

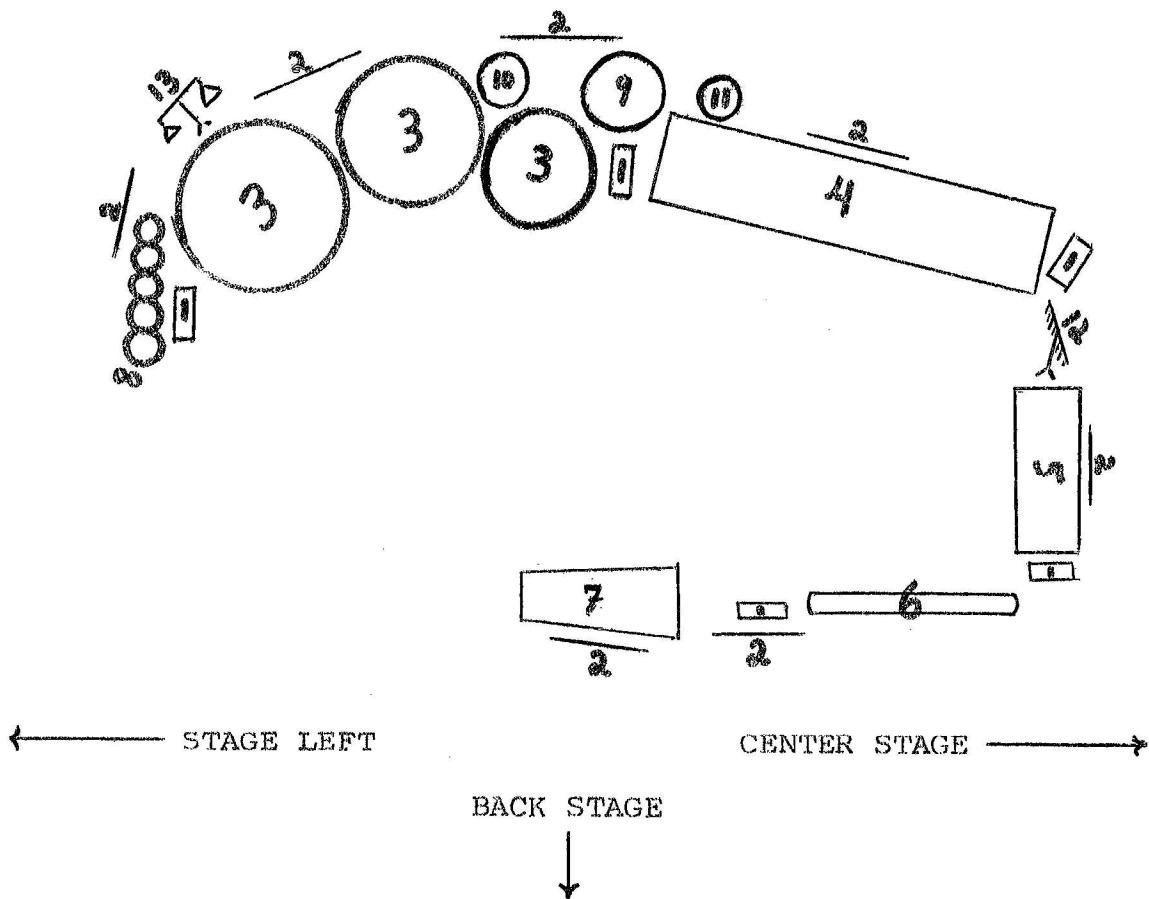
# *PARABOLICS*

*Garth M. Drozin*

PARABOLICS was composed for Mark Taggart,  
alto saxophonist, and Michael Steward,  
percussionist.

PARABOLICS is dedicated to Karel Husa.

SUGGESTED PERCUSSION ARRANGEMENT



1. mallet stands covered with felt or velvet
2. music stands (each stand should have a score copy)
3. three timpani
4. xylophone
5. vibraphone
6. tubular chimes
7. orchestra bells
8. set of five temple blocks
9. suspended cymbal
10. snare drum
11. field drum
12. metal wind chimes
13. small and medium triangles (medium referred to as large in the score)

The percussion instruments should be situated at least fifteen feet away from where the saxophonist will stand, with each performer standing exactly in the center of his half of the stage (saxophone near stage right, percussion near stage left).

