

Ian Briskey

Continuum

for percussion quartet



Continuum by Ian Briskey
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Program Notes

Continuum was written to convey a progression of continuous motion. It provides several opportunities to demonstrate musicality through extreme dynamic ranges, demanding rudimental control, and ensemble timing and blend.

My students inspired the title of this piece through their personal experiences and musical journeys. The intro conveys the initial excitement students have for their new instrument, which is soon followed by stress and frustration. The repetitive nature of the music evokes hours of practice and hard work, while the middle section brings to mind the importance of working as a team within an ensemble. The end of the piece is meant to showcase the confidence students gain in themselves and their musical abilities as well as the joy of performing.

— Ian Briskey

Performance Notes

- The piece would be most effective without a conductor; however, one may be used if desired.
- All dynamic levels should be taken as literally as possible while still maintaining ensemble blend and balance.
- The concert tom player should use swizzle sticks with soft felt on the end.
- At measure 36, the “snares on” should be audible to the audience.
- All “stick shots” should be played as tight as possible, with no buzz sound on the low end.
- The crescendo in the snare voice at measure 55 should start from the edge (over the guts) and travel to the center to create a smooth increase in sound.
- Notes with staccato articulations should be played with a “tighter” grip and articulation rather than be muffled. The exception to this would be staccato markings in the bass drum part.

Notation Key

Concert Snare/Field Drum							Concert Bass Drum					
slight accent	stick shot (right on left)	rim shot	muted rim shot	rim click	long buzz crush	tight buzz crush	multiple bounce roll	open tone (l.v.)	lightly muffle after attack	hard muffle right after	hard muffle following attack	muffle w/knee or towel

Players and Instrumentation

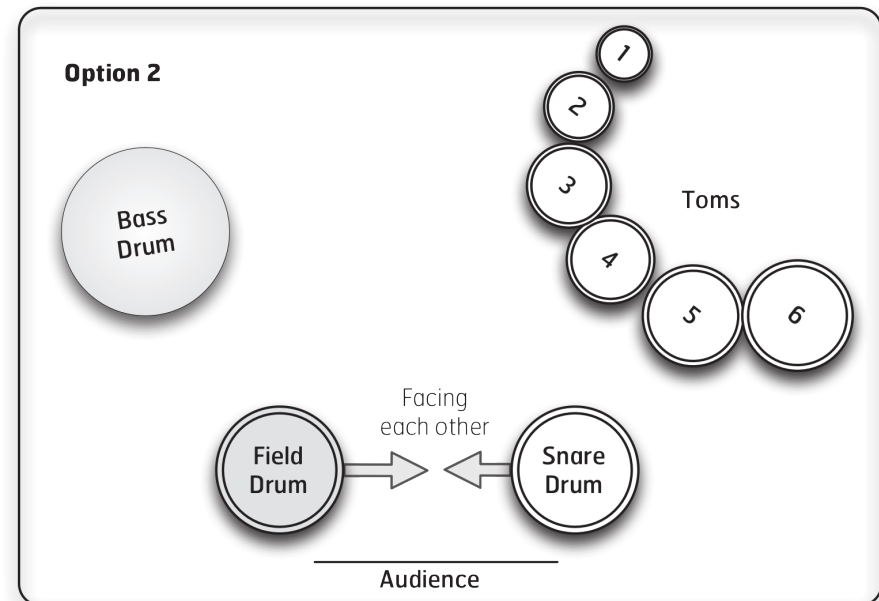
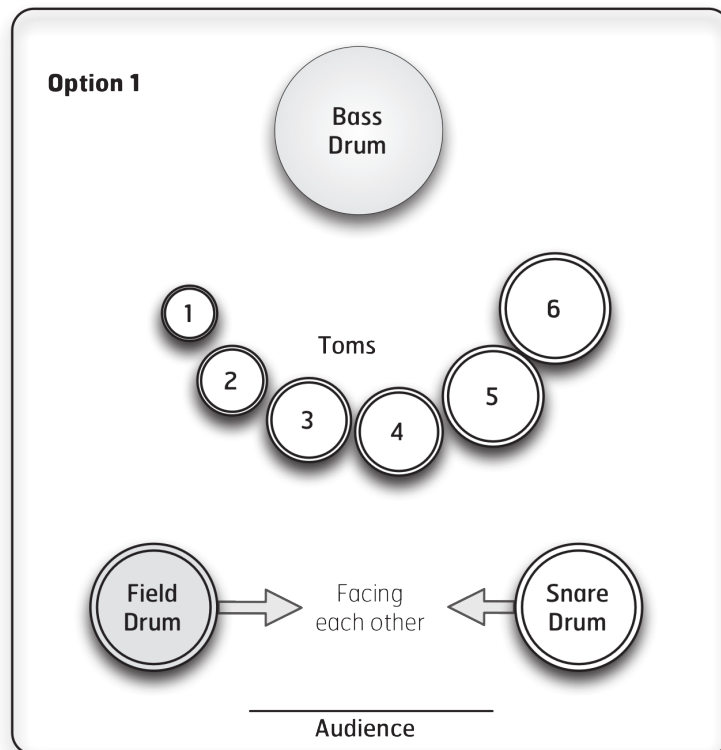
Continuum requires **4 players** with the following instrumentation:

1. Snare drum
2. Field drum
3. Concert toms (6 drums from high to low)
4. Bass drum

Suggested Setup

Two different setup options are provided:

- **Option 1** takes up less horizontal space and creates a tighter listening environment but may inadvertently cover up the bass drum performer.
- **Option 2** visually reveals each player to the audience but will demand a higher level of ensemble awareness from the performers.



Level: Med-Advanced
Approx. playing time: 2'20"

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$\text{♩} = 120$

Snare Drum 4/4

Field Drum 4/4

Concert Toms (6) 4/4

Bass Drum 4/4

sticks

f

5 $\text{♩} = 170$

SD 5/4

FD 5/4

CT 5/4

BD 5/4

mf

p < mf

mf/p

l.v.

lightly muffle

sfz

mf

mf

sfz

< mf

Sample
Image

13

snare off

SD *p < mf*

FD *sfz p < mp*

CT *mp*

BD *sfz mf mp*

l.v.

18

2.

FD *mf sfz*

CT *p f sfz > p*

BD *p*

Sample
Image

21

22

SD

FD

CT

BD

f

p

mp

mf

f

mf

mp

mf

f

mf

mp



27

29

SD

FD

CT

BD

mp

mf

f

snare off

mp

f

snare off

f

mf

sfz

Sample
Image

44

SD

FD

CT

BD

47

sfz

mp

f

p < mf

sfz

stick shot

f

mf

p < mf

sfz

stick shot

f

p < f

p < f

f

mf

f

sfz

mf

f

mf

sfz

50

SD

FD

CT

BD

51

pp

f

ff

p

raise pitch of stick

ff

ff

f

ff

f

ff

Sample Image

SD 55 *f p f* *ff*

FD *f sfz p f ff* snares off

CT *p f sfz p f ff*

BD *sfz ff*

62 ♩ = 95

accel.

FD *mp p* snares on *p*

CT *p cresc. poco a poco*

BD *p l.v. mp*

Sample
Image

69

SD *p* < *f* *f* *sfz* *mp* Hoo!

FD Hoo! snare on

CT Hoo!

BD *sfz* *f* Hoo! l.v.

Sample Image

74

SD $\frac{5}{4}$ Hiss... snares on mf p 3 3 3

FD $\frac{5}{4}$ Hiss... sfz p mf pp

CT $\frac{5}{4}$ Hiss... p f

BD $\frac{5}{4}$ Hiss... f p f

FD p f sfz p f Hah! p ff

CT p f Hah! p ff

BD p f Hah! p ff

Hah! l.v. sfz f ff

Sample
Image



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