

Nguyen M. Nhat

GAMESHOW music

for 2 pianos, 2 percussionists, electronics, video & live voting

2022

PERFORMANCE NOTES

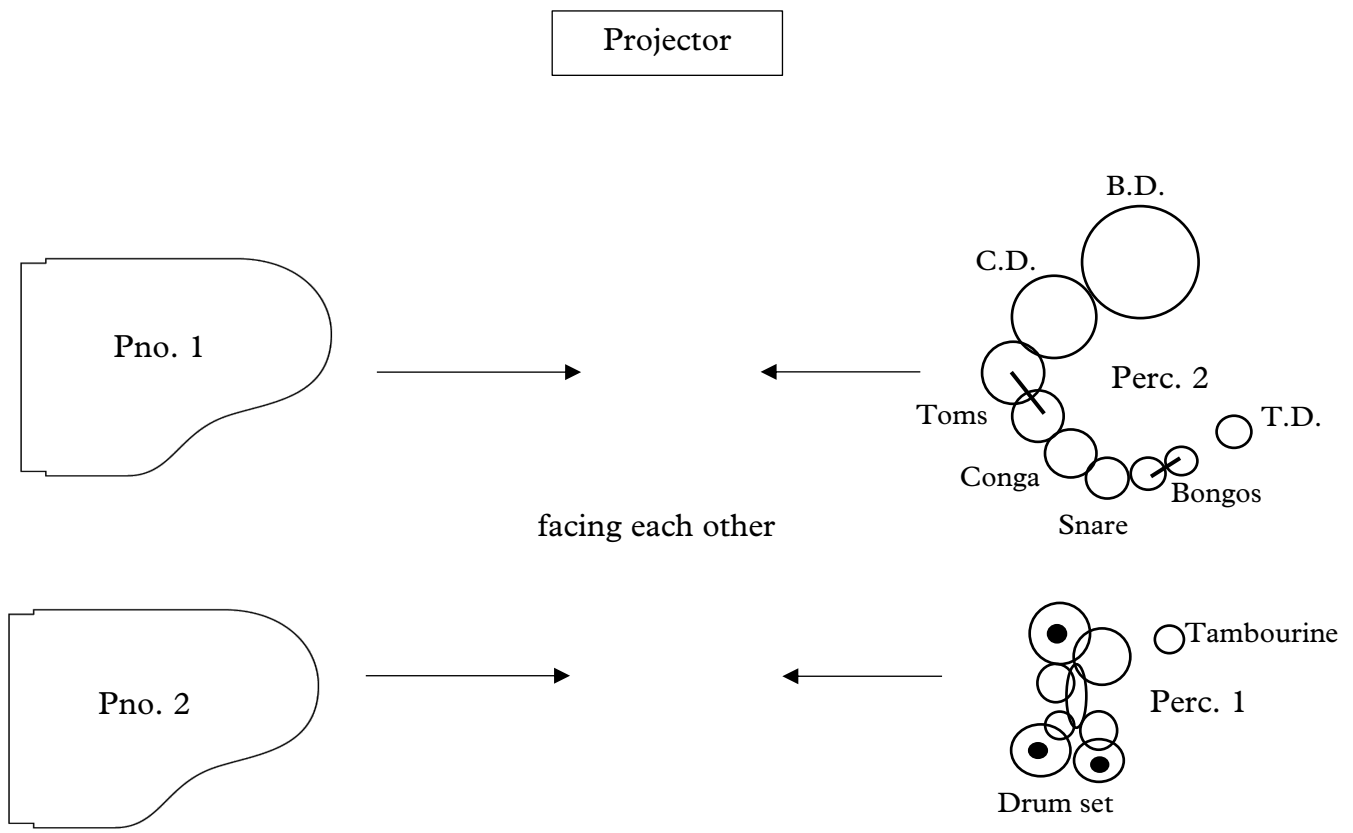
The piece is dedicated to Yarn/Wire and Prof. Marianna Ritchey, the author of “Composing Capital: Classical Music in the Neoliberal Era”. The work attempts to embody many of the ideas from her book and should be considered as a social commentary. It adopts a gameshow format, where the two opposing piano and drum teams compete against one another through a series of 7 unique games. Between them are parodied commercial breaks, where the audience can vote for whoever they think the winner of each game was. The piece questions the role of music in a hyper-capitalist society, where music is subservient to entertainment and commercialism and thus shows how easily music can be categorized and framed according to the purpose of that event. Since the work heavily quotes the music from other composers, it calls into question the originality of the composer. This work is an embodiment of cultural appropriation and shows how the capitalist narrative dominates and scoops up works done by other artists, peoples and cultures.

Duration: ~ 25 minutes

PROGRAM ORDER

Intro – 7 Deadly Games
Game 1: Greed for Speed
Intermission 1 – Car Commercial
Game 2: Sonic Lust
Intermission 2 – Movie Trailer
Game 3: Prideful Elegance
Intermission 3 – Generic Brand Ad
Game 4: fun n’ glutton
Intermission 4 – Food Ad
Game 5: slothmania
Game 6: EPIC. WRATH.
Intermission 5 – YouTube Reaction Video
Game 7: Envious Disgust
Outro – Winner Announcement

IDEAL STAGE LAYOUT



EQUIPMENT & INSTRUMENTATION

Piano 1:

- Bamboo stick
- Timer/stopwatch for Game 5 (optional)

Percussion 1:

- Drum set (kick/bass drum, floor tom, medium tom, high tom, snare, hi-hat, ride & crash)
- Pandero
- Superball mallet

Percussion 2:

- 2 Bongos
- Snare Drum
- Conga
- 2 Toms (low, medium)
- Chinese Drum
- Bass Drum
- Talking Drum & stick (provided by composer)

Voting Poll (QR Code):



CREDITS

Stock Video Creators

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Askar Abayev
FCPX Library
Iulian Silviu Din
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Mario A. Villeda
Netflix
Ricardo Esquivel
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Hans Zimmer

ZakharValaha

Intro – 7 Deadly Games

GAME 1 (45")

Greed for Speed

There is no full score for Game 1. Instead, there will be one score for two pianos and a part for each percussionist. This by no means represent the order of play. All parts will begin at the same time upon hearing the buzzer. The countdown timer will show how much time remains, but another buzzer will signal the end of the first game.

The audience will vote on "which team is faster".

Pianos

GAME 1 (45")

Greed for Speed

Begin when you
hear the buzzer

start at ♩ = 50, then slowly accelerate to ...

