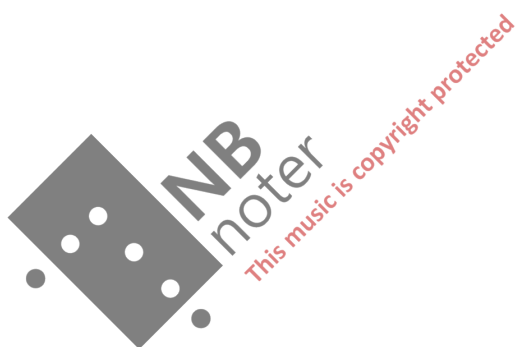
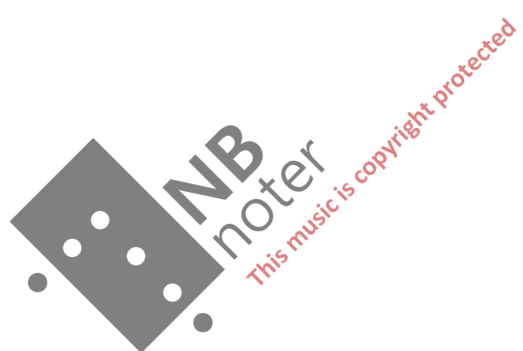


LENE GRENAGER

Recycle

Percussion





LENE GRENAGER





RECYCLE
FOR PERCUSSION

2002

Lene Grenager: Recycle - an introduction

Part I, III and VI:

Duration areas:

-  very long
-  long
-  not long-not short
-  short
-  very short

The different dots are not defined as a specific duration, but as a flexible area of duration. Thus two dots of the same size does not give two equally lasting elements but two differently lasting elements with one thing in common: they can both be called short or long or very short.

The meaning of this notational system is to ensure that the rhythm is not fixed in a specific tempo or grouping, but constantly moving and changing.

The dynamic of the dot should be static through the whole duration. This means that on an instrument with a short natural duration, a long duration must be provoked via tremolo or other means (scraping, stroking etc). Equally instruments with a long natural duration must be muffled to produce a short duration.

An open space in the score indicates a rest.

Part I should be played in a fast but moderate tempo, the character should be open and outwardly with energetic elements. The dynamics are free and the use of mallets, hands and modes of playing are free as well.

Part III should be played very slow and extremely soft. Soft mallets throughout the piece. For the short durations on tom-toms and congas «dead» strokes can be used (don't let the stick bounce). Repeated figures can either be varied in sound and mode of playing but can also be static.

Part VI should be energetic, fast and loud. The final ratchet should be as noisy as possible.

Part II open space indicates rests of undefined length (not metric!).

 strike the guiro

Part IV tempo: moderately fast, floating. Equal duration. The groupings should be audible but not accented. Open space indicates rest of undefined length (not metric).

- Part V** use drumstick
- ∅ With hi-hat 1/2 open, strike with drum stick and let the two cymbals rattle together.
 - + Slam closed with the foot pedal; do not let vibrate.
 - ↘ With the hi-hat already closed, strike with a stick.
 - Strike with a stick while open
 - Gradual transition.

Instrumentarium:

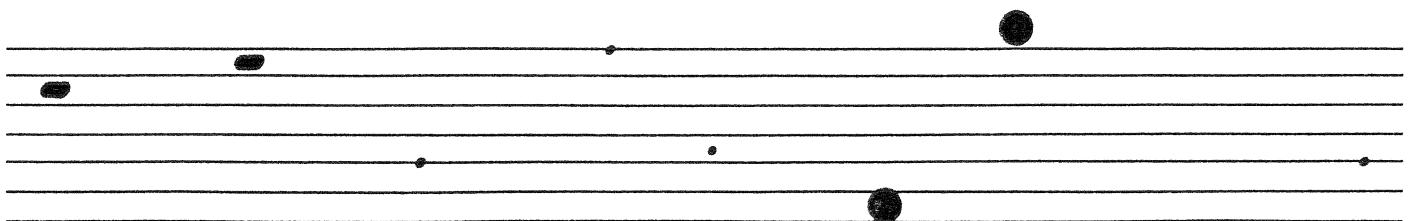
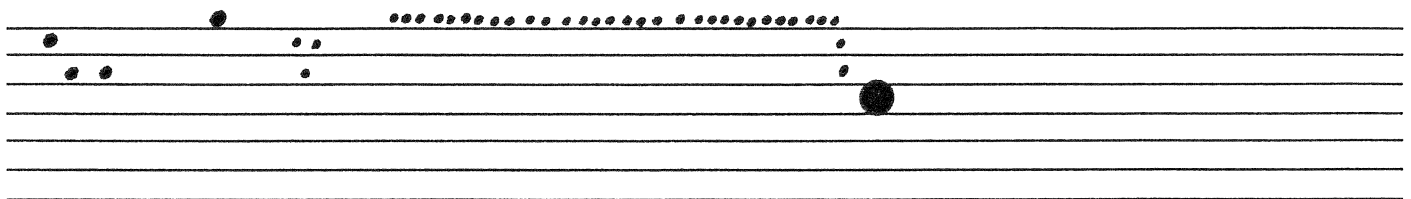
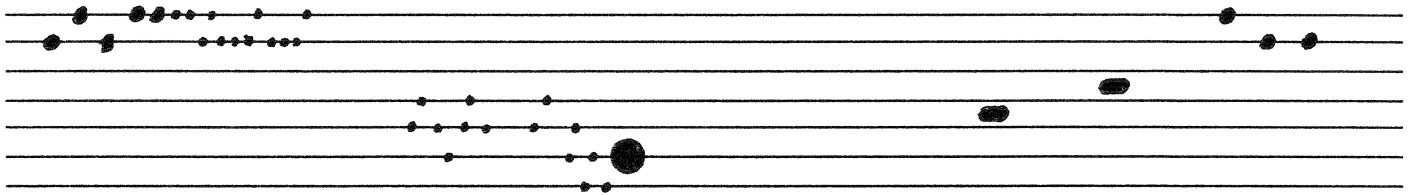
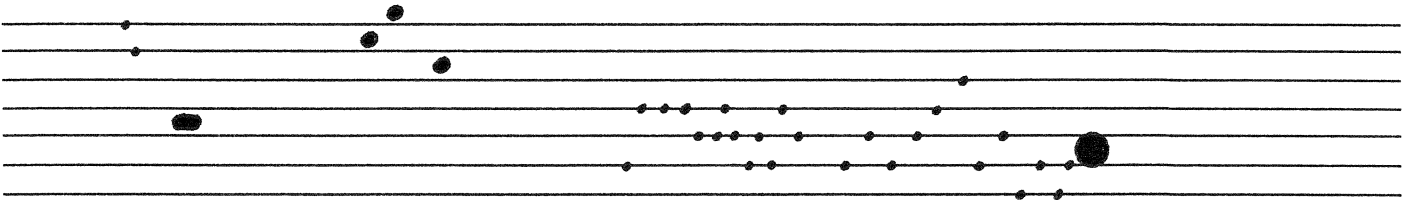
5 tom-toms 2 Congas Hi-hat 2 cymbals Guiro Ratchet Shell chimes Metall chimes

