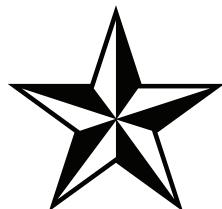


MAVRUD II

duo for trombone & percussion



Clement Jewitt

Copyright © 2012 ArtifexMusic. Haelen, The Netherlands. ART CJ0004 All Rights Reserved.
International Copyright Secured.

MAVRUD II, like **I**, is loosely based on *rāg* Dipak, whose character is Fire. The relationship is not strict, though the opening is an unmeasured exploration of the notes, rather like the *alāp* of *rāg*. Thereafter Mavrud II goes its own way, though with some reference to *rāg* techniques.

INSTRUMENTATION

Tenor trombone - straight, Harmon and bucket mutes

Percussion (1 player)

Vibraphone - pairs of hard and soft centred beaters

Large tam-tam (at least 36") and

Small tam-tam (OR medium sized heavy guage suspended cymbal) - medium and soft beaters

Large suspended cymbal, lighter guage

Anvil (ie, a heavy metal sound producer of free choice)

2 Cowbells on stand

Triangle, hung

5 Temple blocks on stand

Log drum with unequal length tongues (OR 2 drums of differing size)

5 tom-toms ranging from small to large

Bass drum, treated as the largest tom-tom

QUARTER TONES

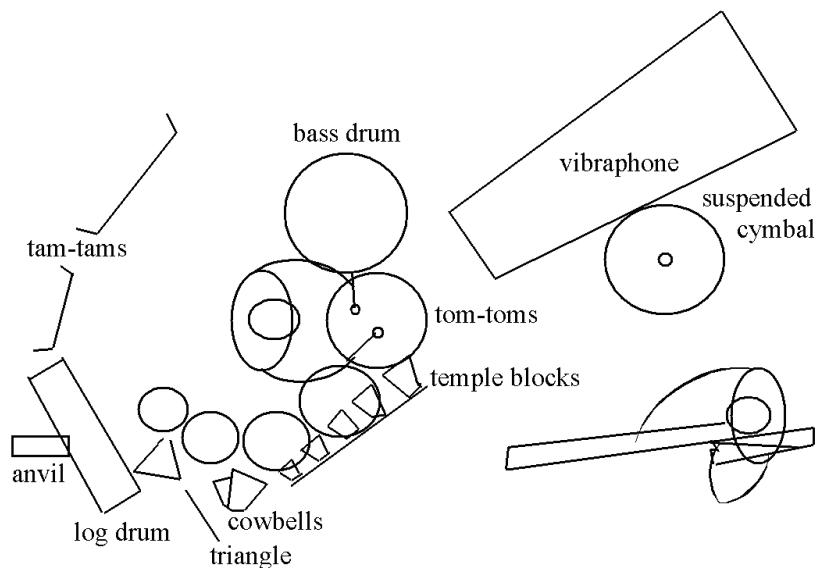
\sharp = 1/4 sharp

$\#$ = 3/4 sharp

\flat = 1/4 flat

$\flat\flat$ = 3/4 flat

SUGGESTED PLATFORM LAYOUT



1st performance, Rowan University, NY, May 2000. Jose Vasquez, trombone; Douglas Goldberg, percussion

MAVRUD II duo for trombone and percussion

CLEMENT JEWITT

duration: c.9'

1 = 60 *senza misura*

large TAM-TAM *mf* l.v.

TROMBONE straight mute *mf* *p* <> >>

5

TOM-TOMS *p* *mf* *p* *mf*

tbn *mp* l.v. *p* to tom-toms l.v. mute out *mp*

10

* implies vibrato, the player to choose to lip or slide, and other characteristics such as amplitude (these should vary)

15

BASS DRUM *f* to vibraphone

tbn *f*

B = 72 hard centre beaters

VIBRAPHONE motor off

simile

tbn *mf* *mp* *f*

23

gliss

tbn *mf* *f*

27

pp cresc.

gliss

tbn *f* *p* *pp* *mp* *p* cresc.

MAVRUD II

31

f

p cresc.

pp cresc.

gliss.

gliss.

mf

f

35

C ♩ = 63

mf

f

to Anvil etc

gliss.

Harmon mute

p semper

f

mp

40

feroce rude interruptions!

COW BELL

TRIANGLE

ff semper

take anvil beater

ANVIL

LOG DRUM

take triangle beater

keep anvil beater

tbn

45

TRIANGLE

COW BELL

ANVIL

LOG DRUM

keep anvil beater

take log drum beater

tbn

50

ANVIL

LOG DRUM

TRIANGLE

take triangle beater

keep anvil beater

COW BELL

ANVIL

tbn

55

TRIANGLE

COW BELL

LOG DRUM

take log drum beater

to temple blocks

tbn

D

♩ = 100

TEMPLE BLOCKS

mf

gliss.

mf

mf

mf

mf

mf

mute out

MAVRUD II

65 *molto riten.* *a tempo* *mf* small TAM-TAM l.v. *mf*

70 *mf* *molto riten.* *a tempo* *mf* *p* *subito* *mf*

75 *molto riten.* *TAM-TAM* *mf* l.v. *gliss* *f* *gliss* *p*

80 *a tempo* *mf* *f*

86 *piu mosso* *f* *sempre* *f* *sempre*

91 *a tempo* *4:3* *mf* *mf*

95 *ff* *TAM-TAM* *mf* l.v. *molto riten.* *a tempo* *p* l.v. *molto riten.* *a tempo* *f* l.v. to vibraphone

E $\bullet = 60$ VIBRAPHONE soft centre beaters medium vibr. **99** *6:4* *ppp* *sempre* *sempre* *espressivo* *in relieve* *p* *gliss*

dynamics are approximate