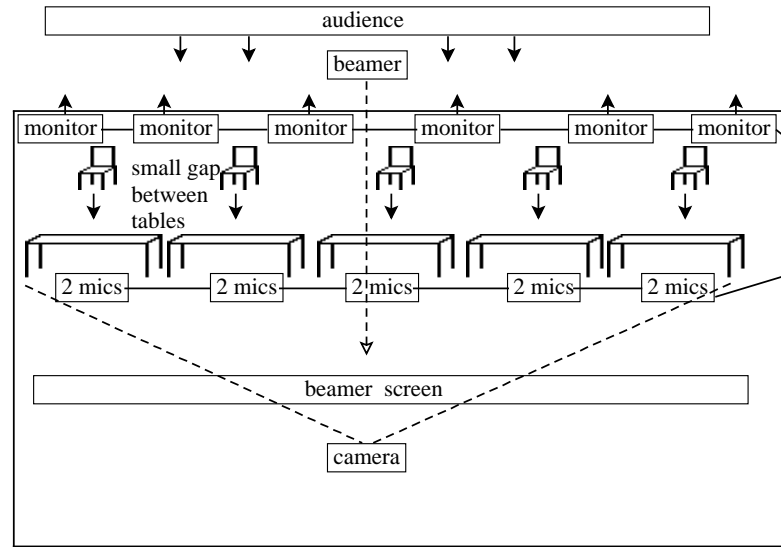


What about Woof?

for five percussionists

Miguelángel Clerc P. 2007

What about Woof? Set Up



Players: are sitting giving the back to the audience. They must be frontally projected on the screen.

mixer and amplifier

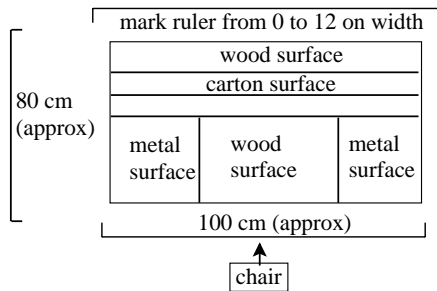
Microphones: each table must have two condenser microphones on stands pointing towards the surface of the table. One covering the right zone and the other the left zone.

Monitor: each table should be amplified through two monitors (left and right) which are placed between tables. A single monitor can share left side of one table and right from the one beside.

Camera and Beamer: the beamer must project on the screen the five tables which are filmed by a camera on stage. The players should be able to watch the screen.

Music Stands: two stands per table are required. Placed in front and almost flat at the height of the tables' surface.

Table Surface Set Up (each table uses the same design)



-metal surface: zinc, aluminium or other kind of metallic flat surface with irregular texture.

(on first performance metallic flat music stands were used beside the tables).

-wood surface: table's surface. Ideally textured to produce loud sounds. If necessary, cover it with some better wooden surface which produces more sound.

-carton surface: carton box material. Like market packing boxes material.

Indications

1. Coins: All players use one ordinary coin in each hand to rub or beat over surfaces through all the piece.

Percussion

T
 this letter indicates in which surface to play.

Left Hand
Right Hand
 middle line marks the center of the table dividing left and right sides.
 (inverted-piano-score version)

rubbing tremolo:
 move the coin back and forth on the surface producing a constant sound.

7
 seconds:
 some bars are written with the number in seconds over the score.

up
down
 arms move up away or down towards the surface.
 The length of the line determines the speed of the movement of the arm

Dotted line:
 stay still with arms pointing up.
 The lines from the beginning and the end of the bar work as the line described beside.

Perc.

Head turn: the letter inside the circle indicates if it should turn to left or right. The speed of the movement is determined by the length of the arrow

White headed arrow indicates that the head must go back suddenly to its original position (looking forward).

T space: center wood surface.

M line: metallic sides surface (metallic music stands).