Rimsky-Korsakov
Flight of the Bumblebee

Piano

Musical score for the first system of 'Flight of the Bumblebee'. It features a grand staff with a treble clef and a 2/4 time signature. The left hand (LH) plays a rapid sixteenth-note melody, while the right hand is silent. The piece begins with a forte (*f*) dynamic. The score consists of six measures, with the first four measures containing the main melodic line and the last two measures showing a continuation of the pattern.

Piano

Two empty musical staves, one for the treble clef and one for the bass clef, both in 2/4 time. These staves are intended for the accompaniment of the second piece.

Liszt
La Campanella

Pno.

Musical score for the first system of 'La Campanella'. It features a grand staff with a treble clef and a 2/4 time signature. The right hand (RH) plays a rapid sixteenth-note melody, while the left hand is silent. The piece begins with a piano (*pp*) dynamic and is marked *leggiero*. The score consists of five measures, with the first two measures containing the main melodic line and the last three measures showing a continuation of the pattern.

Pno.

Two empty musical staves, one for the treble clef and one for the bass clef, both in 2/4 time. These staves are intended for the accompaniment of the second piece.

12 $\text{♩} = 190-200$ ($\approx 0:22$)

Pno.

$\text{♩} = 60$

Pno.

p

Ped.

16

Pno.

8va

repeat x many times, to time your ending as the clock runs out

♩ = 135, then gradually speed up to ...

3

18

Pno.

Pno.

*

... as fast as humanly possible

22

Pno.

speed up to as fast as humanly possible until time is up

Pno.

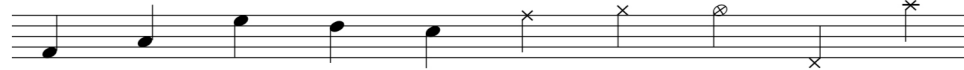
Perc. 1 **GAME 1** (45")

Kick/Bass Floor Tom Snare Ride Closed Open Hi-Hat Crash
Drum Tom Drum 1 Drum 2 Drum Cymbal Hi-Hat Hi-Hat Pedal Cymbal

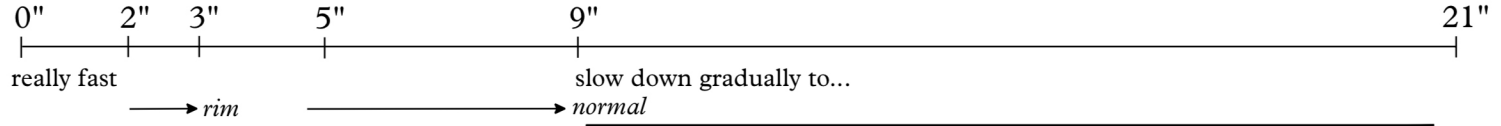
Greed for Speed

Use this video for reference: <https://youtu.be/mL-LyKcFE5c?t=608> (10:08 - 12:08)

*the score is a rough transcription of the performance



Begin when you hear the buzzer



DRUMSET

Percussion 1

Antolini
Caravan



37" 45"

≈ ♩ = 125, then speed up gradually to as fast as humanly possible

GO HAM LIKE ANTOLINI

Perc. 1



Perc. 2

♩ = 66

accel poco a poco

all in normal striking positions on the drumheads for the most resonant sound



Begin when you hear the buzzer

snare OFF

3"

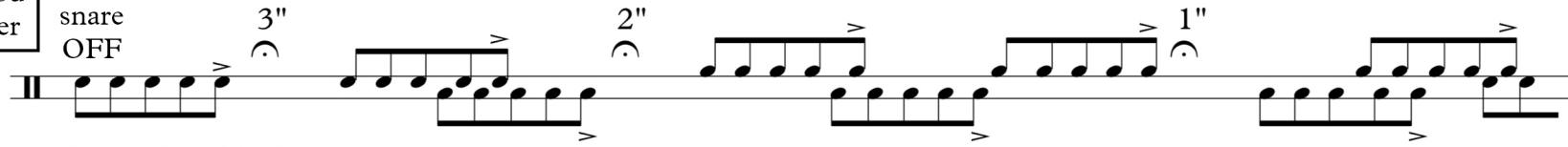
2"

1"

Percussion 2

NT Đạo
Mây

p cresc. poco a poco



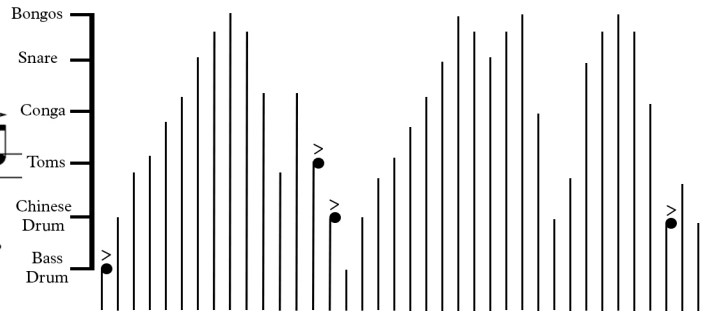
as fast as possible

accents on toms, Chinese drum & bass drum at will, varying the timing and combination of accents
accents should be louder and should sound like gunshots / cannon shots

Perc. 2

turn snare ON quickly

f



etc.

→ until time is up (0:45)

Intermission 1 – Car Commercial

GAME 2 (3'30")

Sonic Lust

There is no full score for Game 2. Instead, the score will be comprised of the following individual parts: Perc. 1, Perc. 2, Pno. 1 and Pno. 2. This by no means represent the order of play. All parts will begin at the same time.

To further clarify, Game 2 has the following form:

1. Round 1 (45"): Drums only
2. Round 1 (45"): Pianos only
3. Round 2 (45"): Drums only
4. Round 2 (45"): Pianos only
5. Final Round (30"): Pianos & Drums

The audience will vote on "which team has the coolest sounds".

