

Gongmusik

For four percussionists playing handheld gongs

Toke Bronson Odin, 2005

This piece is for 20 tuned gongs:

Gongs with dome [p]



Flat gongs
(without dome) []



The gongs may or may not be clean sounding; distortion of the round gong sound will anyway be a crucial aspect of the piece.

A gong should be held in one hand and played with a medium hard mallet in the other hand. The mallet should be able to sound both the large gongs with dome and the small flat gongs.

A carpet should be used to lay down the unused gongs on.

The piece contains 24 sections, named A-Y. Each section is repeated ad lib. until the beginning of the next section - there are no general pauses in the music. Only one player changes gong from section to section. This may take a little while, but the other players just keep on repeating the section, until the player responsible of changing gong hits the newly changed gong for the first time. This beat is the start of the new section. Every section, except section A, has an upbeat, which functions as a transition between this and the previous section, to make it possible for the other players to change rhythmic pattern. Only the player in charge of changing gong controls the length of each section.

[] ad lib. repetition

1. → Player 1. is responsible of changing gong.

p gong with dome

] flat gong

o beat in the middle of the gong

x beat on the side of the gong

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♩ = 65

1. Player

Musical notation for Player 1, measures 1-4. The notation shows a melodic line with notes and rests, including a sharp sign (#).

2. Player

Musical notation for Player 2, measures 1-4. The notation shows a melodic line with notes and rests, including a sharp sign (#).

3. Player

Musical notation for Player 3, measures 1-4. The notation shows a melodic line with notes and rests, including a sharp sign (#).

4. Player

Musical notation for Player 4, measures 1-4. The notation shows a melodic line with notes and rests, including a sharp sign (#).

Main musical score for Gongmusik, measures 1-20. The score is divided into four systems, each with four staves. The notation includes notes, rests, and dynamic markings such as *pp*, *mp*, *mf*, *ff*, *p*, *f*, *pp(subito)*, and *pp(cresc.)*. It also includes performance instructions like *Cresc.*, *Poco a poco*, and *Bring the gongs slowly to the floor, ending PPP and Secco with the gongs on the floor.* The score is marked with letters A through T and numbers 1 through 4 indicating measures and transitions.

Duration approx. 15'