LW(table stripe)
LC(carton stripe)
 Above or below the system will be written the "stripe form" surfaces. Which to play will be specified in the score.

Slide from one area to another.

Sudden slide back to position pointed by arrow..

Accent by the note or letter: beat on the table with the coin.

Perc.

black line between notes indicates length of total stillness of the arm.

LC

improv
 Improvisation: free, include material of previous sections.

r total →

Slide through horizontal stripe. Arrow indicates the direction(left/right).
 Text over arrow indicates point of ending.

- L total : all length from right to left
- r total : all length from left to right
- L 1,5 : stop in the marked measure(number)
- L/r end : move from current position until end of pointed direction.

What about Woof ?

The score is organized into five systems, each representing a different hand. Each system consists of two staves: a top staff for the Left Hand and a bottom staff for the Right Hand. The notation includes:

- System 1:**
 - Left Hand: *ffff* 7, *ffff* 3
 - Right Hand: *ffff*
- System 2:**
 - Left Hand: *ffff* 7, *ffff* 3, *ffff* 5, *ffff* 3
 - Right Hand: *ffff*, *ffff* 3, *ffff* 5, *ffff* 3
 - Annotations: $\overset{\circ}{R}$ 90° (rotation), *psub*, $\overset{>}{T}$ *sfz*
- System 3:**
 - Left Hand: *ffff* 7, *ffff* 3, *ffff* 5, *ffff* 3
 - Right Hand: *ffff*, *ffff* 3, *ffff* 5, *ffff* 3
 - Annotations: $\overset{\circ}{L}$ 90° (rotation), *psub*, $\overset{>}{T}$ *sfz*
- System 4:**
 - Left Hand: *ffff* 7, *ffff* 3, *ffff* 5, *ffff* 3
 - Right Hand: *ffff*, *ffff* 3, *ffff* 5, *ffff* 3
 - Annotations: $\overset{\circ}{L}$ 90° (rotation), *psub*, $\overset{>}{T}$ *sfz*
- System 5:**
 - Left Hand: *ffff* 7, *ffff* 3, *ffff* 5, *ffff* 3
 - Right Hand: *ffff*, *ffff* 3, *ffff* 5, *ffff* 3
 - Annotations: $\overset{\circ}{L}$ 90° (rotation), *psub*, $\overset{>}{T}$ *sfz*

Slanted lines connect notes across systems, indicating a change in pitch or articulation. The dynamic markings *ffff* (fortississimo) and *psub* (pianissimo) are used throughout. The $\overset{>}{T}$ *sfz* marking indicates a fortissimo accent.

This musical score is for a Percussion instrument, consisting of 10 staves. The notation includes various dynamics and articulations, along with performance directions. The score is divided into measures by vertical bar lines, with some measures containing multiple staves.

Staff 1: Starts with a dynamic of *fff* and a *sfz* articulation. A *psub* direction is indicated. The staff ends with a *fff* dynamic and a *sfz* articulation.

Staff 2: Features a *90°* rotation direction and a *psub* dynamic. The staff contains two staves of music, both marked with *fff*.

Staff 3: Includes a *90°* rotation direction and a *sfz* articulation. The staff contains two staves of music, both marked with *fff*.

Staff 4: Features a *90°* rotation direction and a *psub* dynamic. The staff contains two staves of music, both marked with *fff*.

Staff 5: Includes a *90°* rotation direction and a *sfz* articulation. The staff contains two staves of music, both marked with *fff*.

Staff 6: Features a *90°* rotation direction and a *psub* dynamic. The staff contains two staves of music, both marked with *fff*.

Staff 7: Includes a *90°* rotation direction and a *sfz* articulation. The staff contains two staves of music, both marked with *fff*.

Staff 8: Features a *90°* rotation direction and a *psub* dynamic. The staff contains two staves of music, both marked with *fff*.

Staff 9: Includes a *90°* rotation direction and a *sfz* articulation. The staff contains two staves of music, both marked with *fff*.

