

Percussion

HENRY COWELL

26 SIMULTANEOUS MOSAICS

MOSAIC I

5 Medium drums
5 Medium metal sounds
(ringing in nature)

MOSAIC II

3 Triangles
4 Small gongs
4 Large gongs

MOSAIC III

5 Temple blocks
5 Medium-sized ringing bowls
(porcelain or glass)

MOSAIC IV

Xylophone
Glockenspiel

MOSAIC V

4 Suspended cymbals (3 ordinary ringing cymbals; 1 small finger cymbal)
1 Snare drum

All players start and stop as they please and choose the order of the movements as they please. Use repeats and/or *da capo ad lib.*

Use lots of rest between movements so that everything is not always going at once.

There is no score; each is on his own.

The pianist may give a sign when he feels that the last round has come (7 or 8 minutes) but each player finishes whatever mosaic he is playing.

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Percussion

to Oliver Daniel

26 SIMULTANEOUS MOSAICS

HENRY COWELL
(1963)

Allegro

I

5 Medium Drums

5 Medium Metal Ringing sounds

The score consists of five systems of two staves each. The top staff is for 5 Medium Drums and the bottom staff is for 5 Medium Metal Ringing sounds. The music is in 3/4 time and features complex rhythmic patterns with various dynamic markings including *ff*, *p*, and *sf*. The piece is marked *Allegro* and is the first movement of the work.

Percussion

II

Adagio

3 Triangles
4 Small Gongs
4 Large Gongs

metal stick
same beater
medium beater

p *f* *p* *f* *pp* *f* *f* *p* *p* *f* *l.v.*

Detailed description: This is a musical score for Percussion II, marked Adagio. It consists of five systems of staves. The first system includes three staves: Triangles (3), Small Gongs (4), and Large Gongs (4). The Triangles part uses a metal stick and starts with a piano (*p*) dynamic. The Small Gongs part uses a same beater and also starts with a piano (*p*) dynamic. The Large Gongs part uses a medium beater and starts with a piano (*p*) dynamic. The score features various dynamics including piano (*p*), forte (*f*), and pianissimo (*pp*). The piece concludes with a *l.v.* (loosely) marking.

Percussion

III

Andante

5 Temple Blocks

5 Medium-sized Bowls

The musical score is for a percussion ensemble consisting of 5 Temple Blocks and 5 Medium-sized Bowls. The tempo is marked 'Andante' and the key signature is one sharp (F#). The time signature is 6/8. The score is divided into six systems, each with two staves. The first system includes dynamics such as *f*, *p*, and *ringing*. The second system includes *p*, *pp*, and *f*. The third system includes *p*, *ff*, and *p*. The fourth system includes *f*, *ff*, and *f*. The fifth system includes *p*, *pp*, and *p*. The sixth system includes *pp*, *ppp*, and *ppp*. The score features various rhythmic patterns and dynamic markings throughout.

Percussion

IV

Allegro

Xylophone

f hard sticks

Glockenspiel

The first system of music shows the Xylophone and Glockenspiel parts. The Xylophone part is written in a single treble clef staff with a key signature of one flat (B-flat) and a common time signature. It begins with a dynamic marking of *f* and the instruction "hard sticks". The Glockenspiel part is written in a single treble clef staff and remains silent throughout this system.

f

The second system continues the Xylophone part with a dynamic marking of *f*. The Glockenspiel part remains silent.

p

p

The third system features a dynamic change for the Xylophone to *p*. The Glockenspiel part begins with a dynamic marking of *p* and plays a simple accompaniment.

pp

p

The fourth system shows the Xylophone part at a very soft dynamic of *pp*. The Glockenspiel part continues with a dynamic marking of *p*.

pp ff

pp

The fifth system has the Xylophone part marked *pp ff* and the Glockenspiel part marked *pp*.

pp ff

ff

The sixth system concludes with the Xylophone part at *pp ff* and the Glockenspiel part at *ff*. The system ends with a double bar line and repeat signs.

Percussion

Small Suspended Finger Cymbal
3 Suspended Cymbals
Snare Drum

V

Moderato 3 Susp. Cym. (with Snare Dr. stick) *ringing* Finger Cym.

S.D. *p* *f* *p* *f* *pp* *pp* *p* *f*

Repeat ad lib.