*

G1 Oscillator

mp \leftarrow *ff* l.v.

heavy beater Oscillator

mp \leftarrow *ff* l.v.


G2 Oscillator

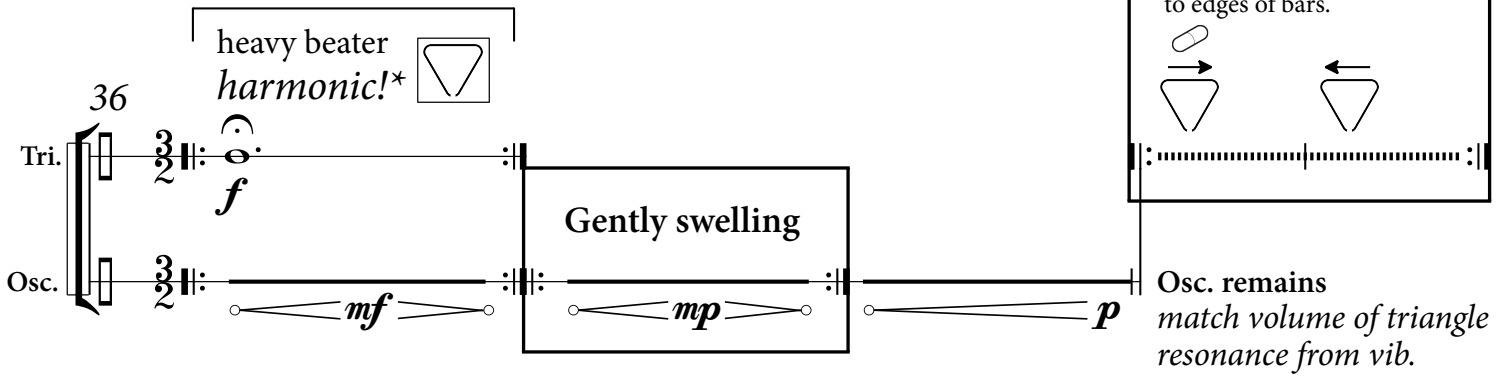
K Meno mosso, molto rubato

Ensemble enters shortly after L.P.