Staff 10: Features a *90°* rotation direction and a *psub* dynamic. The staff contains two staves of music, both marked with *fff*.

This musical score is for a Percussion instrument, consisting of five staves. The notation includes various rhythmic patterns, dynamics, and articulation. The score is divided into measures by vertical bar lines, with some measures containing slanted lines indicating a continuation of the previous measure's pattern.

Staff 1 (Top): Starts with a dynamic of *ffff* and an accent. It features a 90-degree turn to the right (indicated by a circled 'R' and an arrow) and a finger number '5'. The pattern consists of a series of eighth notes.

Staff 2: Features a dynamic of *ffff* and an accent. It includes a 90-degree turn to the right (circled 'R' and arrow) and finger numbers '7' and '2'. The pattern consists of a series of eighth notes.

Staff 3: Features a dynamic of *ffff* and an accent. It includes a 90-degree turn to the right (circled 'R' and arrow) and finger numbers '7' and '2'. The pattern consists of a series of eighth notes.

Staff 4: Features a dynamic of *ffff* and an accent. It includes a 90-degree turn to the right (circled 'R' and arrow) and finger numbers '7' and '2'. The pattern consists of a series of eighth notes.

Staff 5 (Bottom): Starts with a dynamic of *ffff* and an accent. It features a 90-degree turn to the left (indicated by a circled 'L' and an arrow) and a finger number '5'. The pattern consists of a series of eighth notes.

The score uses various musical notations including slanted lines for continuation, dashed lines for measure boundaries, and specific performance directions for hand orientation and fingerings.

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The score consists of five staves, each labeled 'Perc.' on the left. The time signature is 7/4. The first measure is marked with 'LC' (Left Center) and the second with 'LW' (Left Wide). The final measure is marked with 'LC' and 'LW'. The score includes various rhythmic notations such as dotted notes, beams, and slurs, along with wavy lines representing movement paths. Hand movement annotations include numbered points (1-6) and directions like 'left hand moves to T center' and 'right hand moves to LC at left end'. Dynamic markings like *sfz* and *M* are used to indicate intensity and movement.

Staff 1: LC. Rhythmic pattern: dotted quarter, quarter, dotted quarter, quarter. Wavy line labeled 'r total' with an arrow pointing right.

Staff 2: LC. Rhythmic pattern: dotted quarter, quarter, dotted quarter, quarter. Wavy line labeled 'r total' with an arrow pointing right.

Staff 3: LC. Rhythmic pattern: dotted quarter, quarter, dotted quarter, quarter. Wavy line labeled 'r total' with an arrow pointing right.

Staff 4: LW. Rhythmic pattern: dotted quarter, quarter, dotted quarter, quarter. Wavy line labeled 'L 1.5' with an arrow pointing left.

Staff 5: LW. Rhythmic pattern: dotted quarter, quarter, dotted quarter, quarter. Wavy line labeled 'L 2.5' with an arrow pointing left.

Staff 6: LC. Rhythmic pattern: dotted quarter, quarter, dotted quarter, quarter. Wavy line labeled 'r total' with an arrow pointing right.

Staff 7: LW. Rhythmic pattern: dotted quarter, quarter, dotted quarter, quarter. Wavy line labeled 'L 4' with an arrow pointing left.

Staff 8: LC. Rhythmic pattern: dotted quarter, quarter, dotted quarter, quarter. Wavy line labeled 'r total' with an arrow pointing right.

Annotations:

- Staff 1: (3) to (4) dashed arrow, 'hand stay still at beginning point'.
- Staff 3: (6) *sfz* *M*, 'left hand moves to T center' (dashed arrow to (1)), 'right hand moves to LC at left end' (dashed arrow), 'hand stay still at beginning point'.
- Staff 4: (3) *sfz* *M*, 'left hand moves to T center' (dashed arrow to (2)), 'right hand moves to LC at left end' (dashed arrow), 'hand stay still at beginning point'.
- Staff 6: (6) *sfz* *M*, 'left hand moves to T center' (dashed arrow to (5)), 'right hand moves to LC at left end' (dashed arrow), 'hand stay still at beginning point'.