GAME 2 (3'30")

Sonic Lust

SNARE DRUM & DRUMSTICKS

ROUND 1: Gerassimez - *Asventuras*

DRUMS' TURN (45")

How to play

- Below are all the variable motifs you can use and order ad lib.
- Everything should be spontaneous
- There is no limit or minimum requirement on the number of repetitions for each variable
- You can repeat one variable consecutively
- The transition variables help you buy time to choose the next variable or to signal to coordinate with your partner by playing together on the "downbeat"
- You should play independently and work with your partner
- Notes with no stems do not have a specific duration
- Buzzer sounds will notify you of when to start and stop

indefinite pitch generated by stick on stick

low high

snare head center to rim

snare head center to rim

center to rim

rimclicks low to high

snare ON/OFF

Key

B
U
Z
Z
E
R

B
U
Z
Z
E
R

DRUMSTICKS MAIN

$\text{♩} = 80-90$

$\text{♩} = 80-90$

$\text{♩} = 80-90$

DRUMSTICKS TRANSITION

$\text{♩} = 80-90$

as fast as possible

f sempre

p sempre

SNARE DRUM TRANSITION

as fast as possible

f sempre

$\text{♩} = 90-100$

$\text{♩} = 70-75$

p \rightarrow *f*

5-6" slow \rightarrow as fast as possible

mf \rightarrow *ff*

p \leftarrow *f* *p* \leftarrow *f*

SNARE DRUM MAIN

$\text{♩} = \approx 170$

mf

OFF

ON

$\text{♩} = 120-30$

f

PIANOS' TURN (45")

- Stop wherever you are upon hearing the buzzer
- you may overlap with the pianos slightly
- Wait, then come in when the buzzer signals your team's turn.

GAME 2 (3'30")

Sonic Lust

DRUMSET

ROUND 2: Olatunji - *Isise*

DRUMS' TURN (45")

How to play

- Below are all the variable motifs you can use and order ad lib.
- Everything should be spontaneous
- There is no limit or minimum requirement on the number of repetitions for each variable
- You can repeat one variable consecutively
- The entire round will be in quarter = 110
- You can and in fact should have moments of rest, but stay in the beat when you join back in
- Dynamics ad lib., but should not be too loud

Key

same as GAME 1

PIANOS' TURN (45")

DRUMSET OSTINATO

B
U
Z
Z
E
R

B
U
Z
Z
E
R

Stop wherever you are upon hearing the buzzer - you may overlap with the pianos slightly

Wait, then come in when the buzzer signals your team's turn.

DRUMSET MAIN

GAME 2 (3'30")

Sonic Lust

DRUMSET

FINAL ROUND

(30")

30"

**B
U
Z
Z
E
R**

How to play

- Begin & end according to the buzzers
- Improvise / freestyle based on all the materials of the round
- Everything should be spontaneous

Some tips:

- Apply Gerassimez's snare drum techniques on the other instruments of the drumset, including hi-hat, ride and crash
- Include the grooves of Olatunji
- Listen to and work with your partner as well

**B
U
Z
Z
E
R**

GAME 2 (3'30")

Sonic Lust

DRUMSET

ROUND 2: Olatunji - *Isise*

DRUMS' TURN (45")

How to play

- Below are all the variable motifs you can use and order ad lib.
- Everything should be spontaneous
- There is no limit or minimum requirement on the number of repetitions for each variable
- You can repeat one variable consecutively
- The entire round will be in quarter = 110
- You can and in fact should have moments of rest, but stay in the beat when you join back in
- Dynamics ad lib., but should not be too loud

2 Bongos (high, low)	Snare Drum	Conga	2 Toms (medium, low)	Chinese Drum	Bass Drum
Key					

OSTINATO

B
U
Z
Z
E
R

B
U
Z
Z
E
R

MAIN

PIANOS' TURN (45")

Stop wherever you are upon hearing the buzzer - you may overlap with the pianos slightly

Wait, then come in when the buzzer signals your team's turn.

GAME 2 (3'30")

Sonic Lust

ALL DRUMS

FINAL ROUND

(30")

30"

B
U
Z
Z
E
R

How to play

- Begin & end according to the buzzers
- Improvise / freestyle based on all the materials of the round
- Everything should be spontaneous

Some tips:

- Apply Gerassimez's snare drum techniques on other drums
- Include the grooves of Olatunji
- Listen to and work with your partner as well

B
U
Z
Z
E
R

GAME 2 (3'30")

Sonic Lust

ROUND 1 (45")

- Match box number with your piano partner by playing chronologically
- Always play the downbeat together
- Wait with silence (unless indicated otherwise) if the other person has not finished before moving on to the next number
- Go to the next number after taking a short breath

wait 45", then come in right after the buzzer

1

square notehead = strike the strings in the low register with the fingers

$\text{♩} = 80$

2

Piano 1
Gubaidulina
Piano Sonata

B
U
Z
Z
E
R

$\text{♩} = 60$

Ped.

3

5"

4

5"

5

$\text{♩} = 92$

place bamboo stick on the vibrating

rubato

hold string with left hand

Pno. 1

8

8^{vb}

Ped.

ROUND 2 (45")

Same rules as before

come in right after the buzzer

1 $\text{♩} = 92$ 2 $\text{♩} = 130$ 3 $\text{♩} = 90$

Pno. 1

B
U
Z
Z
E
R

p secco *p* *mf secco*

24 31 36

8^{vb} 8^{vb} 8^{vb}

4 $\text{♩} = 90$ 5 $\text{♩} = 90$

mf secco *p*

6 $\text{♩} = 126$ 7 $\text{♩} = 90$

8^{va} (cluster chords)

f

Ped. Ped.

FINAL ROUND (30")

8
♩ = 180

stop wherever you are after hearing the buzzer - you may overlap slightly

Brief Pause

freestyle / improvise:
- begin & end according to the buzzers
- use all of the materials from the previous 2 rounds as inspiration
- you do not have to play the exact pitches (though you can) as written, but rather apply the gestures and techniques

Pno. 1

ff

42

8va

8vb

B
U
Z
Z
E
R

B
U
Z
Z
E
R

B
U
Z
Z
E
R

GAME 2 (3'30")

Sonic Lust

ROUND 1 (45")

- Match box number with your piano partner by playing chronologically
- Always play the downbeat together
- Wait with silence (unless indicated otherwise) if the other person has not finished before moving on to the next number
- Go to the next number after taking a short breath

♩ = 79 **punctual & precise**

wait 45", then come in right after the buzzer

1

Piano 2

Fueing broken song

B
U
Z
Z
E
R

ppp sempre

prepare before the round starts
press key silently

8^{vb}...

sostenuto Ped.: hold down for the entire round

p

f

gliss.: nail on 1 string

ff

2

*pr = pressure

p

f mp

pp

pp f

pp f

p

f

pp

legato

p

f

pp

pr:

mute

pizz.

tap: palm

mute

f

8^{vb}...

3

*x = muted

f

p

4

Ped.

Ped.

Ped.

11

5

*arp. = arpeggio on several strings

6

7

8

Pno. 2

pp f p

f pp

f ppp

fff f

mute

arp.

gliss.: nail on 1 string

pr: H pr: l

Ped.

Ped.

Ped.

frame

agraffe

gliss.

Ped.