The saxophone must have a microphone, which is to be put through a "Memory Man" unit before reaching the amplification system. The speaker should be placed very close to where the saxophonist will stand, facing the audience.

A conductor is not needed. Both performers read from the score, which is already transposed.

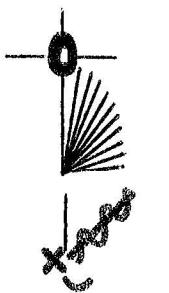
A lighting effect which is desirable, but not necessary, is to have the percussionist illuminated at the beginning of the piece without casting a light on the saxophone player until he enters. Likewise, when the saxophonist begins his cadenza, he alone should be in the light, waiting for the percussionist to re-enter before casting a light on him again. They should, of course, both be illuminated during the main portion of the work, in which they both play.

The "Memory Man" is engaged by pressing its switch with one's foot. It should be directly in front of the saxophonist.

As stated in the "Suggested Percussion Arrangement," there should be at least seven music stands, with a score on each, placed in the most advantageous locations. An adequate number of sound-dampening mallet stands should also be on hand.

PARABOLICS should be performed with as much drama in each sound and movement as can be conveyed. This technique will contribute greatly to the effect of the work.

## NOTATION KEY



allow mallet to bounce freely on the drum head until it has stopped



scape underside of suspended cymbal with triangle beater



strike cymbal in center with mallet-head



continuous wa ver of one quarter-tone above to one quarter-tone below the designated pitch



continuous wa ver of three quarter-tones above to three quarter-tones below the designated pitch



shake wind chimes continuously

(1v)

let vibrate

mm----

engage "Memory Man" unit

Off----

disengage unit

W.C.

wind chimes



play given notes as fast as possible

T.B. temple blocks

S.C. suspended cymbal

TRI(S) triangle(s)

(R.H.) right hand

(L.H.) left hand



overblow to produce highest pitch possible

#### PERFORMANCE DIRECTIONS

All percussion instruments should be left to vibrate unless otherwise indicated. The timpani and suspended cymbal should be played with soft timpani mallets unless otherwise indicated or in exceptional case, in which performer is going between instruments using the mallets intended for one other than timpani (e.g. xylophone). Those passages that make use of xylophone mallets are to be played with hard rubber mallets.

The vibraphone should have its vibrato regulator set at "medium" for the start of the piece. It later moves to a "fast" setting.

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(♩=66) CHIMES c.12" XYLO 8va

3/4

FIELD DRUM (L.H.) TIMP (R.H.) 8va

SNARE DRUM (snares off) XYLO

slow gliss. reset to F (R.H. to TRI beater) TRIS (R.H.) (sm.)

VIBES c.10" (turn on motor at c.2") S.C. (R.H.)

mp pp f mp pp f

(1g.) (RH change back to XYLO mallet)

(LH) T.B. (LH) 3

XYLO 8va to TIMP and S.C.