Shell chimes can be substituted with marbles or stones.

Metall chimes should not be traditional wind chimes, but a chime made of steel bolts of some kind. The sound should be distinct and not too high pitched. It is also important that the chime does not have too long a duration after striking and at the same time contains enough individual chimes to make a full sound.

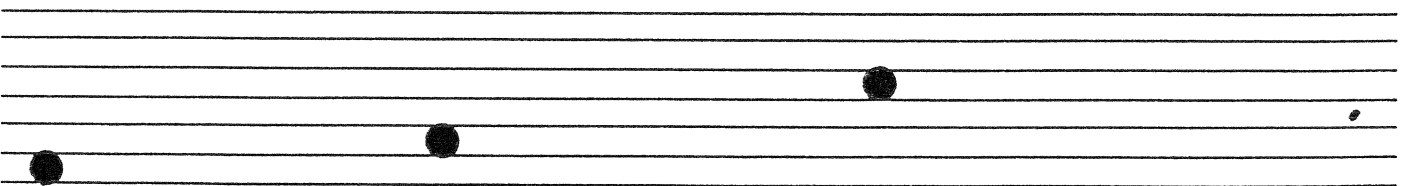
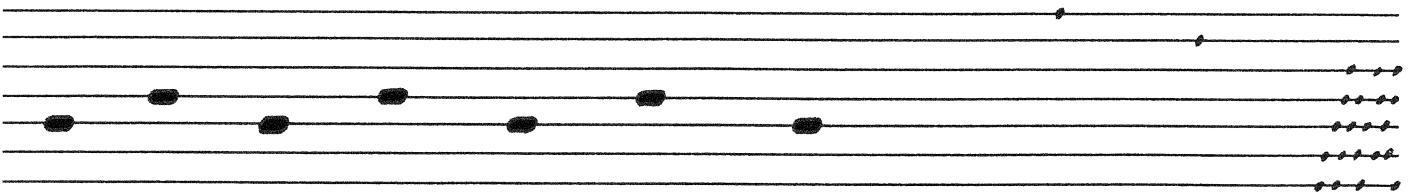
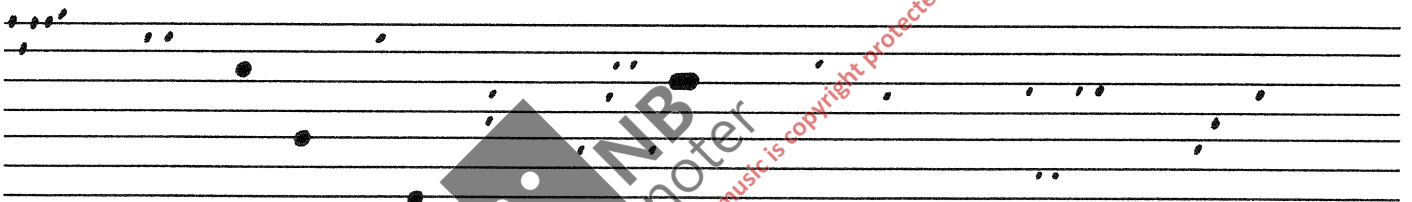
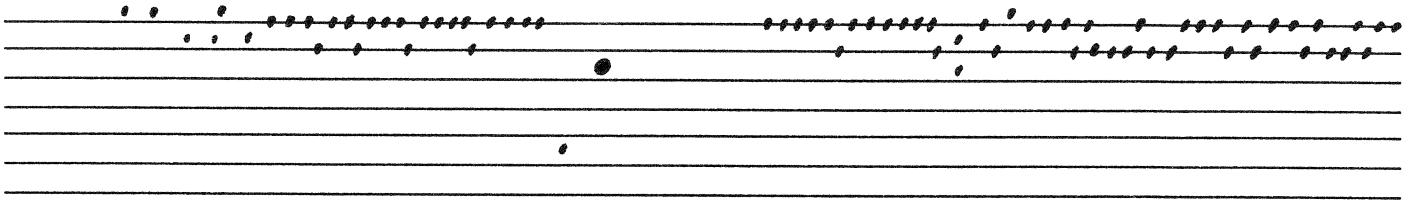
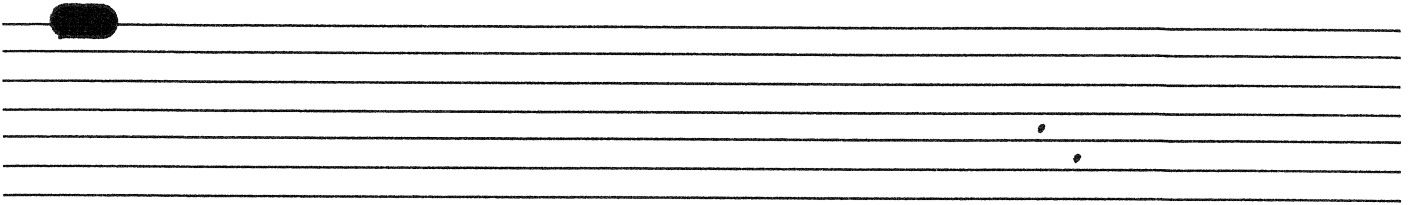
I/1