*H = high; l = low

9

10

11

12

Pno. 2

p

pppp mp pppp

f

p f pp

ff

mute

scratch: nail

Ped.

Ped.

Ped.

8va

8vb

8vb

stop wherever you are after hearing the buzzer - you may overlap with the drums slightly

wait 45" until your team's turn in Round 2

sostenuto Ped.: hold down for the entire round

ROUND 2 (45")

Same rules as before

come in right after
the buzzer

1

21

B U Z Z E R

fff

f

fff *pizz.*

ff

mp

6

3

mute *mute* *mute*

pr: H *pr: l*

2

3 times

f *ff* *f* *pp* *f*

frame

agraffe *gliss.*

Ped.

3

25

f *pp* *f* *pp* *f* *pp* *f* *pp* *f* *pp*

4

ff

f

mf

6

3

mute

pr:

frame

agraffe *gliss.*

Ped.

31 5 *ff*

Pno. 2

f

8va

mute

mf > *mp* > *ff*

ff *ppp* *ppf* *ppp*

mute *mute*

gliss.: nail on 1 string

fff

Ped.

Ped.

6

34 7 *pp* *pp*

Pno. 2

ppfff *f*

mute *mute* *mute*

fff *fff* *fff*

pizz.

B
U
Z
Z
E
R

B
U
Z
Z
E
R

B
U
Z
Z
E
R

Ped.

Ped.

Brief Pause

stop wherever you are after hearing the buzzer - you may overlap slightly

FINAL ROUND (30")

freestyle / improvise:

- begin & end according to the buzzers
- use all of the materials from the previous 2 rounds as inspiration
- you do not have to play the exact pitches (though you can) as written, but rather apply the gestures and techniques

Intermission 2 – Movie Trailer

GAME 3 (2')

Prideful Elegance

There is no full score for Game 3. Each player is provided with an excerpted score/part from a famous piece:

Piano 1 - Debussy *Clair de Lune*

Piano 2 - Chopin *Etude no. 13*

Percussion 1 - Varese *Ionisation*

Percussion 2 - Xenakis *Rebonds B*

The playing order will be: Piano 1 – Perc. 1 – Piano 2 – Perc. 2 and this cycle will continue until time is up. The time limit is 2 minutes. Each person will start from the beginning of the given score/part. After that, each player should continue on with the piece, but you do not have to be mechanical and pick up the note immediately after the one you finished on the previous turn. You can jump back and forth in the score if you want to be more adventurous. You can play for a maximum of 7 seconds or as short as you want on a single turn. You can shape or divide up the phrases however you want and you can be creative! You don't have to always play one full phrase from the original music. Being unpredictable and unexpected will help to throw off your opponent's timing. On the flip side, if you play something too short or cutting off too suddenly, your musical gesture will not sound smooth.

The goal is to have the smoothest musical transition between the competitors, both in terms of timing (being as *attacca* as possible) and musicality. **This means that each player can modify the dynamic and tempo of the piece to their liking, to respond to the music being played in the moment.** For example, if Piano 1 ended with a “fading out” gesture, Perc. 1 can begin their response with a “fading in” gesture even if the original part might indicate otherwise.

The audience will vote on “which team is the most graceful”, but is unaware of the rules above. They will supposedly judge according to whatever they think defines “graceful”.

INDIVIDUAL NOTES

Piano 1

Extreme rubato and dynamic changes are encouraged. The original piece is mostly in pianissimo, but a fairly sudden crescendo to forte, for example, would be encouraged.

Piano 2

Extreme rubato is encouraged. You should fluctuate between these three tempi:

1. Fast tempo: ♩ = 104
2. Medium tempo: ♩ = 50
3. Slow tempo: ♩ = 50

Percussion 1

Tone down the accents or use a crescendo to lead towards them. Make use of gestural crescendo and diminuendo.

Percussion 2

Rubato is encouraged. Make use of gestural crescendo and diminuendo.

Debussy's Clair de Lune

tempo, articulations ad lib.

Piano 1

dynamics ad lib.

Ped. ad lib.

Pno. 1

5

Pno. 1

9

Pno. 1

13

Pno. 1

16

Pno. 1

19

Pno. 1

23

8^{va}

Chopin's Etude no. 13

tempo, articulations ad lib.

Piano 2

dynamics ad lib.

Ped. ad lib.

Pno. 2

Pno. 2

Pno. 2

Pno. 2

Pno. 2

Varese's Ionisation

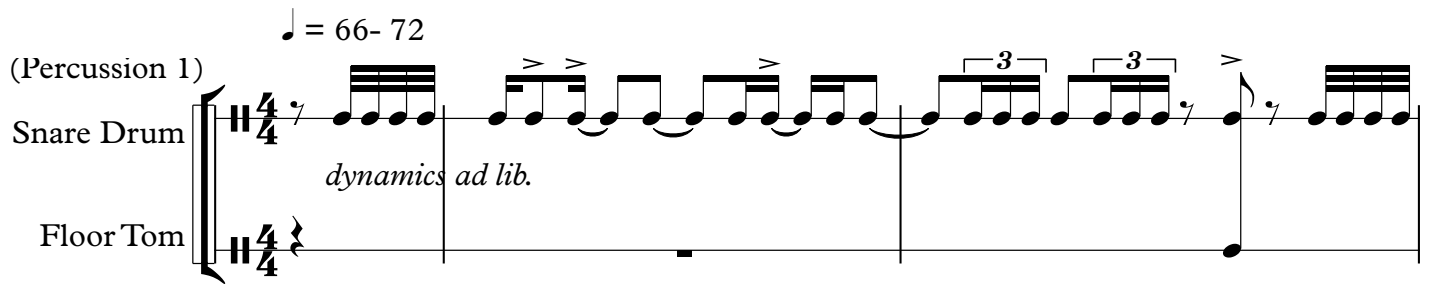
♩ = 66-72

(Percussion 1)

Snare Drum

Floor Tom

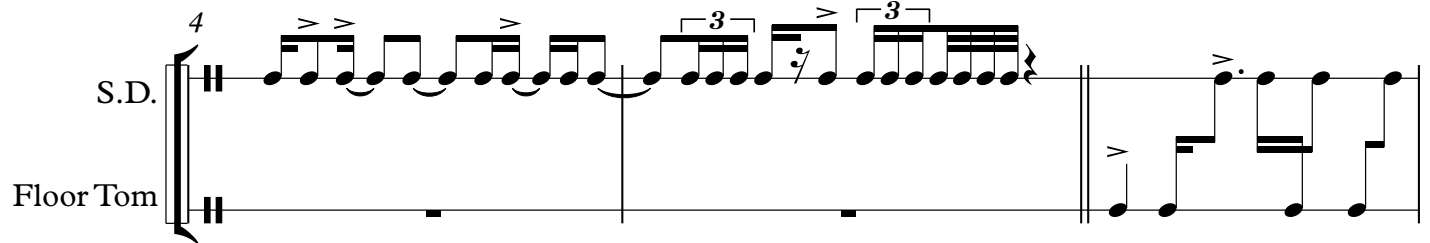
dynamics ad lib.