48

The image displays a musical score for five percussion staves, labeled 'Perc.' on the left. The score is organized into five measures, each with a specific time signature: 5/4, 4/4, 3/4, 2/4, and 2/4. The notation includes notes with stems and beams, often with slurs or ties. Below the notes, there are horizontal lines with wavy patterns, and arrows indicating durations or relationships between notes. These annotations include labels such as 'r total', 'L total', 'r end', and 'L' followed by a number (e.g., L 1.5, L 2.5, L 4, L 5.5, L 0.5, L 2). Above the notes, there are labels 'LC' and 'LW' indicating specific musical elements or techniques. The first staff starts with a treble clef and a 5/4 time signature. The second staff starts with a treble clef and a 5/4 time signature. The third staff starts with a treble clef and a 5/4 time signature. The fourth staff starts with a treble clef and a 5/4 time signature. The fifth staff starts with a treble clef and a 5/4 time signature. The time signatures change to 4/4 in the second measure, 3/4 in the third measure, and 2/4 in the fourth and fifth measures.

57

The image displays five staves of musical notation for percussion, labeled 'Perc.' on the left. Each staff begins with a treble clef and a 2/4 time signature. The notation includes notes with stems and beams, often with slurs or ties. Below the notes, there are horizontal lines with wavy patterns, and arrows indicating durations or relationships between notes. The time signatures change throughout the piece: 2/4, 4/4, and 3/4. Annotations include 'LC' (likely 'Left Cymbal') and 'LW' (likely 'Left Woodblock').

Staff 1: 2/4 LC, LW, 4/4, 3/4 LC, 4/4 LW. Annotations: r total, L total.

Staff 2: 2/4 LC, LW, 4/4, 3/4 LC, LW. Annotations: r end, L 0.5.

Staff 3: 2/4 LC, LW, 4/4, 3/4 LC, LW. Annotations: r end, L 1.5.

Staff 4: 2/4 LC, LW, 4/4, 3/4 LC, LW. Annotations: r end, L 2.

Staff 5: 2/4 LC, LW, 4/4, 3/4 LC, LW. Annotations: r end, L 2.5.

67

The image shows five staves of musical notation for Percussion. Each staff begins with a double bar line and a 'Perc.' label. The notation consists of notes with slurs and wavy lines below them. The first two staves have annotations: 'L total back to right end' with an arrow pointing left. The last three staves have 'LC' annotations and 'r center' annotations with arrows pointing right. A legend at the bottom explains the asterisk accent: '* accent: fast and short sudden movement to start. Original speed must be immediately recovered.'

* accent: fast and short sudden movement to start. Original speed must be immediately recovered.

79

Perc. $\text{H } \frac{1}{4} \text{ } \frac{4}{4}$ $\frac{3}{4}$ $\frac{1}{4}$ $\frac{2}{4}$ $\frac{1}{8}$ $\frac{2}{4}$ $\frac{2}{4}$ **improv** $\frac{3}{4}$ $\frac{2}{4}$ $\frac{3}{4}$ $\frac{2}{4}$

Perc. $\text{H } \frac{1}{4} \text{ } \frac{4}{4}$ $\frac{3}{4}$ $\frac{1}{4}$ $\frac{2}{4}$ $\frac{1}{8}$ **improv** $\frac{3}{4}$ $\frac{2}{4}$ $\frac{3}{4}$ **improv** $\frac{2}{4}$

Perc. $\text{H } \frac{1}{4} \text{ } \frac{4}{4}$ $\frac{3}{4}$ **improv** $\frac{1}{4}$ $\frac{2}{4}$ $\frac{1}{8}$ $\frac{2}{4}$ $\frac{2}{4}$ $\frac{3}{4}$ $\frac{2}{4}$