LENE GRENAZER-02



I/2

L. GRENAGER - 02



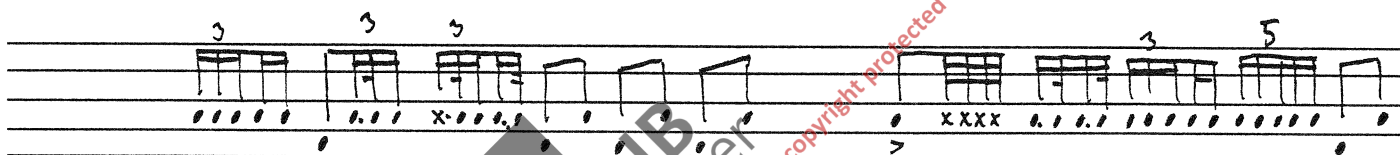
$\text{♩} = 56$

II/1

L. GRUNGER-02



mf



$< f$

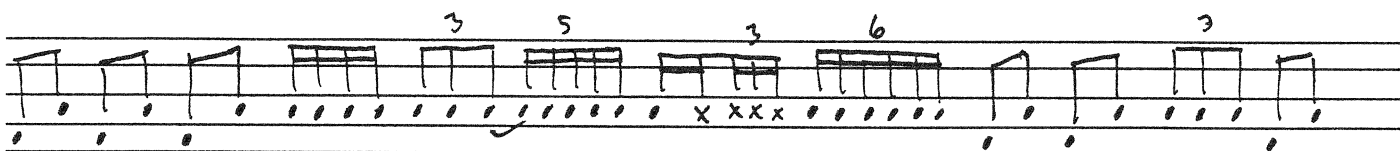
mf

f

mp

$< f$

mf



$< f >$

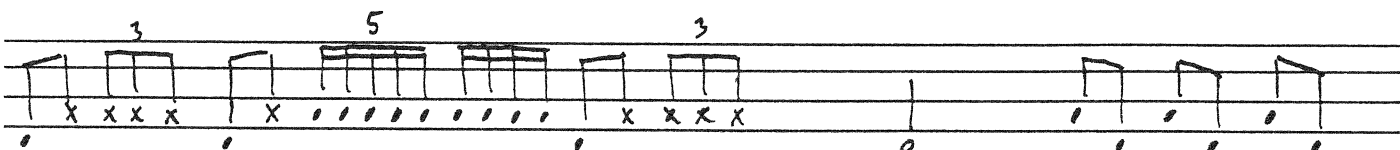
$< f$

p

mf

f

mf



f

mf

p

$<$

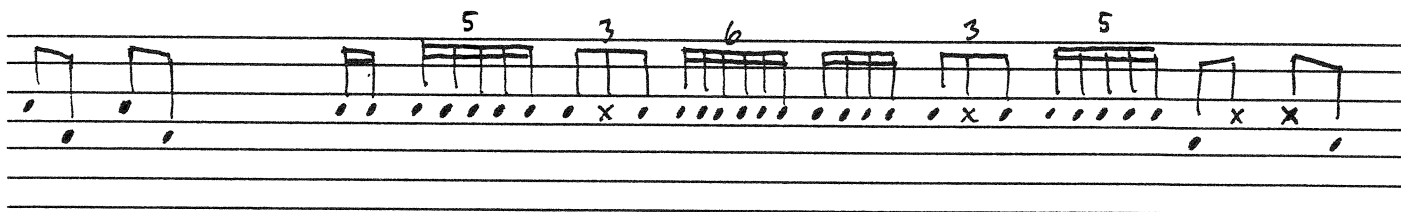
mf

f

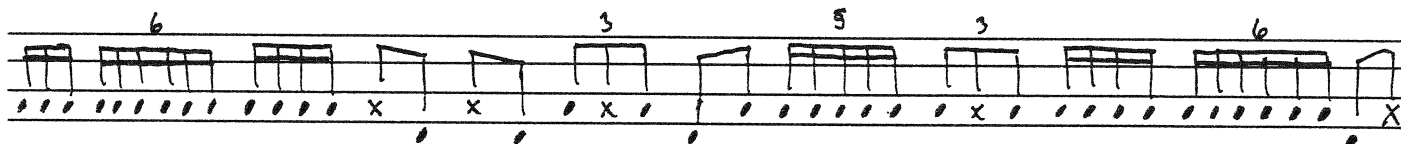
mf

II/2

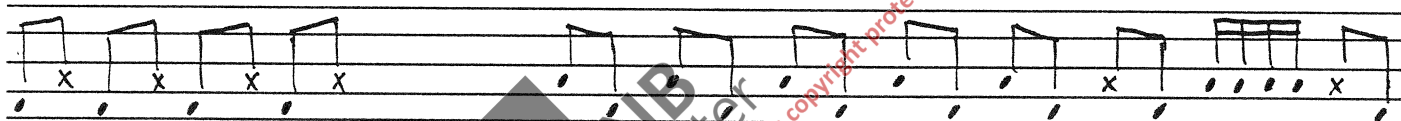
L. GRENAGER - 02