4

S.D.

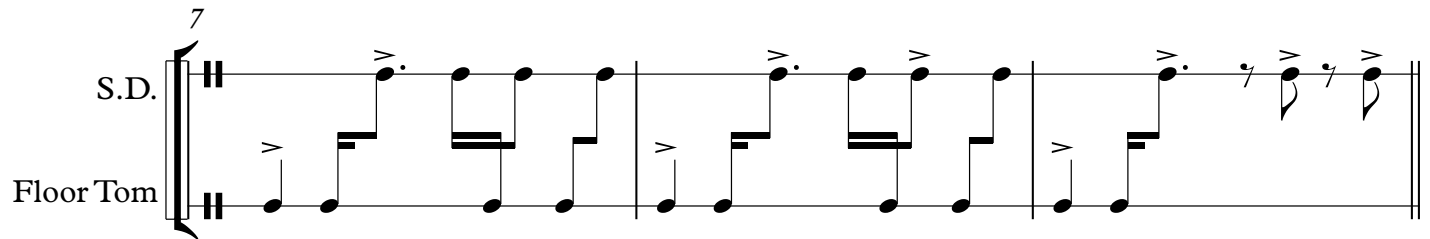
Floor Tom



7

S.D.

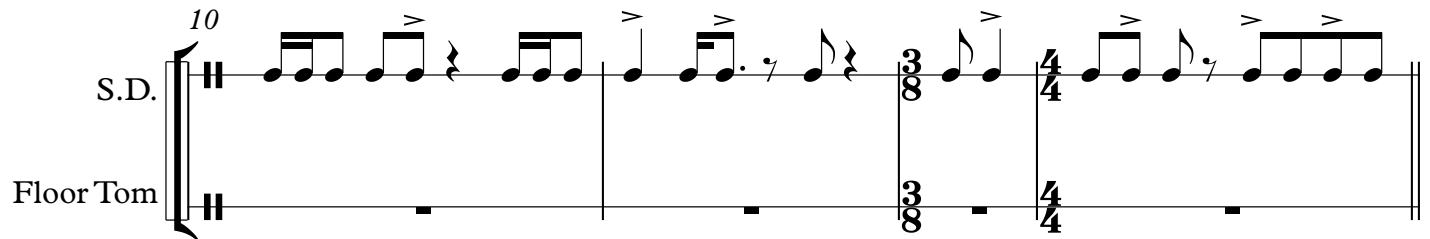
Floor Tom



10

S.D.

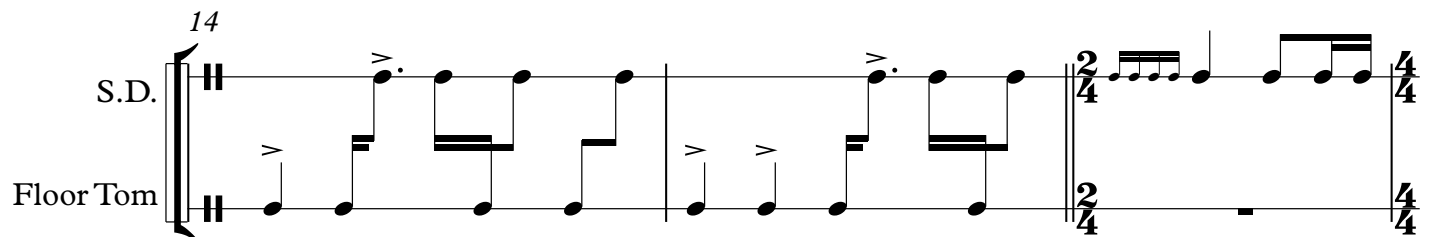
Floor Tom



14

S.D.

Floor Tom



17

S.D. $\frac{4}{4}$

Floor Tom $\frac{4}{4}$

Musical notation for measures 17-18. The S.D. part features eighth notes, triplets, and accents. The Floor Tom part has a rest in measure 17 and triplet eighth notes in measure 18.

19

S.D.

Floor Tom

Musical notation for measures 19-20. The S.D. part includes eighth notes, triplets, and accents. The Floor Tom part has triplet eighth notes in measure 19 and eighth notes in measure 20.

21

S.D.

Floor Tom

Musical notation for measures 21-22. The S.D. part features eighth notes, triplets, and accents. The Floor Tom part has triplet eighth notes in measure 21 and eighth notes in measure 22.

Xenakis' Rebonds B

♩ = 48-60

(Percussion 2)

2 Bongos
Conga
Tom
B.D.

Musical staff 1: Percussion 2, measures 1-3. The staff contains rhythmic notation for 2 Bongos, Conga, Tom, and B.D. with various accents and dynamics markings.

dynamics ad lib.

4

Musical staff 2: Percussion 2, measures 4-6. Continuation of the rhythmic pattern.

6

Musical staff 3: Percussion 2, measures 7-9. Continuation of the rhythmic pattern.

8

Musical staff 4: Percussion 2, measures 10-12. Continuation of the rhythmic pattern.

10

Musical staff 5: Percussion 2, measures 13-15. Continuation of the rhythmic pattern.

12

Musical staff 6: Percussion 2, measures 16-18. Continuation of the rhythmic pattern.

14

Musical staff 7: Percussion 2, measures 19-21. Continuation of the rhythmic pattern.

16

Musical staff 8: Percussion 2, measures 22-24. Continuation of the rhythmic pattern.

Intermission 3 – Generic Brand Promo

GAME 4 (≈ 2')

fun n' glutton

Game 4 will have a full score and does not have a countdown timer. The players will decide when they want to begin after the video introduction is complete.

INDIVIDUAL NOTES

Piano 2

This is my written out realization. If you want to do your own realization on the spot, let me know and I'll provide a clean version of the score.

