

Engine Room

ver. 1, 2009/12/06
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For two drummers, sitting, with drum practice pads on laps. Features "offset doubles" technique. Fast rhythms incorporating the "knock" sound of hitting the edge of the practice pad, mimic the sound of a pattering engine.

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Swiss Trips 7 *v3d* x7

A&T Sparse *v0* *v3*

Lopsy A-8 *v1*

Knock Lopster *v3*

Lopsy B-8 *v2c*

Swiss Trips 5 *v4d* x5

A&T Full *v0c* *v3*

Lopsy C-8 *v1*

Knock Lopster *v3*

Lopsy D-8 *v2c*

Notation Overview

This score uses simple, linear notation, similar to Time Unit Box System (TUBS) notation. Unlike western notation where the shape of notes to indicate time durations, here, time is indicated by a note's position on the horizontal line. Note shapes are used to indicate accents and tone. Left hand hits are indicated above the line, and right hand hits below.

200bpm

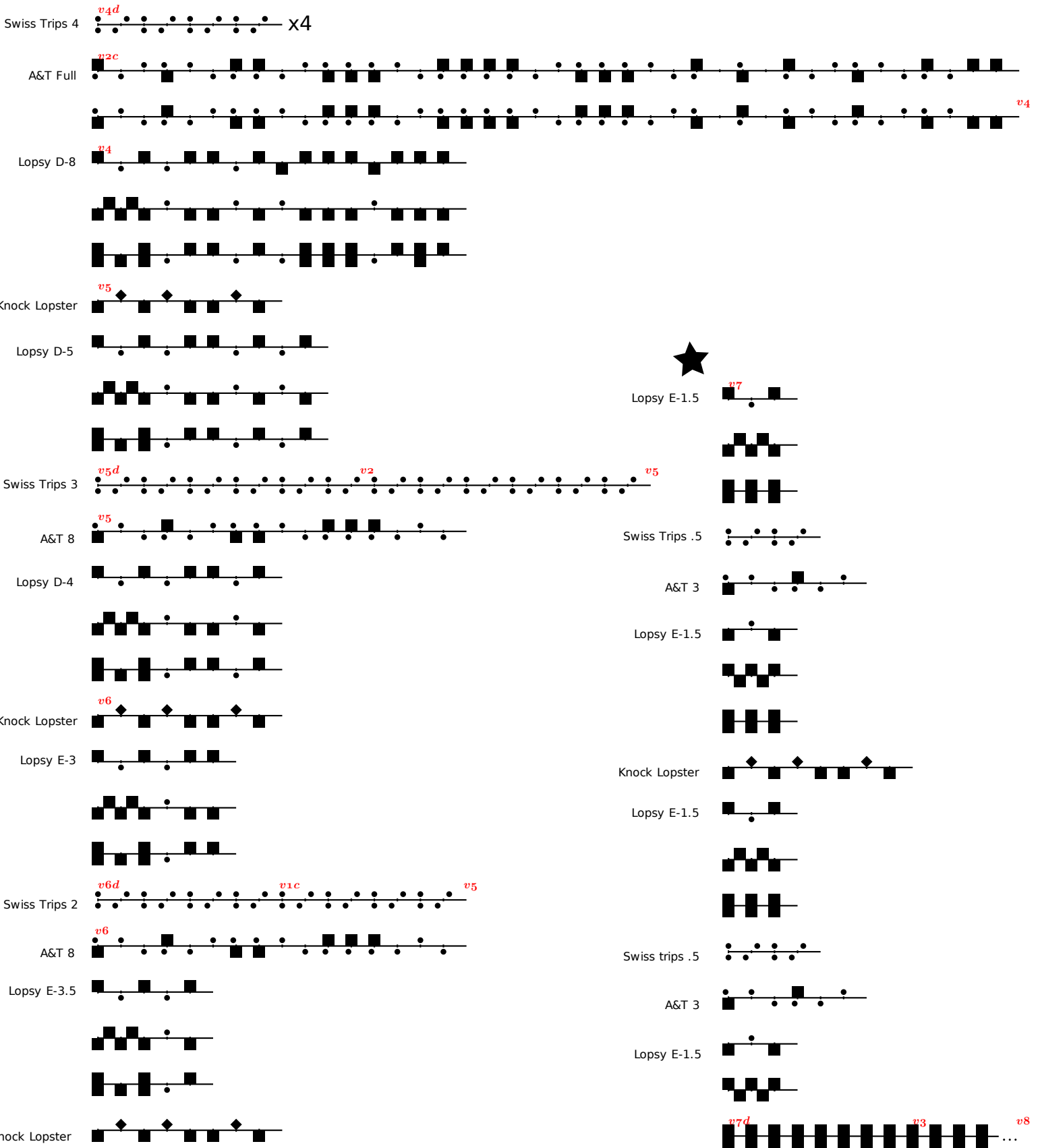
Left hand far edge

Left hand close edge

left hand

right hand

- v3* - Volume, "*v0*" is quietest and "*v9*" is loudest. "*c*" indicates crescendo and "*d*" decrescendo.
- - Basic strike to center of pad
- ◐ - Right-hand flam
- ◆ - "Knock" strike to far edge of pad
- - "Knock" strike to close edge of pad




29 total hits
(7 counts of 4, end on 8)

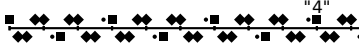
200bpm Tempo remains constant but notation has been compressed.

E Basic  x11

Dead Lift 11 

Ping 6 


Dead Lift 11 

Knocks A-4 


Dead Lift 5 

Knocks A-2 

Dead Lift 4 


Knock/Lift 3 

Dead Lift 13 

A&T Flush 

Ping 2/3 

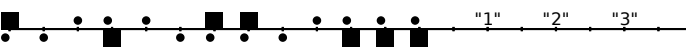
Dead Lift 4 

Knocks B-2 

Dead Lift 4 

Knocks C 

Dead Lift 14 

A&T Flush 

Wello, Fill A 

Wello, Fill B 

Wello, Fill A 

Wello 

Sputter A 

Knock/Lift 3  x3

Clang 1 

Backfire  x3

Sputter B 

Performance notes