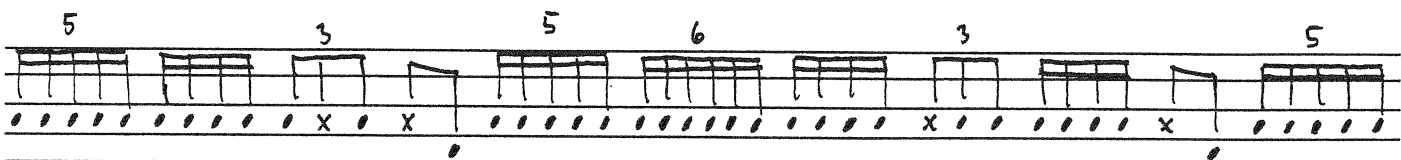
f > p < f mf



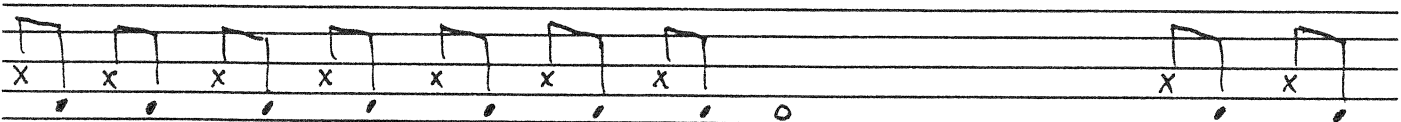
f mf p mf p < f p < f mf



f mf



p < f mf f mf f



mf

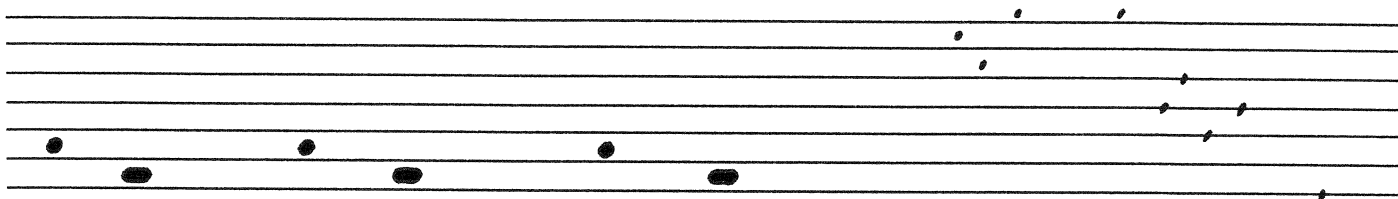


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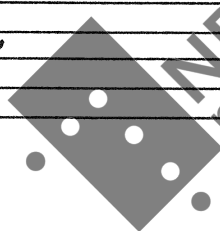
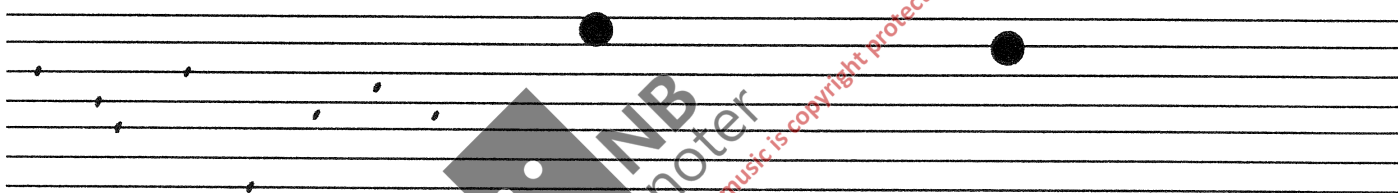
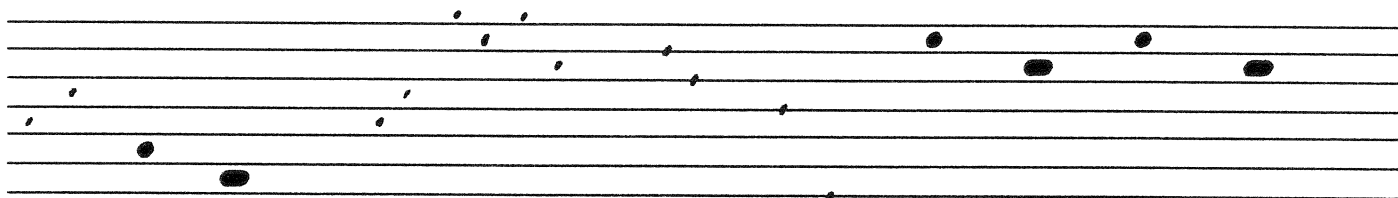
Slow

III/1

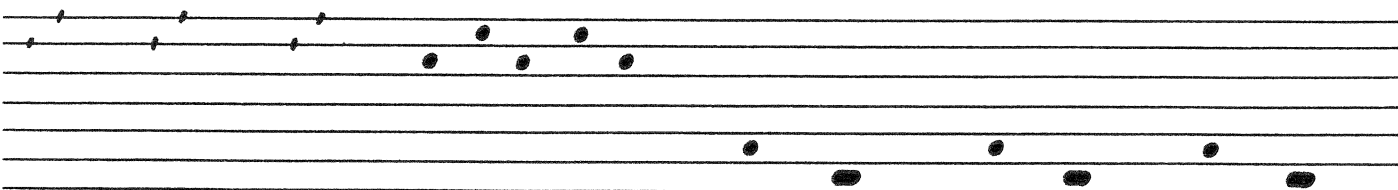
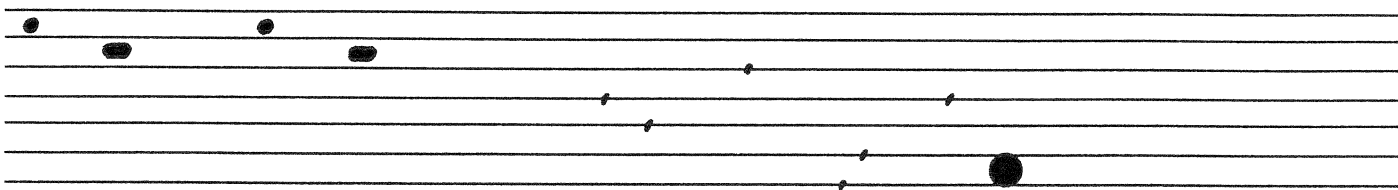
L. GRÜNAGER-02