Perc. $\text{H } \frac{1}{4} \text{ } \frac{4}{4}$ $\frac{3}{4}$ $\frac{1}{4}$ $\frac{2}{4}$ $\frac{1}{8}$ $\frac{2}{4}$ $\frac{2}{4}$ $\frac{3}{4}$ **improv** $\frac{2}{4}$

Perc. $\text{H } \frac{1}{4} \text{ } \frac{4}{4}$ $\frac{3}{4}$ **improv** $\frac{2}{4}$ $\frac{1}{8}$ $\frac{2}{4}$ $\frac{2}{4}$ $\frac{3}{4}$ $\frac{2}{4}$

stop in T center

* slow

slow

stop in T center

* slow

slow

approximate overlaps

stop in T center

* slow

stop in T center

* slow

slow

* slow : improvise :
 choose right or left
 movement. Also can be done
 with two or one hand.

Synchronized

Perc. 100

Perc. 101

Perc. 102

Perc. 103

Perc. 104

100 *sfz*

sfz

f

p

f

sfz

sfz

f

p

f

sfz

sfz

f

p

f

sfz

sfz

f

p

f

104 Perc. H $\frac{4}{4}$ $\frac{3}{4}$ $\frac{4}{4}$ stop at center

Perc. H $\frac{4}{4}$ $\frac{3}{4}$ $\frac{4}{4}$

Perc. H $\frac{4}{4}$ $\frac{3}{4}$ $\frac{4}{4}$

Perc. H $\frac{4}{4}$ $\frac{3}{4}$ $\frac{4}{4}$

Perc. H $\frac{4}{4}$ $\frac{3}{4}$ $\frac{4}{4}$ stop at center

The image shows a musical score for five percussion staves. The score is divided into three measures. The first measure is in 4/4 time, the second in 3/4, and the third in 4/4. Each staff contains rhythmic notation with dynamic markings (p, mf, f) and articulation marks (accents, up-bow/down-bow strokes). The first and fifth staves have a 'stop at center' instruction at the end of the third measure.

108 $\text{♩} = 72$

Perc. H H H H

stop at center

* pulse 1 (pp $>$ p ∞)

* pulse 2 (p $>$ pp $>$)

* pulse 1 (pp $>$ p ∞)

* pulse 2 (p $>$ pp $>$)

* pulse 1 (pp $>$ p ∞)

* pulse 2 (p $>$ pp $>$)

* pulse 1 and 2: choose and play over the indicated duration a different beat (fast tempo) between hands. An irregular beatings clouds must be produced between the three middle players.

Dynamics in between parenthesis means irregular dynamic movement. Always start and end from niente and respect dynamic peaks suggested.

p

118

This musical score is for a Percussion part, consisting of five staves. The notation includes various rhythmic patterns and dynamic markings. The first staff features a continuous rhythmic pattern of eighth notes, with a *mf* marking starting at the beginning and ending at the end of the first system. The second, third, and fourth staves are primarily silent, with occasional notes and dynamic markings. The fifth staff mirrors the first staff's rhythmic pattern. Dynamic markings include *pp*, *p*, *mf*, and *mp*. There are also markings for "* pulse 1" and "* pulse 2" with associated slurs and accents.

Staff 1 (Perc.): Eighth-note rhythmic pattern. *mf* marking.

Staff 2 (Perc.): Notes with dynamics: *pp*, *p*. Marking: * pulse 1.

Staff 3 (Perc.): Notes with dynamics: *p*, *pp*. Marking: * pulse 2.

Staff 4 (Perc.): Notes with dynamics: *pp*, *p*. Marking: * pulse 1.

Staff 5 (Perc.): Notes with dynamics: *p*, *pp*. Marking: * pulse 2.