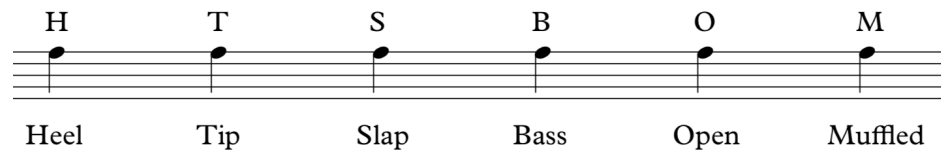
Percussion 1: In the Style of Sivamani

Use the following video as inspiration: <https://www.youtube.com/watch?v=DTcUEv3zc-E&>

(From the beginning to 2:20)

Percussion 2

Key



Heel: use the heel of the hand

Tip: use the tip of the fingers, usually without the thumb

Slap: strike the edge of the drum sharply

Bass: use the palm of the hand to strike down on the middle of the head

Open: strike near the rim of the drum to get a nice full tone

Muffled: strike down on the head but not releasing immediately

The audience will vote on “which team is more fun”.

All parts

GAME 4

Fun's Gluttony

Joplin
The Entertainer
Piano 1

Monk
Monk's Dream
Piano 2

Sivamani
MDD 19 solo
Percussion 1

Sanchez
Solo 1
Percussion 2

TAMBOURINE (without jingles)

♩ = 120

Fun, jokingly

mf

Pno. 1

Pno. 2

Perc. 1

Perc. 2

H T S T H S O O H T S T H S O O H T S T H S O O H T S T H S O O H T S T H S O O

L L R L L L R R L L R L L L R R L L R L L L R R L L R L L L R R L L R L L L R R

Pno. 1

Pno. 2

Perc. 1

Perc. 2

*grace notes get the same treatment as the main note and is played by the other hand for maximum speed

L L R L L L R R L L R L L L R R L L R L L L R R L L R L L L R R L L R L L L R L

16

Pno. 1

Pno. 2

Perc. 1

Perc. 2

H T S T H B T S B S B O B S B O B S B O B S B O B S

L L R L L L R R L R L L R L R L R L R L R L R L R L

20

Pno. 1

Pno. 2

Perc. 1

Perc. 2

H T S T H S O B B B B O O O B B B B O O O B B B B O O O B B B B O O O T O O O O O S T O O O O O S

L L R L L L R R L R L R L R R L R L R L R R L R L R L R R L R L R L L R L R L R L R R L R L R L R

31 ♩ = 120

Pno. 1

Pno. 2

♩ = 120

continue improvising, but with the new tempo (slower)

Perc. 1

Perc. 2

O T S T H B T S H T S O S O S

R L R L L L R L L L R L L L R L

34

Pno. 1

Musical score for Piano 1, measures 34-36. The treble clef staff contains a melodic line with eighth notes and a final triplet of eighth notes. The bass clef staff contains a bass line with chords and single notes.

Pno. 2

Musical score for Piano 2, measures 34-36. Both the treble and bass clef staves are empty, indicating a rest for the instrument.

Perc. 1

Perc. 2

Musical score for Percussion 1 and 2, measures 34-36. Perc. 1 has a drum line with a double bar line. Perc. 2 has a rhythmic pattern with triplets and single notes, with letters O, S, and H above the notes.

O S O S O S O S O O O O

R L R L R L R L L L L L L L R L R L L L R

41 *slow down* *catch up*

Pno. 1

Pno. 2

Perc. 1

Perc. 2

H T S T H S O M M M M M M M M M M M M

L L R L L L R R L R R L R R L R R L L

44

Pno. 1

Musical notation for Piano 1, measures 44-45. The right hand features a melodic line with eighth notes and a slur. The left hand provides a harmonic accompaniment with chords and single notes.

Pno. 2

Musical notation for Piano 2, measures 44-45. The right hand has a melodic line with eighth notes and rests. The left hand has a bass line with chords and single notes.

Perc. 1

Musical notation for Percussion 1, measures 44-45. The staff shows a drum set with a snare drum hit in the first measure of each bar.

Perc. 2

Musical notation for Percussion 2, measures 44-45. The staff shows a snare drum (S) and a bass drum (L) with specific rhythmic markings.

49 (15)

Pno. 1

Pno. 2

Perc. 1

Perc. 2

S H T O H T O T S H T O H T O T T S T H B T S H T S T H S O

R L L R L L R L R L L R L L R L L R L L L R L L L R L L L R

52 (15)

Pno. 1

Musical notation for Pno. 1, consisting of a grand staff with treble and bass clefs. The treble clef contains a series of chords and melodic lines, while the bass clef is mostly empty with a few notes.

Pno. 2

Musical notation for Pno. 2, consisting of a grand staff with treble and bass clefs. The treble clef features a melodic line with triplets and slurs. The bass clef contains a rhythmic accompaniment with chords and triplets.

Perc. 1

Musical notation for Perc. 1, showing a single bar with a double bar line and a vertical line, indicating a rest or a specific percussive sound.

Perc. 2

Musical notation for Perc. 2, showing a single bar with a double bar line and a vertical line, indicating a rest or a specific percussive sound.

M M M S
 3 3
 R L R L
 M M M S
 3 3
 R L R L
 S H T O H T O T S H T O H T O T
 R L L R L L R L R L L R L L R L

55 (15)

Pno. 1

Musical score for Piano 1, consisting of a grand staff with a treble clef and a bass clef. The treble staff contains complex chordal textures with many accidentals, including a key signature change to three sharps (F#, C#, G#) in the second measure. The bass staff is mostly empty, with a few notes in the first measure.

Pno. 2

Musical score for Piano 2, consisting of a grand staff with a treble clef and a bass clef. The treble staff features a melodic line with eighth and sixteenth notes, including rests and slurs. The bass staff provides harmonic support with chords and moving lines.

Perc. 1

Musical score for Percussion 1, consisting of a grand staff with two empty staves. A double bar line is present at the beginning of the first staff.

Perc. 2

Musical score for Percussion 2, consisting of a grand staff with two staves. The top staff contains a rhythmic pattern of eighth notes with accents and slurs, with the letters 'O' and 'M' above them. The bottom staff contains a rhythmic pattern of eighth notes with slurs and accents, with the letters 'R' and 'L' below them. The letters 'O T S T H B T S' are positioned above the first measure.

O T S T H B T S
R L R L L L R L

O M O M
R L R L

O M O M O M
R L R L R L

58 (15)

Pno. 1

Musical notation for Piano 1, measures 58-60. Measure 58 features a melodic line in the treble clef with eighth notes and a bass line with a whole rest. Measure 59 continues the melodic line with a slur and a descending eighth-note pattern, while the bass line has a whole rest. Measure 60 shows a melodic line with eighth notes and a bass line with chords, including a triplet of eighth notes.