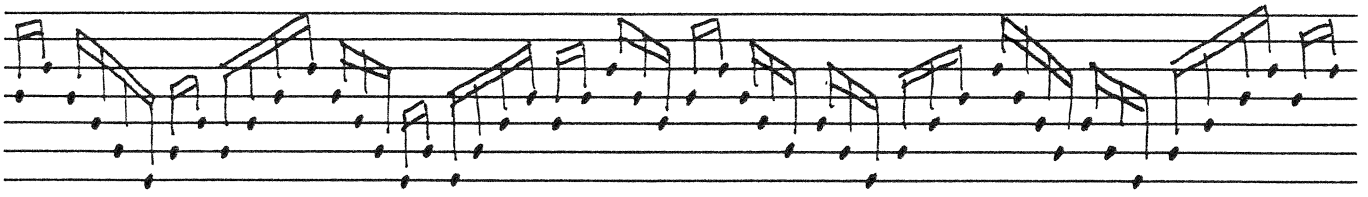


PPP

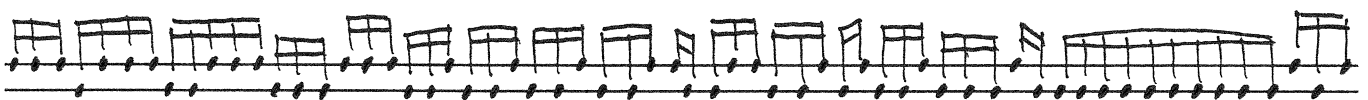


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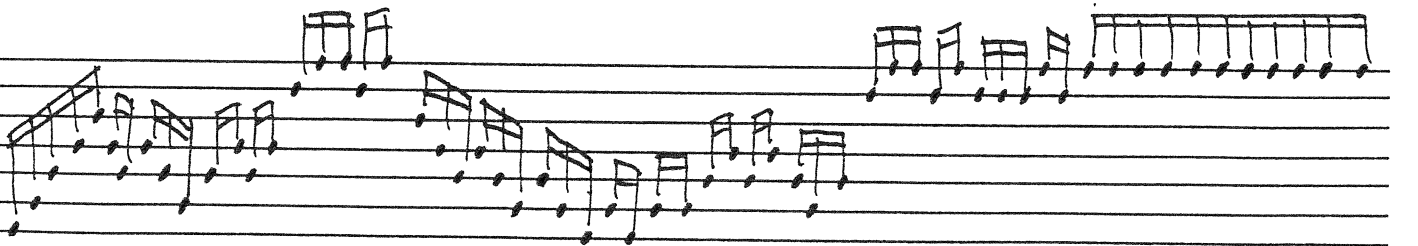
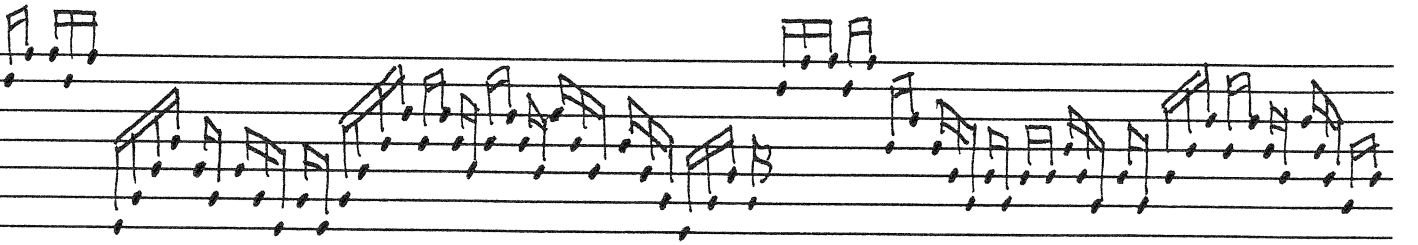
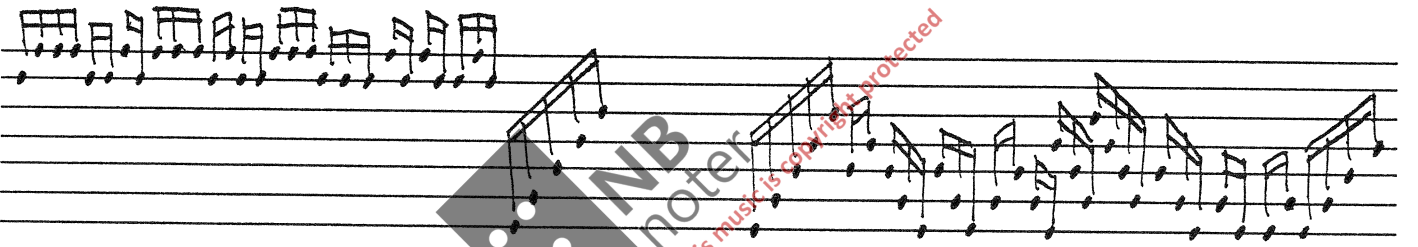
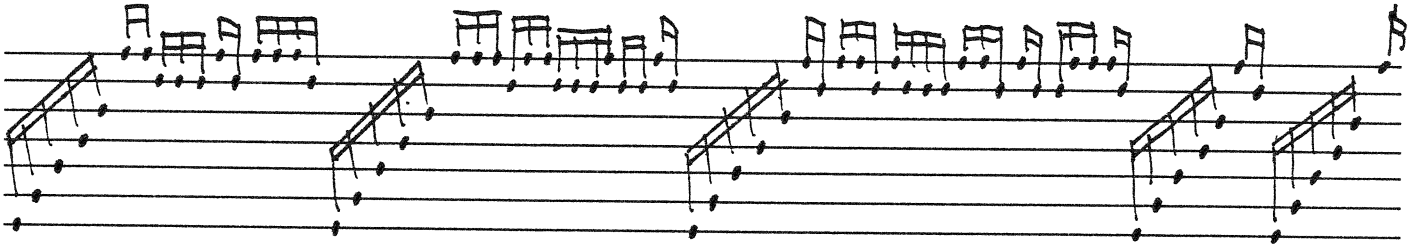
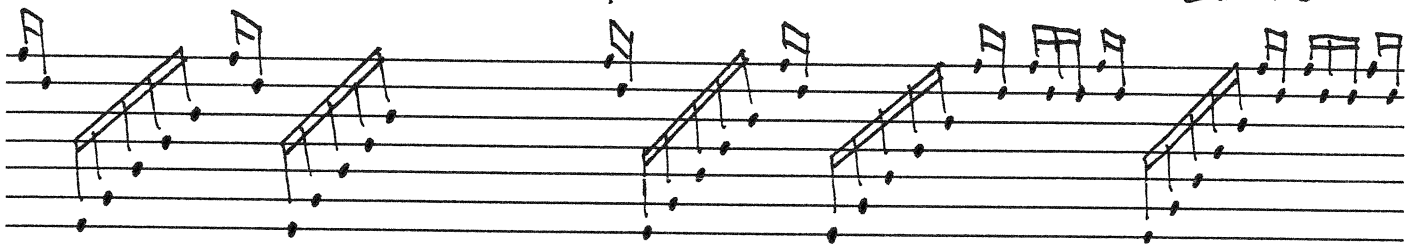