mf f pp

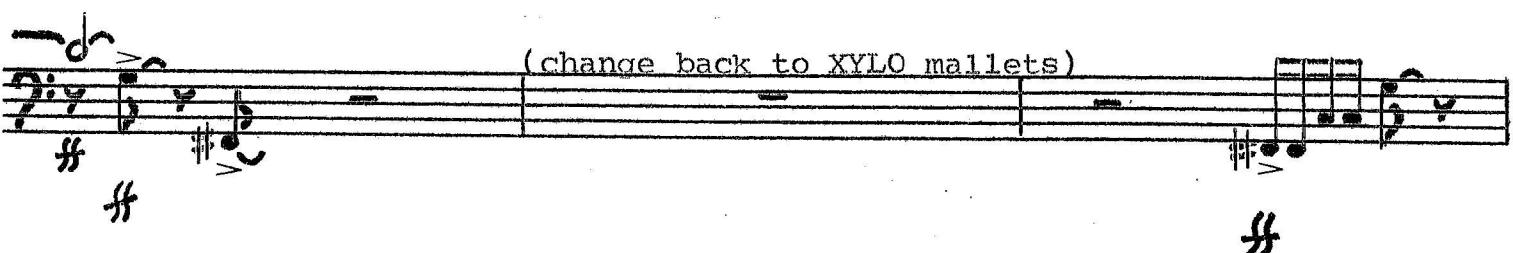
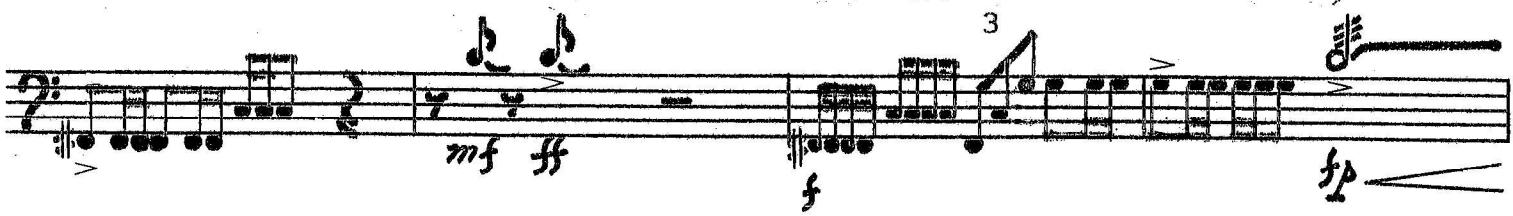
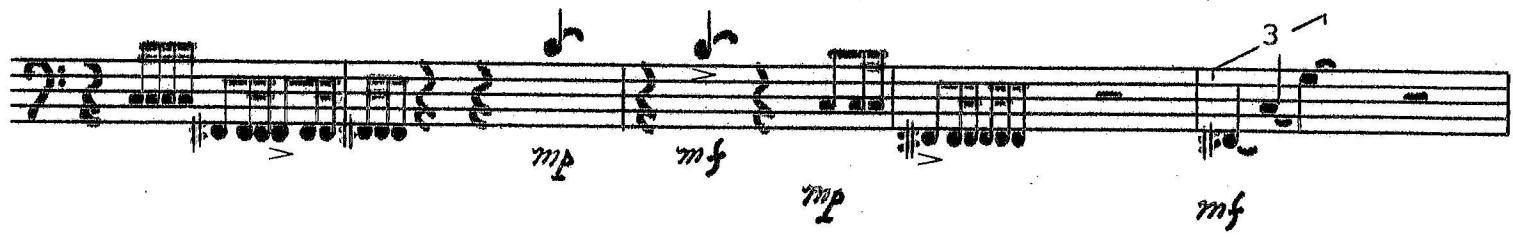
(d=132)  
TIMP w/soft mallets

3 3 3 3

p pp ppp < p mp

(S.C.)

