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Tridecagon

by John R. Hearnese
Advanced - 3:00 / 7 Players

Instrumentation

**Bongos, (2) Snare Drums, (2) High Toms, (2) Low Toms, Floor Tom,
Bass Drum, Tam Tam, Ride Cymbal, Wood Block, Crash Cymbal, Large Cowbell**

Performance Notes For Tridecagon

Tridecagon is a piece based on the number 13 as its namesake is a shape with 13 sides and angles. The piece has sections in 13/8, sections that add up to 13/4 ($4/4 + 4/4 + 5/4$), and a few hidden 13s (note groupings of 1 and 3). The overall piece was inspired by taiko drumming from Japan.

HOW TO PLAY IN 13/8

Don't get a case of triskaidekaphobia. Although it may seem complicated, the 13/8 sections have grooves that are easy to feel once the players get used to the groupings within each measure, mainly groups of 3 and 2. For example, the 13/8 in the first section of the piece is broken into 3+2+2+3+3 (the two 2s can also be thought of as one group of slow 2 or as a group of 4). The groupings are listed on the score and parts. How to count the section is up to the individual player. Some suggestions are:

Example A: 3+2+2+3+3

Later in the piece (m. 9, m. 50), the 13/8 groove changes to 3+3+3+2+2:

Example B: 3+3+3+2+2

There is also one instance of 2+2+2+2+2+3 (mm. 36-37) which can be counted:

Example C: 2+2+2+2+2+3

Again, how a section is counted is not as important as finding a way that works so each player can feel the groove and play his or her part correctly.

- performance notes continued -

For the conductor, I would suggest conducting the groupings in a pattern of 5 (1 2 3 1 2 1 2 1 2 3 1 2 3). Change the pattern as the subdivision changes.

The tempo is marked at ♩ = 112 - 120. Obviously a metronome cannot be set to this tempo and played along with as there are groupings of 2 as well as 3 inside each measure. However, this should give the players an idea for starting the piece.

If you have access to a digital metronome that allows it, the tempo can be set at ♪ = 336 - 360 to give the eighth note subdivision.

OPTIONAL 2 PLAYERS

The floor tom and bass drum parts can be doubled if desired. If the bass drum part is doubled, only one player needs to cover the tam tam part.

SOUNDS

Shells - Taiko drumming involves hitting the shells--which on taiko drums are thick, wooden shells--to get a staccato *crack* sound. For the snares and toms, try to get as close to the taiko sound as possible. Use both hands where practical to increase volume.

If a director does not want to have performers hitting the shells with sticks, those parts can be moved to the rim, or the players can get creative in finding something to strike that duplicates the shell sound.

Cymbals - The cymbal part can be played either on two separate cymbals (a ride and a crash) or on a large cymbal that can be used both for crashing and riding. If using one cymbal, ride patterns should be played somewhere between the middle and the bell of the cymbal for an articulate sound. For crashing, drop the shoulder of the stick down to the edge of the cymbal.

Stick Choices - The bongos should be played with sticks where the tips are wrapped in rubber or rubber bands to take just a little edge out of the sound (Innovative Percussion sells a product that works great: RPT-1). The snares and high and low toms can be played with standard drum sticks. The floor tom can be played with the mallet end of a Multi-Stick (IP-5AM) to combine a good attack with the warmth of the tom. The bass drum should be played with marching bass drum mallets, those that are large enough to create a rich, full bass sound but small enough to allow the hands to move freely on the faster patterns.

Tridecagon

by John R. Hearnese

♩. = 112-120 *Thirteenly*
(3+2+2+3+3)
w/ sticks

Bongos Wood Block
13/8
L R R L
mp
sim.

Snare 1 Crash/Ride
13/8
snare off

Snare 2 Cowbell
13/8
snare off

(2) Hi Toms
13/8
mf
▲ = shell (see notes)

(2) Lo Toms
13/8
mf
▲ = shell (see notes)

Floor Tom
13/8
Optional 2 Players (see notes)
mf
▲ = shell (see notes)

Bass Drum Tam Tam
13/8
tam tam *mf*
Optional 2 Players (see notes)
bass drum with marching bass drum mallets
mf

Tridecagon

pg. 2

(3+3+3+2+2) -----

Musical score for Tridecagon, page 2, featuring various percussion instruments. The score is divided into measures 5 through 9, with a final measure containing a 10-measure phrase indicated by a dashed line and the notation (3+3+3+2+2). The instruments and their parts are:

- Bongos / Wood Block:** Measures 5-8 feature a steady eighth-note pattern. Measure 9 features a more complex rhythmic pattern with accents. Dynamics range from *mf* to *f*.
- Snare 1 / Crash / Ride:** Measures 5-8 feature a pattern of eighth notes with accents. Measure 9 features a more complex rhythmic pattern with accents. Dynamics range from *mf* to *f*.
- Snare 2 / Cowbell:** Measures 5-8 feature a pattern of eighth notes with accents. Measure 9 features a more complex rhythmic pattern with accents. Dynamics range from *mf* to *f*.
- (2) Hi Toms:** Measures 5-8 feature a pattern of eighth notes with accents. Measure 9 features a more complex rhythmic pattern with accents. Dynamics range from *mf* to *f*.
- (2) Lo Toms:** Measures 5-8 feature a pattern of eighth notes with accents. Measure 9 features a more complex rhythmic pattern with accents. Dynamics range from *mf* to *f*.
- Floor Tom:** Measures 5-8 feature a pattern of eighth notes with accents. Measure 9 features a more complex rhythmic pattern with accents. Dynamics range from *mf* to *f*.
- Bass Drum / Tam Tam:** Measures 5-8 feature a pattern of eighth notes with accents. Measure 9 features a more complex rhythmic pattern with accents. Dynamics range from *mf* to *f*.