Tom-toms : pp
Congas : ff



IV/2

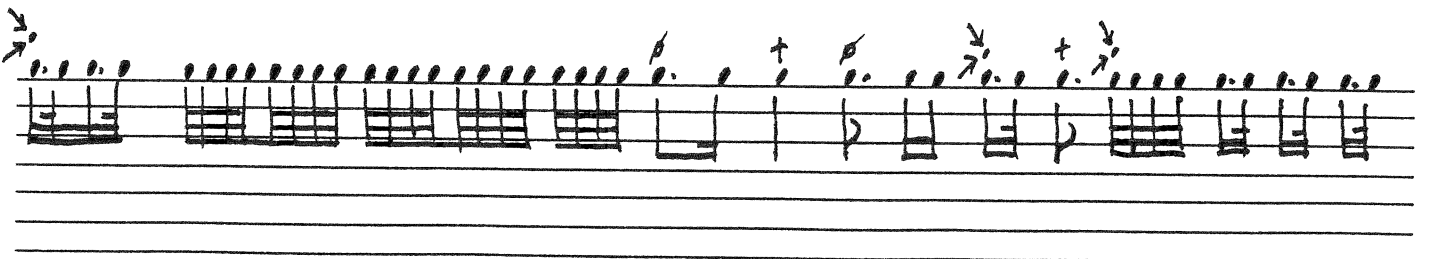
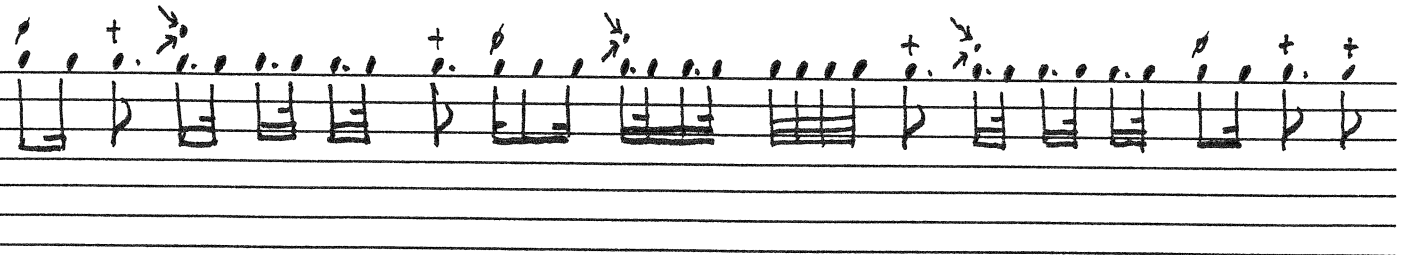
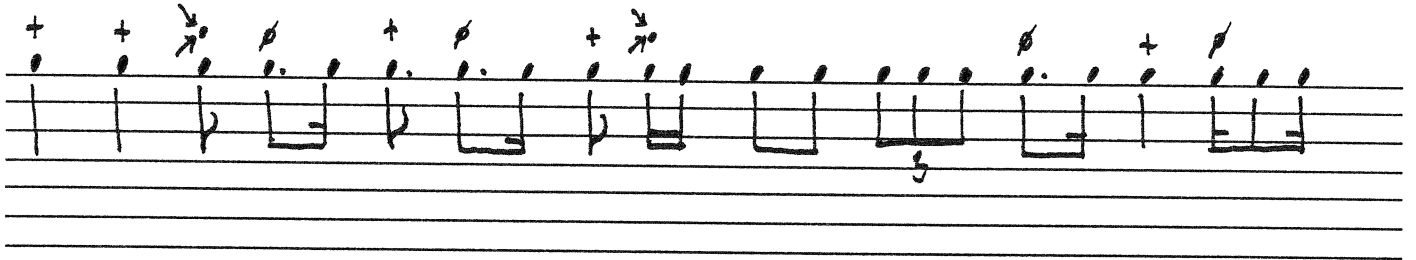
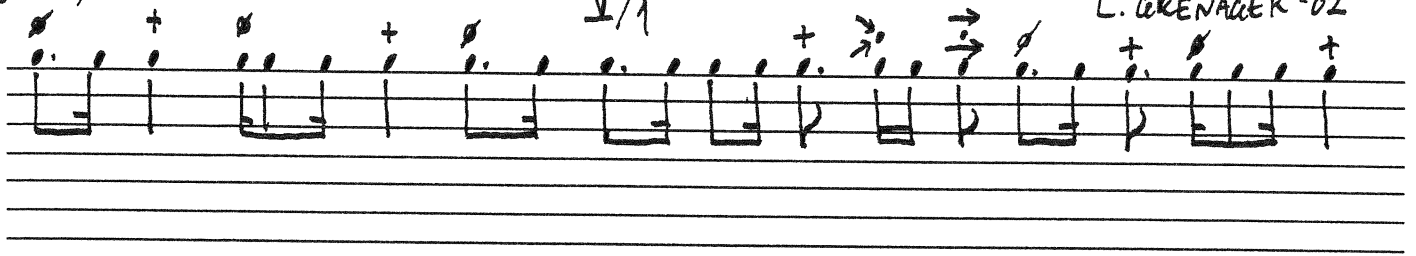
L. GRENAGER-02



(♩ = 80)