mp pp mp p



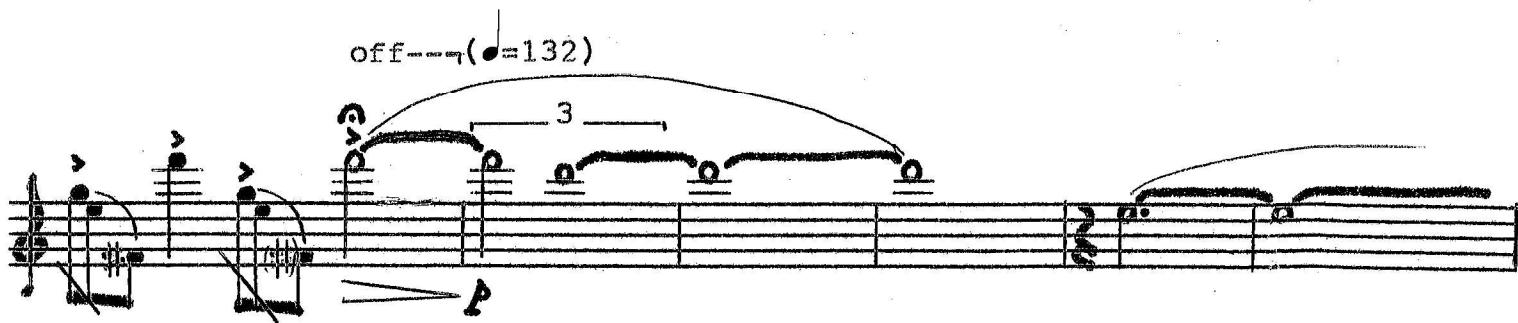
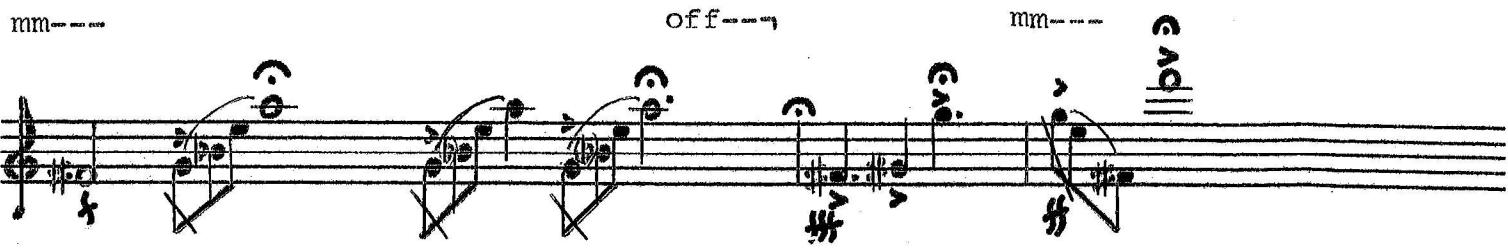
T.B. XYLO 8va -

ALTO SAX (to soft mts.) (♩ = 96)

CHIMES W.C. (1v) *mp*

as long as possible

Off -- CHIMES TRI (sm.) *pp*



Off--

mm

8va-

("growl")

off--- (♩=66)

mm---

off---

(overblow to highest possible pitch)

mm (fast, rough gliss.) (honk) (♩=132)

