

Green Green Yellow

for percussion & variable wind ensemble

Jesper Pedersen

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Duration approximately 11 minutes

This piece is dedicated to percussionist Frank Aarnink

who premiered the piece together with S.L.Á.T.U.R.

21-08-09 Nordic Music Days Oslo

Performance notes

Percussion

40 spring-loaded mousetraps with consecutive numbers from 1 to 40 marked with easy to read black marker on the back of each mousetrap. The numbers should also be visible to the audience. The traps should be the classic kind with a wooden base stamped with a picture of a red mouse inside a red square.

1 table for storing instruments and tools
1 plastic bucket or similar for storing the mousetraps
1 small worktable
1 music stand
1 metal trash can

1 ordinary drumstick
1 long thin wooden stick
1 medium hard mallet
1 medium/big hammer
1 pair of pliers preferably needle-nose pliers
1 handheld gas fueled blow torch
1 pair of protective work gloves
1 towel for cleaning up any spilled water etc
1 fire extinguisher in case of an emergency (optional)

1 12" tom-tom
1 7" singing bowl (can be a little bigger or smaller)
1 large clear glass bowl half filled with water
1 metal can for instance a water pitcher or similar with a loud metallic sound to it
1 wine glass intended for red wine and with a thin edge so that a mouse trap easily breaks it
1 50 cl beer glass or similar hard to break larger drinking glass
1 larger handheld cymbal preferably a sizzle cymbal

The percussionist should stand in the foreground of the stage as the soloist. On the percussionist's left hand side is a table where all instruments and tools are placed. The mousetraps are kept in a storage bucket on the left side as well. In the center facing the audience is a small worktable where the different instructions of the score is to be carried out. On the percussionist's right are the music stand

with the score and the metal trash can.

The percussionist is the only musician who will play directly from the score. The score contains instructions formed as a list of events written in plain text. The percussionist should turn the pages of the score during the performance to get to the right instructions as dictated by the numbers on the mousetraps. Page turns should be audible but not excessively loud. There should be a spotlight on the percussionist shining from above.

Performance instructions

Performing the percussion part is like executing a basic computer program. These instructions should be memorized by the performer.

- 10 Pick at random a mousetrap from the storage bucket
- 20 Read the number on the back of the mousetrap
- 30 Find the corresponding number in the list of events
- 40 Execute the instruction from the list of events with armed mousetrap(s)*
- 50 When the event is done then throw the used mousetrap(s)* in the metal trash can
- 60 Clear the surface of the worktable totally so that it is ready for the next event
- 70 If there are mousetraps in the storage bucket then goto 10 else goto 80
- 80 If there are no mousetraps in the storage bucket then end

* In case the list of events dictates the use of more than one mousetrap then pick the amount called for from the storage bucket and arm them. These mousetraps will also be put in the metal trash can after the execution of the event and thereby also wasting the events these mousetraps represent. Be careful with mousetraps who haven't been triggered when these are put in the metal trash can.

Variable wind ensemble

Blindfolds made from black fabric. They should look shredded and have long ends. One for each player.

The variable wind ensemble consists of a group of four or more brass and wood wind players. There is not a fixed instrumentation for the group. It is important though to have both flute(s) as well as alt-voiced and tenor-voiced brass instruments represented. Instruments like for instance Eb-horn, trombone, baritone and/or euphonium could be included in the group to obtain a more differentiated sound across the sound spectrum.

The wind ensemble should stand as a group in the background of the stage approximately four meters behind the percussionist depending on the depth of the stage. They should stand on a straight line facing the audience and in such a manner that each player have space around their body and no one is standing behind or in front of them.

It is very important that each wind player is blindfolded during the entire duration of the performance.

The lighting should be dimmed using red and blue colors if available.

Performance instructions

Each individual player in the wind ensemble is to react to the sounds produced by the activities of the percussionist by imitating them as soon as they are produced. The players are to rely on their ears only for this task. The blindfolding is a practical way to sharpen the individual players sense of hearing.

The wind players should feel free to use extended playing techniques to imitate the sound spectra of the sounds made by the percussionist.

Green Green Yellow

Jesper Pedersen (1976-)

List of events:

1. Drop 1 mousetrap on the table
2. Drop 1 mousetrap on the tom-tom
3. Drop 1 mousetrap in the water bowl
4. Drop 1 mousetrap from high on the floor
5. Drop 1 mousetrap in the beer glass
6. Drop 1 mousetrap in the singing bowl
7. Drop 1 mousetrap in the metal can
8. Drop 1 mousetrap on the hammer
9. Drop 1 mousetrap on the drumstick
10. Drop small stick on 1 mousetrap
11. Put 1 mousetrap on the drumhead of the tom-tom and play the tom-tom with a mallet 6 times and with a steady beat. Dynamics: $p < f$ Tempo: $\downarrow \approx 60$
12. Put 1 mousetrap on the drumhead of the tom-tom with the singing bowl over it and play the tom-tom with a drumstick multiple times (not more than 10 times) and with a steady beat. Dynamics: $p < f$ Tempo: $\downarrow \approx 60$

13. Put 2 mousetraps on top of each other and stick the top mousetrap with a drumstick
14. Put 3 mousetraps on top of each other and stick the bottom mousetrap with a long thin stick
15. Put more than 3 mousetraps on top of each other and stick the bottom mousetrap with a long thin stick
16. Play singing bowl with a mallet and dampen it with 1 mousetrap in the edge of the singing bowl
17. Play cymbal with a mallet and dampen with it 1 mousetrap in the edge of the cymbal
18. Play wineglass with a wet finger and dampen it with 1 mousetrap in the edge of the wineglass
19. Take 1 mousetrap with a pair of pliers and shake the mousetrap 1 time in the air
20. Drop 2 or more mousetraps on the table
21. Drop 2 mousetraps on the tom-tom
22. Drop 2 mousetraps in the water bowl
23. Put 1 mousetrap on the table and put the tom-tom on top of it
24. Drop 2 mousetraps in the beer glass
25. Drop 2 mousetraps in the singing bowl
26. Drop 2 mousetraps in the metal can
27. Drop the hammer on 2 or more mousetraps. Dynamics: *ff*
28. Drop 2 mousetraps on 2 or more mousetraps

29. Drop the long thin stick on 2-3 mousetraps
30. Put multiple mousetraps on the drumhead of the tom-tom and strike the tom-tom multiple times with the same force. Dynamics: *mf* Tempo: ♩ ≈ **90**
31. Put multiple mousetraps on the drumhead of the tom-tom with the singing bowl over and play the tom-tom 7 times with a drumstick. Dynamics: *f* Tempo: ♩ ≈ **140**
32. Put multiple mousetraps on top of each other and stick the top trap with a drumstick
33. Play singing bowl with a mallet and dampen it with 2 mousetraps in the edge of the bowl
34. Put 1 mousetrap inside the singing bowl and play the singing bowl with a mallet 1 time. Dynamics: *f*
35. Put water from the water bowl on 1 mousetrap
36. Put on gloves and take 1 mousetrap with a pair of pliers and burn the mousetrap with the gas fueled blow torch. Put out the burning mousetrap in the water bowl.
37. Drop 2 mousetraps on 2 mousetraps
38. Echo
39. Chorus
40. Reverberation