Pno. 2

Musical notation for Piano 2, measures 58-60. Measure 58 has a melodic line in the treble clef with eighth notes and a bass line with a whole rest. Measure 59 continues the melodic line with a slur and a descending eighth-note pattern, while the bass line has a whole rest. Measure 60 shows a melodic line with eighth notes and a bass line with chords, including a triplet of eighth notes.

Perc. 1

Musical notation for Percussion 1, measures 58-60. The staff shows a drum set with a snare drum (S) and a hi-hat (H). In measure 58, the snare drum is played on the first and third beats. In measure 59, the snare drum is played on the first, second, and fourth beats. In measure 60, the snare drum is played on the first, second, and fourth beats.

Perc. 2

Musical notation for Percussion 2, measures 58-60. The staff shows a drum set with a snare drum (S) and a hi-hat (H). Above the staff, letters O, M, S, S, O are written above groups of notes. In measure 58, the snare drum is played on the first, second, and fourth beats. In measure 59, the snare drum is played on the first, second, and fourth beats. In measure 60, the snare drum is played on the first, second, and fourth beats.

R L R L R L L L L L L L L L L L R L L L R R

61

Pno. 1

Musical score for Piano 1, consisting of two staves. The upper staff is in bass clef and contains a melodic line with a glissando at the end. The lower staff is in bass clef and contains a harmonic accompaniment.

Pno. 2

Musical score for Piano 2, consisting of two staves. The upper staff is in treble clef and features a triplet of eighth notes. The lower staff is in bass clef and provides harmonic support.

Perc. 1

Musical score for Percussion 1, consisting of two staves. The upper staff shows a drum set configuration with a snare and hi-hat. The lower staff is empty.

Perc. 2

Musical score for Percussion 2, consisting of two staves. The upper staff shows a drum set configuration with a snare and hi-hat. The lower staff contains a sequence of notes labeled with letters: S, S, S, O, O, O, H, T, S, T, H, S, T, T. Below the staff, the corresponding limb names are listed: L, R, L, R, L, L, L, L, L, R, R.

Intermission 4 – Food Sponsor Ad

GAME 5 & 6

slothmania & EPIC. WRATH.

Game 5 & 6 will share a full score and will be played *attaca* between each other. The players decide when to start Game 5 after the announcement “Game 5” from the electronics.

The audience will vote for “which team is lazier” and “which team is more epic” accordingly. Since there are no breaks between Game 5 & 6, the audience will vote right the beginning of Game 6 while the music is still building up.

All parts

GAME 5

Slothmania

Begin at any time after the announcement of "Game 5" by closing the lid of the piano at the same time as starting the timer

wait 33"

Stop the timer then open the lid of the piano

Cage
4'33"
Piano 1

Musical staff for Cage's 4'33" on Piano 1. It consists of two staves, treble and bass clef, with a brace on the left. A single note with a fermata is placed on the middle line of the treble staff at the 33-second mark.

Begin by closing the lid of the piano with Pno. 1

wait 33"

Open the lid of the piano with Pno. 1

Satie
Gymnopedies
Piano 2

Musical staff for Satie's Gymnopedies on Piano 2. It consists of two staves, treble and bass clef, with a brace on the left. A single note with a fermata is placed on the middle line of the treble staff at the 33-second mark.

Ravel
Bolero

Percussion 1

Musical staff for Ravel's Bolero on Percussion 1. It consists of two staves with a brace on the left. A single note with a fermata is placed on the middle line of the top staff at the 33-second mark.

Reich
Drumming

Percussion 2

Musical staff for Reich's Drumming on Percussion 2. It consists of two staves with a brace on the left. A single note with a fermata is placed on the middle line of the top staff at the 33-second mark.

2 PAUSE 5"

Pno. 1

PAUSE 5"

Pno. 2

PAUSE 5"

SNARE (ON)
Be & act lazy

♩ = 60 rit. → ♩ = 40 → ♩ = 60

Perc. 1

pp

PAUSE 5"

Perc. 2

PAUSE

5"

6

Pno. 1

PAUSE

5"

Pno. 2

"I'm too lazy and too tired to keep on playing"

PAUSE

5"

1. let Perc. 2 play first
2. join Perc. 2 whenever
3. after Perc. 2 moved to the next measure, you can stay for more repeats or join Perc. 2.
4. same thing for succeeding measure

TOMS

probably $\text{♩} = 70$

1. begin first
2. move to next measure whenever
3. same thing for succeeding measure

Perc. 1

PAUSE

5"

Perc. 2

f

GAME 6

Epic Wrath

Mussorgsky

Pictures at an Exhibition

15

(attacca) ♩ = 135

Pno. 1

Pno. 2

(cluster chords)

gliss.

Eastman
Evil Nigger

Perc. 1

Queen
We Will Rock You

♩ = 135

Begin as soon as Pno. 2 finishes

DRUMSET

Perc. 2

ff sempre

K. Yamamoto
Shikyoku Kanmei

23

Pno. 1

Musical staff for Pno. 1, measures 23-30. The staff is empty, indicating a rest for the piano part.

Pno. 2

Musical staff for Pno. 2, measures 23-30. The staff is empty, indicating a rest for the piano part.

Perc. 1

Musical staff for Perc. 1, measures 23-30. The staff contains a rhythmic pattern of eighth notes with accents. The pattern consists of a dotted eighth note followed by a sixteenth note, repeated three times per measure.

Perc. 2

Musical staff for Perc. 2, measures 23-30. The staff is mostly empty, with a short melodic phrase in measures 26-27 marked with *ff*. The phrase consists of a quarter note followed by an eighth note, repeated three times.

31

Pno. 1

Ped.

Pno. 2

Ped.

Perc. 1

Perc. 2

39

Pno. 1

Musical score for Piano 1, measures 39-44. The right hand plays a melodic line with eighth notes and quarter notes, while the left hand has whole rests.

Pno. 2

Musical score for Piano 2, measures 39-44. The right hand has whole rests, and the left hand plays a bass line with eighth and quarter notes.

Perc. 1

Musical score for Percussion 1, measures 39-44. The instrument plays a rhythmic pattern of eighth notes with accents.

Perc. 2

Musical score for Percussion 2, measures 39-44. The instrument plays eighth notes with accents, including a triplet in the final measure.

45

Pno. 1

Musical notation for Piano 1, measures 45-49. The score consists of two staves: a treble clef staff and a bass clef staff. The treble staff contains five measures of music, each starting with a whole note chord (F major) and followed by a whole rest. The bass staff contains five measures of whole rests.