mm

Off---

7

BELLS

VIBES (motor off, "fast" vib. setting) mm

mf

(motor on) (motor off) 3

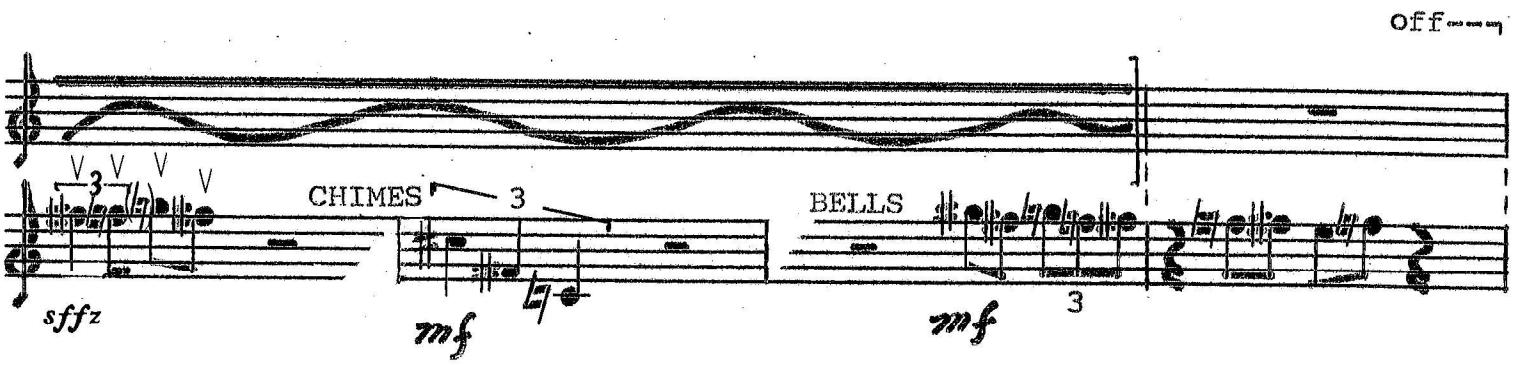
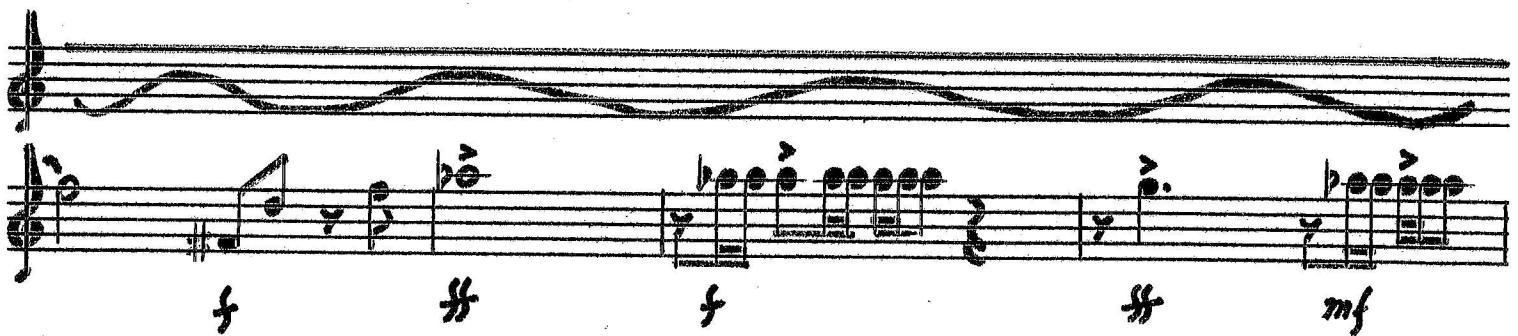
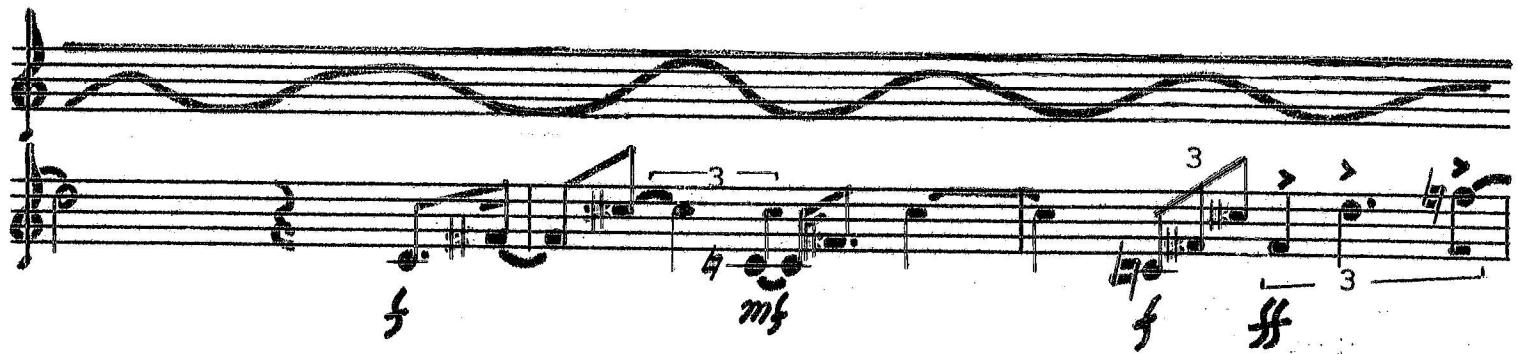
(motor on) (motor off) 3

(on the tubing) CHIMES (1v)

(avoid D to F and F to D excessively) 3va etc.

BELLS 8 bassa (1v) 3

f mf f ff 3 3





2

3

**f**

Off --

3

3

3

ff

mm

(S.C.) (damp timps)

PPP

off --

3

3

3

**f**

fff

fff

fff

fff