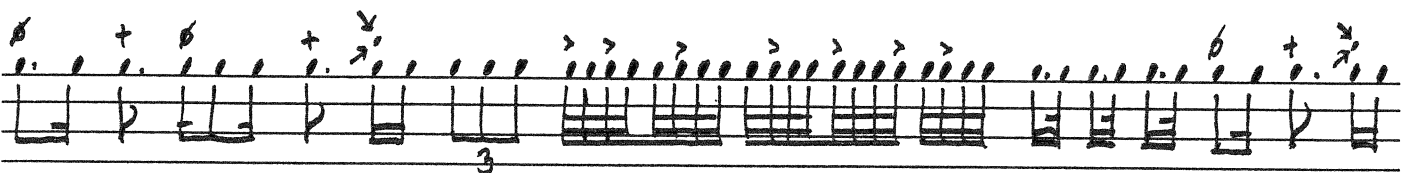
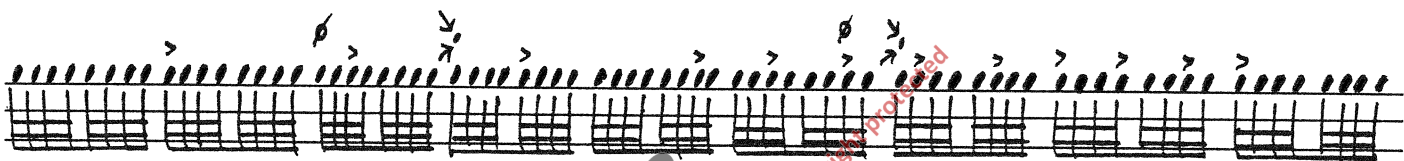
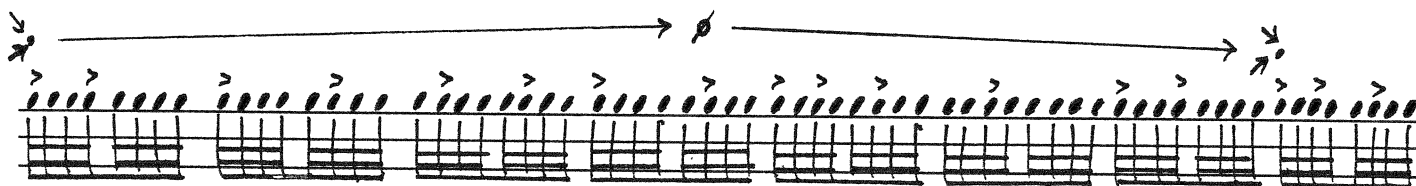
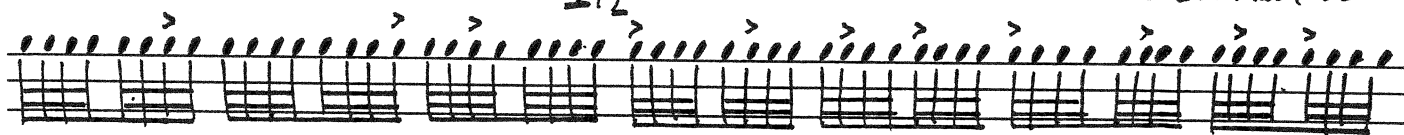
V/1

L. GRENAIER-02



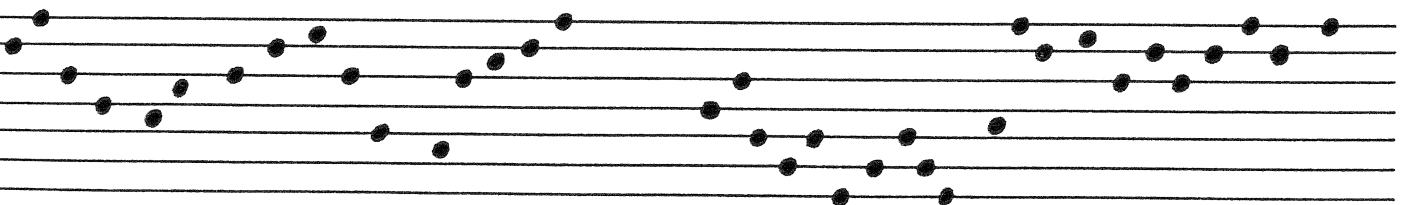
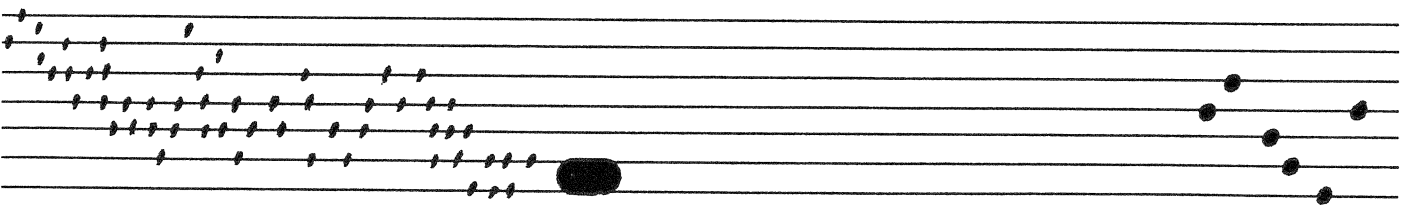
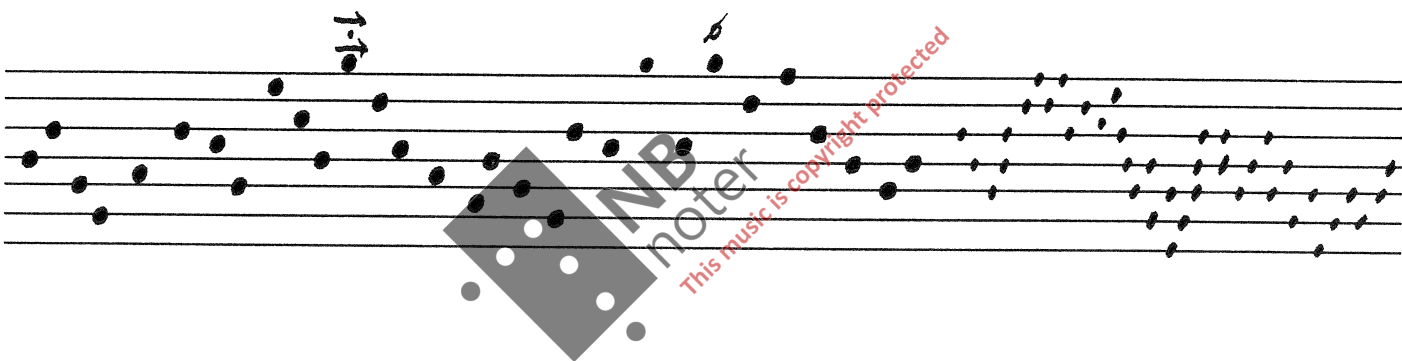
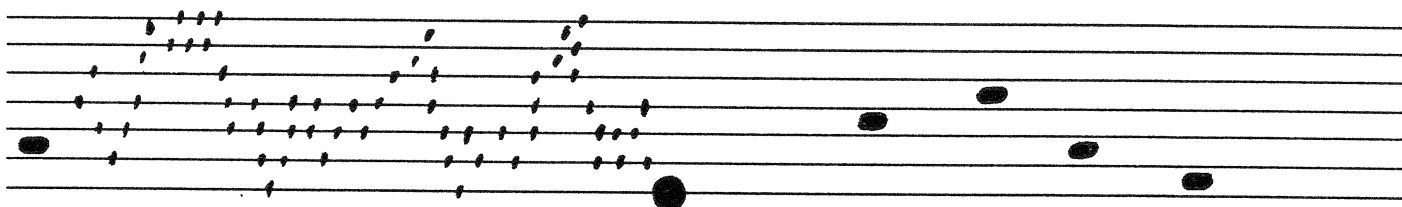
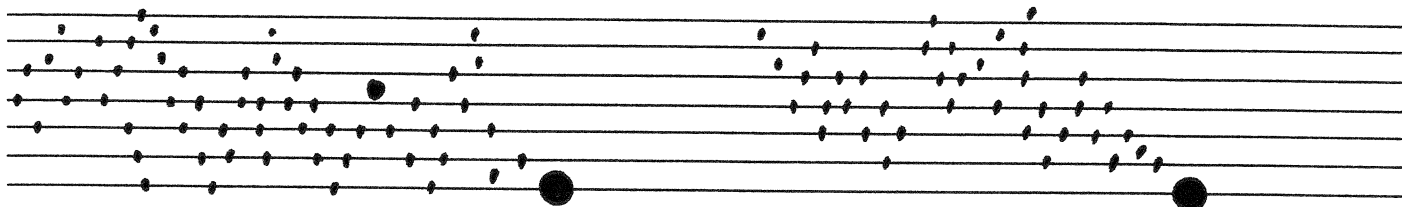
V/2