The score includes dynamic markings (*mf* and *f*) and accents (>) throughout. A crescendo hairpin is present in measures 8 and 9 for all instruments.

Tridecagon

pg. 3

(3+2+2+3+3)

Musical score for Tridecagon, page 3, measures 10-13. The score is written for a drum set and includes the following parts:

- Bongos Wood Block:** Measures 10-13. Measure 10 starts with a wood block hit (marked with an accent) followed by a rest. Measures 11-13 have rests.
- Snare 1 Crash/Ride:** Measures 10-13. Measure 10 has a snare hit (marked with an accent) followed by a rest. Measures 11-13 have rests.
- Snare 2 Cowbell:** Measures 10-13. Measure 10 has a cowbell hit (marked with an accent) followed by a rest. Measures 11-13 have rests.
- (2) Hi Toms:** Measures 10-13. Measure 10 has a hi tom hit (marked with an accent) followed by a rest. Measures 11-13 have rests.
- (2) Lo Toms:** Measures 10-13. Measure 10 has a lo tom hit (marked with an accent) followed by a rest. Measures 11-13 have rests.
- Floor Tom:** Measures 10-13. Measure 10 has a floor tom hit (marked with an accent) followed by a rest. Measures 11-13 have rests.
- Bass Drum Tam Tam:** Measures 10-13. Measure 10 has a bass drum hit (marked with an accent) followed by a rest. Measures 11-13 have rests.

Dynamic markings: *mf* (mezzo-forte) is indicated in measures 10, 11, 12, and 13. A *mp* (mezzo-piano) marking is present in measure 12 for the Lo Toms part.

Other markings: *sus. cym. (ride)* is written above the Snare 1 part in measure 10. *x = rim* is written above the Snare 2 part in measure 10. A *L* (left hand) marking is present in measure 12 for the Lo Toms part.

Tridecagon

pg. 4

2nd x - play as
is or improvise over the
written parts through m. 21

A

14 15 16 17

Bongos
Wood Block

f L L L L L L L L L L

Snare 1
Crash/Ride

mf

Snare 2
Cowbell

mf *mf* *mf* *mf*

this note 2nd x only

2nd x - play as
is or improvise over the
written parts through m. 21

(2) Hi Toms

f *f* L L L L R

2nd x only through m. 21

(2) Lo Toms

f *mf*

Floor Tom

mf

Bass Drum
Tam Tam

mf

Tridecagon

pg. 10

C *Rock Out!*

The musical score is arranged in a system of seven staves, each representing a different percussion instrument. The measures are numbered 38, 39, 40, and 41. The time signature changes from 4/4 to 5/4 at measure 40 and back to 4/4 at measure 41. The dynamic marking *f* (forte) is present at the beginning of each staff. The notation includes various rhythmic patterns such as eighth notes, quarter notes, and rests, with some notes marked with accents (>). The instruments are: Bongos/Wood Block, Snare 1/Crash/Ride, Snare 2/Cowbell, (2) Hi Toms, (2) Lo Toms, Floor Tom, and Bass Drum/Tam Tam.

Tridecagon

pg. 11

This musical score is for the percussion section of the piece "Tridecagon" on page 11. It covers measures 42 through 45. The score is organized into eight staves, each representing a different percussion instrument. The time signature changes from 5/4 in measure 42 to 4/4 in measure 44. The instruments and their parts are as follows:

- Bongos / Wood Block:** Measures 42-45, featuring eighth and sixteenth notes with accents.
- Snare 1 / Crash / Ride:** Measures 42-45, featuring quarter notes and eighth notes with accents.
- Snare 2 / Cowbell:** Measures 42-45, featuring quarter notes with accents and cowbell symbols (x).
- (2) Hi Toms:** Measures 42-45, featuring eighth notes with accents.
- (2) Lo Toms:** Measures 42-45, featuring quarter notes with accents.
- Floor Tom:** Measures 42-45, featuring quarter notes with accents.
- Bass Drum / Tam Tam:** Measures 42-45, featuring quarter notes with accents.

Tridecagon

pg. 12

46 47 48 49

Bongos
Wood Block

ff R R L L R R L L
(crashes) -----

Snare 1
Crash/Ride

ff R R L L R R L L

Snare 2
Cowbell

ff R R L L R R L L

(2) *Hi Toms*

ff R R L L R R L L

(2) *Lo Toms*

ff R R L L R R L L

Floor Tom

ff R R L L R R L L

Bass Drum
Tam Tam

ff

Detailed description: This page of a musical score for percussion instruments covers measures 46 to 49. The score is organized into eight staves. The first staff is for Bongos and Wood Block, the second for Snare 1 (Crash/Ride), the third for Snare 2 (Cowbell), the fourth for two Hi Toms, the fifth for two Lo Toms, the sixth for Floor Tom, and the seventh for Bass Drum and Tam Tam. Measures 46 and 47 are in 5/4 time, measure 48 is in 4/4 time, and measure 49 is in 5/4 time. The score includes various rhythmic notations such as eighth notes, quarter notes, and rests, with accents and dynamic markings like *ff*. A specific drum pattern 'R R L L R R L L' is indicated for measures 49 and 50. A dashed line labeled '(crashes)' spans across measures 49 and 50.

Tridecagon

pg. 13

D (3+3+3+2+2)

50 51 52 53

Bongos
Wood Block

R

Snare 1
Crash/Ride

(rim)

turn snares off

R

Snare 2
Cowbell

turn snares off

(rim)

mf

p

(2) Hi Toms

R

(2) Lo Toms

R

Floor Tom

R

p

Bass Drum
Tam Tam

p