Swell $\approx 1-2x$ after L.P. arrives to L, then proceed

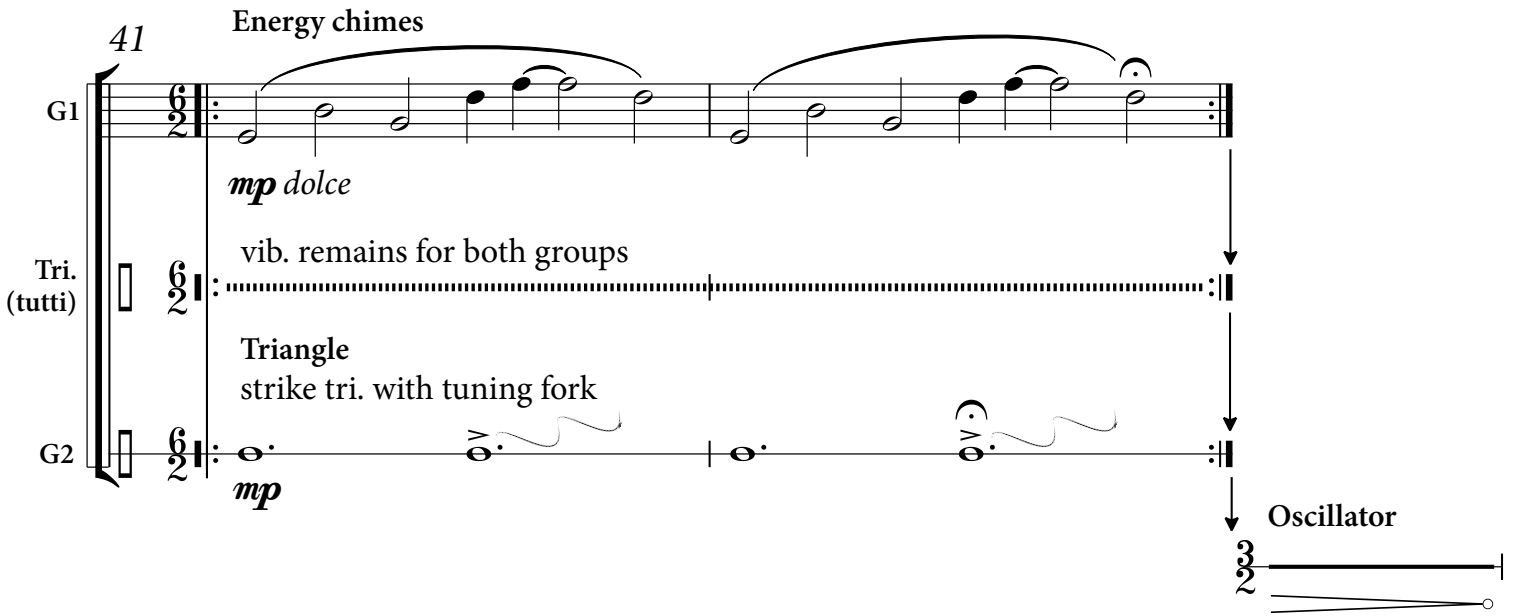
6-8x

heavy beater harmonic!* 



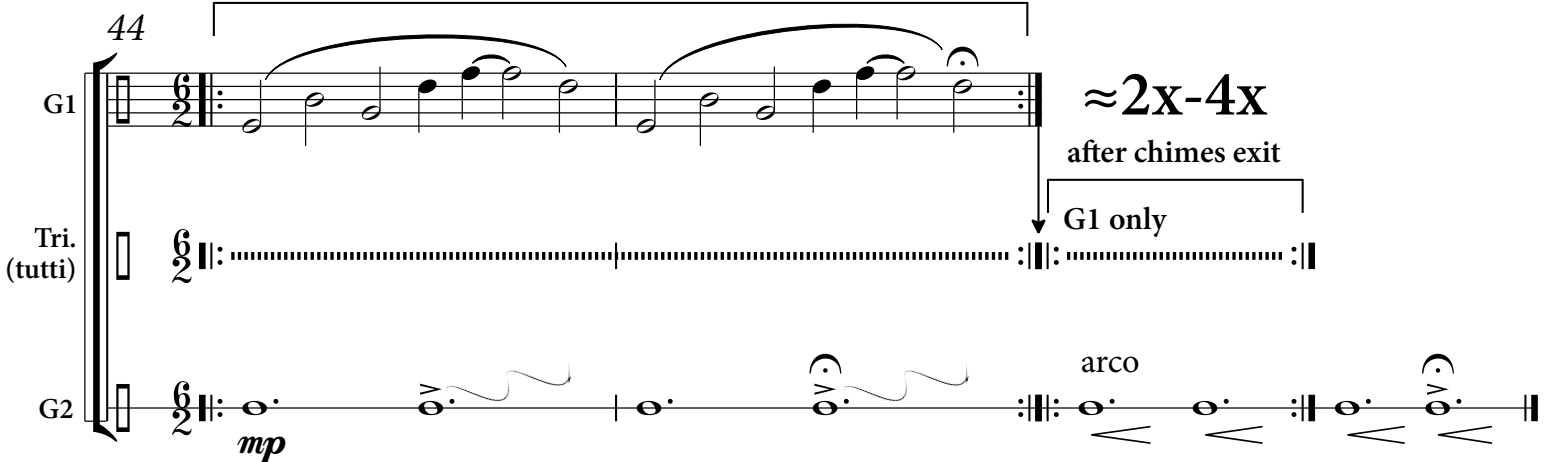
M Ensemble staggers entrances to section M after L.P., creating an irregular echo

41 Energy chimes



3x

44



* Gently mute the triangle at various points along the bars with the thumb and forefinger, while striking at a nearby point on the bar. The intention is to dampen certain frequencies, and emphasize others. Feel free to explore this phenomenon at all points along the instrument.