Transitions between lines should be made with little flourish, no accents on "1", mechanically. Each A&T Flush is rejuvenating, raising the energy of the next section. "Wello" begins the song's first simple groove and performers can feel more outgoing, less mechanical.




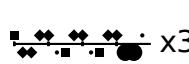
Wello, Fill A 

Wello, Fill B 

Wello, Fill A 

Wello 

Sputter A 

Backfire  x3

Clang 1 

Backfire  x3

Clang 4 



Lopsy F-6

Musical notation for Lopsy F-6, consisting of three staves with square notes and stems.

Knock Lopster

Musical notation for Knock Lopster, consisting of one staff with square notes and stems.

Lopsy Free A

Musical notation for Lopsy Free A, consisting of three staves with square notes and stems.

Lopsy Free B

Musical notation for Lopsy Free B, consisting of six staves with square notes and stems. Includes velocity markings v6, v6~, v8, and v8.

hit pad progressively higher on batchi for "darker" sound

Lopsy Lift A

Musical notation for Lopsy Lift A, consisting of one staff with square notes and stems.

Lopsy Lift B

Musical notation for Lopsy Lift B, consisting of one staff with square notes and stems.

Lopsy Lift C

Musical notation for Lopsy Lift C, consisting of one staff with square notes and stems. Includes velocity marking v8 and a multiplier x2.

Backfire

Musical notation for Backfire, consisting of one staff with square notes and stems. Includes velocity marking v7 and a multiplier x3.

Clang 1

Musical notation for Clang 1, consisting of one staff with square notes and stems.

Backfire

Musical notation for Backfire, consisting of one staff with square notes and stems. Includes velocity marking v8 and a multiplier x3.

Clang 3

Musical notation for Clang 3, consisting of one staff with square notes and stems. Includes velocity markings v8~ and v9, and a multiplier x3.

slowing down

Musical notation for slowing down, consisting of one staff with square notes and stems.

slowing down

Musical notation for slowing down, consisting of one staff with square notes and stems.

Musical notation for slowing down, consisting of one staff with square notes and stems.