L. GREENAGER 02



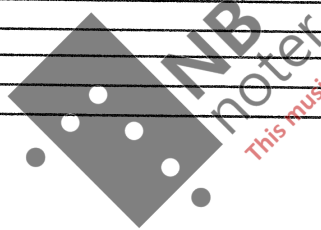
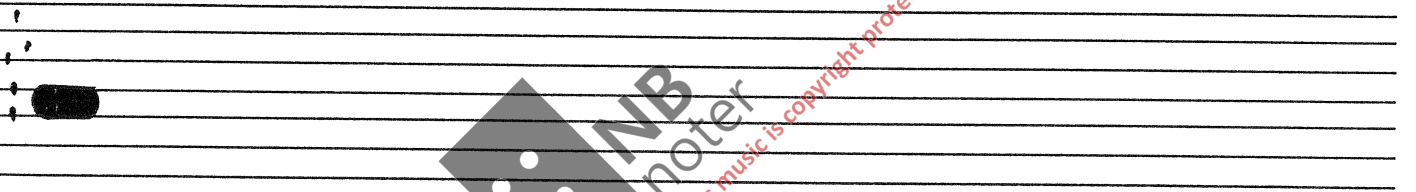
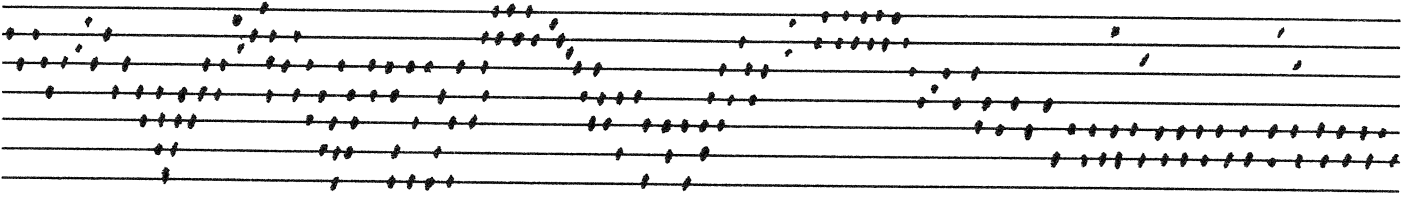
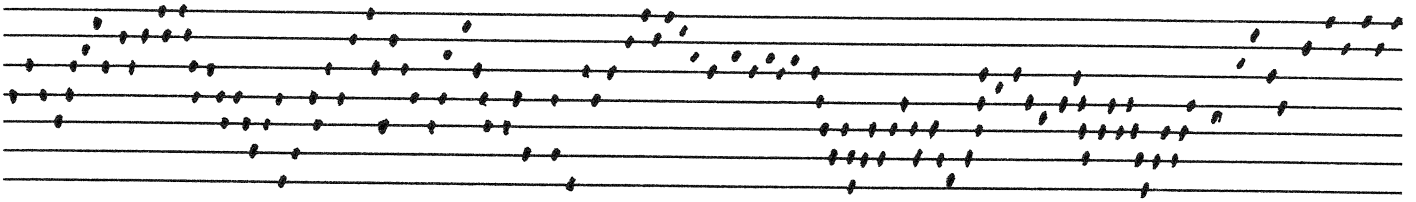
VI/1

L. GREENAGER-02



VI/2

L. GRENAGER-02



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