

MIND WARP

For concert snare drum,
electronic accompaniment,
& [optional] video light effects

by: Dustin Lowes

40th Annual Percussion Composition Contest, PAS

*approximate length - 6:15
with snare sticks and metal brushes*

Key & Notation

1. huge cross-stick shot -*specified hand attacks the pressed cross-stick over the edge of drum*
2. rim shot at accent height
3. accent height
4. one dynamic level less than accent -*often indicates a double sticking*
5. tap height

* *dynamics that are separated by a slash indicate accent height / tap height.
else, assume tap to be one dynamic less than accent.*

* *all dynamics are meant to remain until marked otherwise*

* *short, temporary dynamic changes will be clearly marked with a bracket*

6. double sticking at one half the original value of the slashed note
7. double sticking at one fourth the original value
8. double sticking at one eighth the original value or at the specified # value
9. buzz roll hand speed will be defined by the number of periods above the note

* *if no hand speed is defined, the performer is free to use any value*

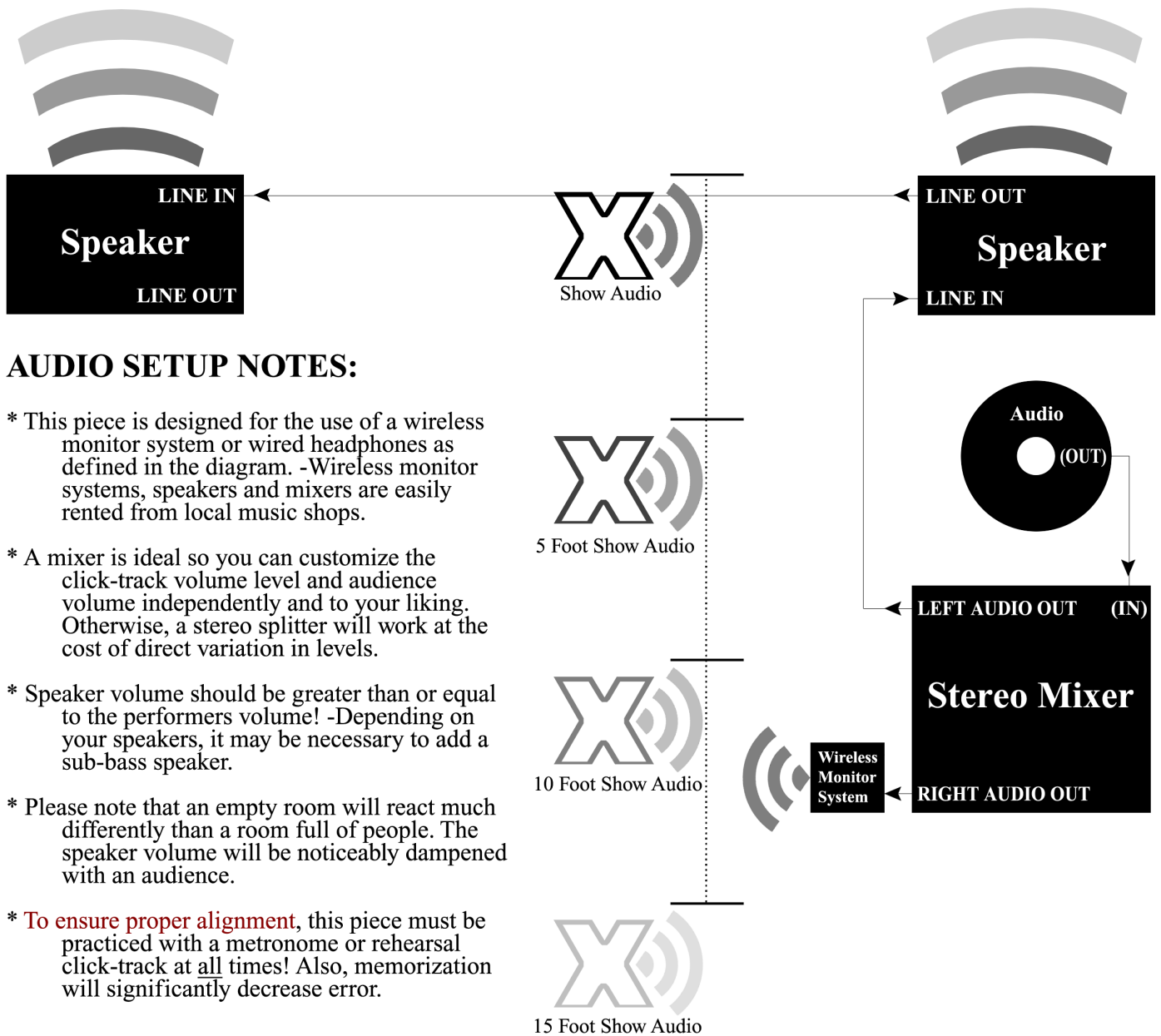
10. flam width at the discretion of the performer
11. single handed ruff at the width of a flam
12. triple, single-sticking ruff unless otherwise notated

* *item 12 is used to allow for individual interpretation.*

13. rim
14. edge
15. half way
16. center

* *crescendos and decrescendo imply a move between zones as indicated*

17. metal-brush attack
18. long metal-brush attack -*circle or swirl the head*



AUDIO SETUP NOTES:

- * This piece is designed for the use of a wireless monitor system or wired headphones as defined in the diagram. -Wireless monitor systems, speakers and mixers are easily rented from local music shops.
- * A mixer is ideal so you can customize the click-track volume level and audience volume independently and to your liking. Otherwise, a stereo splitter will work at the cost of direct variation in levels.
- * Speaker volume should be greater than or equal to the performers volume! -Depending on your speakers, it may be necessary to add a sub-bass speaker.
- * Please note that an empty room will react much differently than a room full of people. The speaker volume will be noticeably dampened with an audience.
- * **To ensure proper alignment**, this piece must be practiced with a metronome or rehearsal click-track at **all** times! Also, memorization will significantly decrease error.

Mind Warp

♩ = 135

1 *snare off* (click entrance)
with metal brushes
mf

7 *mf* *pp* *snare on*

13 *mf* *p* *f*

19 *mp* *mf* *mp* *mf* all left hand
switch right brush with stick

23 *mp* *f* *ff* (first time only)

29 *mf*

35 *ff*

41 *mf* *f* *mf* *ff* *snare off*

49 *ff* *mp* *ff*

A

B

DRUM

C

53

f/mp *ff* *mp* *f*

56

ff *mf/p* *ff/mp*

60

p *f/mp* *mf*

64

mp *mf* *pp* *mp*

D

69

mf

74

mp *mf* *f/mp*

78

mp

84

mf *f*

89

mf

SAMPLE



178 *f* *mp* *f/**mf*

181 *f/**mp* *ff* *p* *p* *f/**p*

185 *mf/**mp*

189 *mf*

193

197

201 *pp*