Staff 6 (Perc.): Eighth-note rhythmic pattern. *mf* marking.

134

Perc.

* pulse 1
pp

* pulse 2

Equal dynamics for both hands.

* pulse 1
pp

* pulse 2

Equal dynamics for both hands.

* pulse 1
pp

* pulse 2

Equal dynamics for both hands.

* pulse 1
pp

* pulse 2

Equal dynamics for both hands.

f

139 Perc. *f possibile*

Perc. *f possibile*

Perc. *f possibile*

Perc. *f possibile*

Perc. *f possibile*

143 *All energy* Seconds *motionless*

Perc.	sfz <i>fff</i> 10 <i>f possibile</i>	sfz 3	sfz 1 <i>f possibile</i>	sfz 2	sfz 5 <i>f possibile</i>	sfz 7	sfz 0,5 <i>f possibile</i>	sfz 3	sfz 2,5 <i>f possibile</i>
Perc.	sfz <i>fff</i> 10 <i>f possibile</i>	sfz 3	sfz 1 <i>f possibile</i>	sfz 2	sfz 5 <i>f possibile</i>	sfz 7	sfz 0,5 <i>f possibile</i>	sfz 3	sfz 2,5 <i>f possibile</i>
Perc.	sfz <i>fff</i> 10 <i>f possibile</i>	sfz 3	sfz 1 <i>f possibile</i>	sfz 2	sfz 5 <i>f possibile</i>	sfz 7	sfz 0,5 <i>f possibile</i>	sfz 3	sfz 2,5 <i>f possibile</i>
Perc.	sfz <i>fff</i> 10 <i>f possibile</i>	sfz 3	sfz 1 <i>f possibile</i>	sfz 2	sfz 5 <i>f possibile</i>	sfz 7	sfz 0,5 <i>f possibile</i>	sfz 3	sfz 2,5 <i>f possibile</i>
Perc.	sfz <i>fff</i> 10 <i>f possibile</i>	sfz 3	sfz 1 <i>f possibile</i>	sfz 2	sfz 5 <i>f possibile</i>	sfz 7	sfz 0,5 <i>f possibile</i>	sfz 3	sfz 2,5 <i>f possibile</i>
Perc.	sfz <i>fff</i> 10 <i>f possibile</i>	sfz 3	sfz 1 <i>f possibile</i>	sfz 2	sfz 5 <i>f possibile</i>	sfz 7	sfz 0,5 <i>f possibile</i>	sfz 3	sfz 2,5 <i>f possibile</i>
Perc.	sfz <i>fff</i> 10 <i>f possibile</i>	sfz 3	sfz 1 <i>f possibile</i>	sfz 2	sfz 5 <i>f possibile</i>	sfz 7	sfz 0,5 <i>f possibile</i>	sfz 3	sfz 2,5 <i>f possibile</i>

152

Perc.	H	5	sfz 1 f possibile	1	sfz 6	3	3	3	3	9	15	15
			M		T				slow circular movement : accelerando			
			M		T					f possibile		
			sfz		sfz							
Perc.	H	5	sfz 1 f possibile	1	sfz 6	3	3	3	3	9	15	15
			M		T				slow circular movement : accelerando			
			M		T					f possibile		
			sfz		sfz							
Perc.	H	5	sfz 1 f possibile	1	sfz 6	3	3	3	3	9	15	15
			M		T					nervous (fast movements)	cue: cut group	
			M		T				improv			
			sfz		sfz							
Perc.	H	5	sfz 1 f possibile	1	sfz 6	3	3	3	3	9	15	15
			M		T				slow circular movement : accelerando			
			M		T					f possibile		
			sfz		sfz							
Perc.	H	5	sfz 1 f possibile	1	sfz 6	3	3	3	3	9	15	15
			M		T							
			M		T				improv			
			sfz		sfz							
			sfz		sfz							
			sfz		sfz							

circular movement : accelerando