WHIRLWIND

Jodie Blackshaw

<u>Keys</u>	<u>Grade</u>		PERCUSSION REQUIREMENTS
6	2		Keyboard Drone (any bass instrument) Glockenspiel Snare Drum (and whirly) Medium Tom (an whirly) Bass Drum (and whirly) Suspended Cymbal (and whirly)
	<u>Genre</u>		
	Programmatic Soundscape		
<u>Meter</u>	Number OF Measures	PERFORMANCE TIME	<u>Publisher</u>
Freeform	TILLIGUNES		
34	94	5:42	Manhattan Beach Music

TECHNICAL CONSIDERATIONS

Waterglass chime
Homemade rattle
Whirly
Drone
Solos
Percussion rolls
Coin scrape on cymbal
Two and four part rounds
Percussion solo
Dynamic contrast
Phrasing
Cymbal upside down on timpani
Roll on either side of cymbal while moving

TEMPO(S)/STYLE(S)

Soundscape – free time Like a whirlwind: slowly – getting faster – then slow again

Andante con moto (\checkmark = 96)

Two part round Three part round

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timpani pedal

Solos

Any instrument at start Clarinet Trumpet

CUES

None

VOCABULARY

Let ring
Smooth and gentle
Clingingly
Andante con moto
Snares off
Centre of drum
With pride
Creep in
Solo
Straight mute

ARTICULATIONS

Slurs Ties

CONDUCTOR CONSIDERATIONS

Cued free time
Dynamic contrast
Deciding on soloists
Tempo changes
Open conducting
Shaping of phase