

catfish

**for percussion ensemble
mark applebaum, 1997**

catfish

previously known as:

*Overture for Percussion Ensemble
to
Catfish
A Secular Oratorio*
Mark Applebaum

Composed at the Villa Montalvo Artist Colony, 1997

Duration: ~6 minutes

Instrumentation:

3 metal instruments (high, middle, low) such as brake drums, cow bells, anvils, pie plates, thundersheets, almglocken, etc.

3 wood instruments (high, middle, low) such as log drums, wood blocks, claves, etc.

3 skin instruments (high, middle, low) such as tom-toms, bongos, roto-toms, bass drums, etc.

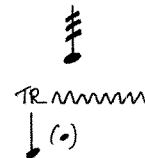
The piece can be played by a minimum of three players—one per part. However, there may be any number of players per part as long as the number of players per parts is consistent.

Each player selects his or her own instruments.

Any given player may select either three matched instruments (i.e. high cowbell, middle cowbell, low cowbell) or three unmatched instruments (i.e. high pie plate, middle brake drum, low cowbell) but not a combination (i.e. high pie plate, middle cowbell, low cowbell).

All instruments should have similar decay properties. Long-ringing instruments should be muted to produce resonances of matching duration.

The players should adjust their mallets and/or articulations in order to coordinate the dynamic indications with their selected instruments. For example, the indication *forte* should produce the impression of an equal dynamic on a metal and skin instrument, etc.



Rapid unmeasured tremolo.

A trill; the trilled note is given in parentheses.



Each individual player is free to articulate bracketed events within the temporal scope of the bracket; all events must be played in the given chronology.

OVERSCORE FOR PERCUSSION ENSEMBLE
to CATFISH
A SECULAR ORATORIO

M. APPLEGRAIN, 1997

5 $\text{♩} = 60$

METAL

WOOD

SKIN

⑤

METAL

WOOD

SKIN

⑨

METAL

WOOD

SKIN

2

12

METAL

WOOD

SKIN

3

2 (♩=90)

4

16

METAL

WOOD

SKIN

17

METAL

WOOD

SKIN

stacc

23

2 4

METAL

WOOD

SKIN

This musical score is for three instruments: METAL, WOOD, and SKIN. The METAL and WOOD staves are in the upper register, while the SKIN staff is in the lower register. The SKIN staff features a complex rhythmic pattern of eighth notes with accents. The METAL and WOOD staves have a few notes in the first measure, followed by a rest, and then a series of notes in the third measure. The SKIN staff has a key signature of one sharp (F#) indicated at the bottom.

26

METAL

WOOD

SKIN

This musical score is for three parts: METAL, WOOD, and SKIN. METAL and WOOD are written on single staves with a treble clef and a key signature of one flat. They play a melodic line consisting of eighth notes, with a repeat sign at the beginning. SKIN is written on a single staff with a bass clef and a key signature of one flat. It plays a rhythmic accompaniment consisting of eighth notes, with a repeat sign at the beginning. The score is divided into two systems by a double bar line. The first system contains measures 1 through 4, and the second system contains measures 5 through 8. The METAL and WOOD parts have a repeat sign at the beginning of the first measure of each system. The SKIN part has a repeat sign at the beginning of the first measure of each system. The METAL and WOOD parts have a repeat sign at the end of the first measure of each system. The SKIN part has a repeat sign at the end of the first measure of each system.

[illegible]

(33) $\text{♩} = 56.25$

METAL

WOOD

SKIN

(36)

METAL

WOOD

SKIN

(40) $\text{♩} = 60$

METAL

WOOD

SKIN

45

METAL

WOOD

SKIN

p... *mp...* *mf...* *f...* *ff...*

3 3 3 3 3

TRM (1)

5

50

METAL

WOOD

SKIN

5 3 2 3 4

TRM (1)

3

55

METAL

WOOD

SKIN

3 3 3 3 3

5 5 5 5 5

SUBITO *mf*

SUBITO *mf*

SUBITO *mf*

64

67

[illegible]

71 $\frac{3}{4}$ ($\text{♩} \approx 57.2$) $\frac{3}{4}$ ($\text{♩} \approx 76.3$) $\frac{3}{4}$ ($\text{♩} \approx 101.7$) $\frac{3}{4}$ ($\text{♩} \approx 135.6$)

METAL

WOOD

SKIN

75

METAL

WOOD

SKIN

81

METAL

WOOD

SKIN

8

87

Metal

Wood

Skin

This musical score segment contains measures 87 through 94. It is written for three instruments: Metal, Wood, and Skin. The notation is in a single system with three staves. Above the staves, there are measure numbers 4, 3, 2, 4, 3, and 7, which likely correspond to the measures of a larger piece. The Metal staff uses a key signature of one sharp (F#) and a 4/4 time signature. The Wood and Skin staves use a key signature of one sharp (F#) and a 4/4 time signature. The notation includes eighth and sixteenth notes, rests, and bar lines. A large black bar is present at the beginning of the system, spanning the first measure.

* MEASURES 98-107
METAL + WOOD ONLY:
ALTHOUGH NOTATED AT
THE MIDDLE PITCH,
THE PASSAGE SHOULD
BE PERFORMED ON
THE INSTRUMENT
THAT IS MOST RES-
ONANT WHEN PLAYED
WITH THE TIPS OF
THE FINGERS.

METAL

WOOD

SKIN

(95) 7

TRM (a)

CRESCENDO...

FINGERTIPS *

SUBITO PP

FINGERTIPS *

SUBITO PP

FINGERTIPS

SUBITO PP

J = ♩ (~67.8)

49

METAL

WOOD

SKIN

This musical score segment contains three staves labeled METAL, WOOD, and SKIN. Each staff begins with a thick black bar. The METAL staff features a melodic line with eighth and sixteenth notes, including triplet markings (3) and a key signature change to one sharp (F#) in measure 50. The WOOD staff follows a similar melodic pattern, also with triplet markings and a key signature change to one sharp. The SKIN staff provides a rhythmic accompaniment using eighth and sixteenth notes, with triplet markings. The measures are separated by vertical bar lines, and the system concludes with a double bar line.

Mark Appleby - 6/17/97
VILLA MONTALVO
SERRA TOGA, CALIFORNIA

OVERTURE
FOR PERCUSSION ENSEMBLE
TO
CATFISH
A SECULAR ORATORIO



MARK APPLEBAUM
1997

Catfish was originally the overture to a planned but later abandoned multi-movement dramatic oratorio, in reaction to the peculiar cultural richness of Starkville, Mississippi. Unsure of its own location on a continuum from trivia to mythology, the work features house-hunting safaris with an idiosyncratic local realtor/information oracle, chancy excursions into Walmart, rain delays at the Golden Triangle Regional Airport, and warm visits with the local Ford dealer whose television commercials end with the grinning declaration "I ain't gonna lie to you."