Pno. 2

Musical notation for Piano 2, measures 45-49. The score consists of two staves: a treble clef staff and a bass clef staff. The treble staff contains five measures of music: measure 45 has a whole note chord (F major); measures 46-47 have eighth-note triplets (F, A, C); measure 48 has a whole note chord (F major); and measure 49 has eighth-note triplets (F, A, C). The bass staff contains five measures of whole rests.

Perc. 1

Musical notation for Percussion 1, measures 45-49. The score consists of a single staff with a snare drum icon. It contains five measures of music, each with three eighth notes (F, A, C) followed by a quarter rest. Each note has an accent (>) above it.

Perc. 2

Musical notation for Percussion 2, measures 45-49. The score consists of a single staff with a snare drum icon. It contains five measures of music. Each measure starts with a quarter note (F) followed by eighth-note triplets (A, C, A, C, A, C). Each note has an accent (>) above it.

Always majestic

50

Pno. 1

Pno. 2

Perc. 1

Perc. 2

ff

Detailed description of the musical score: The score is for Percussion 1 and Percussion 2, measures 50 through 55. Percussion 1 (Perc. 1) is played on a snare drum (indicated by the 'II' symbol) and features a consistent rhythmic pattern of eighth notes with accents (v) above each note. Percussion 2 (Perc. 2) is also played on a snare drum and features a triplet pattern of eighth notes with accents above each note. The music is in 3/4 time. Measure 50 starts with a treble clef and a key signature of one flat (Bb). The first two measures (50-51) are for Piano 1 (Pno. 1), which has a treble and bass clef. The music is marked *ff* (fortissimo). The remaining measures (52-55) are for Percussion 1 and Percussion 2. Measure 52 has a 'C' marking, likely for Cymbal. The score includes various musical notations such as triplets, accents, and dynamic markings.

Pno. 1

56

Pno. 2

56

Perc. 1

56

Perc. 2

Pno. 1

62

3

3

3

3

3

3

Pno. 2

62

Perc. 1

62

3

3

3

3

3

3

Perc. 2

62

3

3

3

3

3

3

68

Pno. 1

Pno. 2

Perc. 1

Perc. 2

This musical score page contains measures 68 through 73. It is divided into four staves: Piano 1 (Pno. 1), Piano 2 (Pno. 2), Percussion 1 (Perc. 1), and Percussion 2 (Perc. 2). The Piano 1 part begins with a treble clef, a key signature of one sharp (F#), and a dynamic marking of *p*. It features a complex texture with triplets of eighth notes in both hands, often beamed together. The Piano 2 part has a treble clef and a key signature of one sharp, with a few scattered notes and rests. Percussion 1 uses a snare drum (II) and plays a pattern of eighth notes with accents. Percussion 2 uses a snare drum (II) and plays a steady eighth-note accompaniment with accents.

74 rit. Tempo ♩ = 120

Pno. 1

Pno. 2

Perc. 1

Perc. 2

rit. Tempo ♩ = 120

The image shows a musical score for measures 74-77. It is divided into four systems: Pno. 1, Pno. 2, Perc. 1, and Perc. 2. The Pno. 1 system has two staves (treble and bass clef) and includes triplets and a fortissimo (ff) dynamic marking. The Pno. 2 system also has two staves. The Perc. 1 system has two staves with a complex rhythmic pattern and accents. The Perc. 2 system has two staves with a simpler rhythmic pattern. The tempo is marked as 120 beats per minute, and there are two 'rit.' (ritardando) markings over the first two measures of the Perc. 1 and Perc. 2 systems.

79

Pno. 1

Pno. 2

Perc. 1

Perc. 2

fff to as loud as possible

fff to as loud as possible

Detailed description of the musical score: The score is for measures 79-84. Pno. 1 (Piano 1) is in the upper system, featuring a dense texture of notes, including many sixteenth and thirty-second notes, with some rests. Pno. 2 (Piano 2) is in the middle system, with sparse notes, including some whole notes and rests. Perc. 1 (Percussion 1) is in the lower system, featuring a rhythmic pattern of eighth and sixteenth notes with accents. Perc. 2 (Percussion 2) is in the lower system, featuring a rhythmic pattern of eighth and sixteenth notes with accents and triplets. The dynamic marking *fff* to as loud as possible is present at the end of the section for both Perc. 1 and Perc. 2.

Pno. 1

85

Pno. 2

Perc. 1

Perc. 2

89

Pno. 1

Pno. 2

Perc. 1

Perc. 2

let vibrate

Detailed description of the musical score: The score is for measures 89-92. Percussion 1 (Perc. 1) is written on a single staff with a snare drum icon. It plays a rhythmic pattern of eighth notes with accents (v) above each note. The notes are G4, A4, Bb4, G4, A4, Bb4, G4, A4, Bb4, G4, A4, Bb4, G4, A4, Bb4, G4, A4, Bb4. Percussion 2 (Perc. 2) is written on a single staff with a snare drum icon. It plays a triplet pattern of eighth notes with accents (v) above each note. The notes are G4, A4, Bb4, G4, A4, Bb4, G4, A4, Bb4, G4, A4, Bb4, G4, A4, Bb4, G4, A4, Bb4. Both parts end with a fermata (C-clef) and a 'let vibrate' instruction. The score is in 3/4 time and the key signature has two flats (Bb and Eb).

Intermission 5 – Reaction Video

GAME 7 (1')

Envious Disgust

Game 7 will have a full score. The players will begin and stop whenever they hear the buzzer.

The audience will vote on “which team is the most savage”.

All parts

GAME 7 (1')

Envious Disgust

How to play

- 1 min timer
- You have to attack and mock the other team as much as possible using your music in the given time
- Everything is spontaneous, there is no order or specific rules

All boxes:

- transposable to any register on the piano
- can be upward or downward
- you do not have to follow the exact interval contents
- dynamics rather loud than soft

Chin
Etude no. 6
Piano 1

- Stand at the crook to play the lowest region of strings
- Play without sustain pedal

All boxes:

- Use nails or flesh to scratch the string
- Dynamics rather loud than soft

Make sure to include:

Cowell
The Banshee
Piano 2

Snare ON/OFF ad lib., dynamics rather loud than soft

Superball techniques:

1. sustain - move the superball mallet freely on the head
2. superball trill - wiggle your wrist as you sustain the superball on the head
3. buzz roll with superball

Tan Dun
In Distance
Percussion 1

TALKING DRUM

with tip of stick or side curve of stick
speed / length ad lib.

Percussion 2

Bisi Adeleke
Talking Drum Solo

Use these boxes more as inspiration for improv. rather than as exact replicas
Play however you think will sound the most savage when attacking / mocking the other team

Outro – Credits & Winner Announcement