

GENE KOSHINSKI

RATTLE THE CAGE
for percussion ensemble



Rattle the Cage by Gene Koshinski
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TSPCE16-008

Program Notes

My recent compositions have focused on exploring elements of timbre and texture, and *Rattle the Cage* is no different. With this in mind, I made a conscious effort not to ignore familiar musical components such as melody, functional harmony, rhythm, groove, and counterpoint.

Rattle the Cage was composed for and commissioned by Dan Armstrong for the Penn State Percussion Ensemble and premiered on April 20, 2015, at Pennsylvania State University. When I was approached by Dan to write a work for keyboard percussion ensemble, I immediately had ideas of exploring the use of extended techniques and varied implements as well as supplementing the keyboards with a small collection of non-pitched percussion instruments. After much experimenting, I decided on utilizing three marimbas, two vibraphones, xylophone, glockenspiel,

and chimes mixed with a collection of non-pitched bells, siren, cymbals, brake drum, and bass drum.

Rattle the Cage is not a program piece - it is instead an abstract exploration of the musical elements mentioned above (most notably timbre and texture). The bulk of the piece is rooted in the (0,1,4) pitch set (for example A, B \flat , D \flat), which provides much of the "germ" material, which is then developed and embellished into something more complex.

The title is taken from the sounds evoked throughout the composition. I want to thank Dan for the opportunity to compose this piece for his ensemble and for his valuable input along the way!

-Gene Koshinski

Performance Notes

Pedaling and Dampening of Vibraphones

In general, there are not many pedaling/dampening indications notated in the score. I would prefer the player/conductor choose appropriate techniques to control articulation depending on the section, the instrument, the mallets, the performance space, and so on. I would suggest a combination of mallet dampening, half pedal, full pedal, and no pedal throughout the work to achieve the desired articulation printed in the score. Pay particular attention to note endings or "laissez vibrer" (l.v.) indications.

Sleighbells

These do not need to be actual "sleighbells," nor do they need to be matched sets of any kind. The goal is to find a nice collection of any kind of bells that create a "sleighbell effect" - a gentle shimmer of metal. Each player needs a high set and a low set, where player 2's collection should be generally higher than that of player 1.

Mallets

I would encourage each player to use a variety of mallets throughout the piece that best represent the articulation, character, and volume production required for each section. Each performer should have a tray table or music stand (with carpet/towel) located near the instrument, as most mallet changes will be rather quick. To facilitate the vibraphone players quickly changing to bow, I suggest creating a holster for the bow with a "spring clip" clamped onto the mallet tray. The other option to quickly access the bow in those sections is to hold the bow and mallet together in one hand with a modified Stevens grip.

Vibraphone Motor(s)

The conductor/performers may choose to utilize the motor on one or both of the vibraphones in different sections of the piece. This is entirely optional but may add a nice shimmer to the texture in some sections (for example, J to L).

Players, Instrumentation, and Suggested Setup

Rattle the Cage requires **8 players** with the following instrumentation:

Player 1:

- Glockenspiel
- Chimes
- 2 small sets of sleighbells or similar (high and low but generally lower than player 2)
- Metal (slightly resonant—brake drum or similar)

Player 2:

- Xylophone
- 2 small sets of sleighbells or similar (high and low but generally higher than player 1)
- Suspended cymbal (thin and very dark)
- 1 set of plastic brushes (IP BR-2 or similar)
- Glass wind chimes (substitute mark tree)

Player 3:

- Vibraphone 1 (including 1 bow)
- 1 set of plastic brushes (IP BR-2 or similar)

Player 4:

- Vibraphone 2 (including 1 bow)
- Suspended cymbal (thin and very dark)
- Siren (hand-cranked or digital)
- 1 set of plastic brushes (IP BR-2 or similar)

Player 5:

- Marimba 1 (5-octave – shared with player 7)
- 1 set of plastic brushes (IP BR-2 or similar)

Player 6:

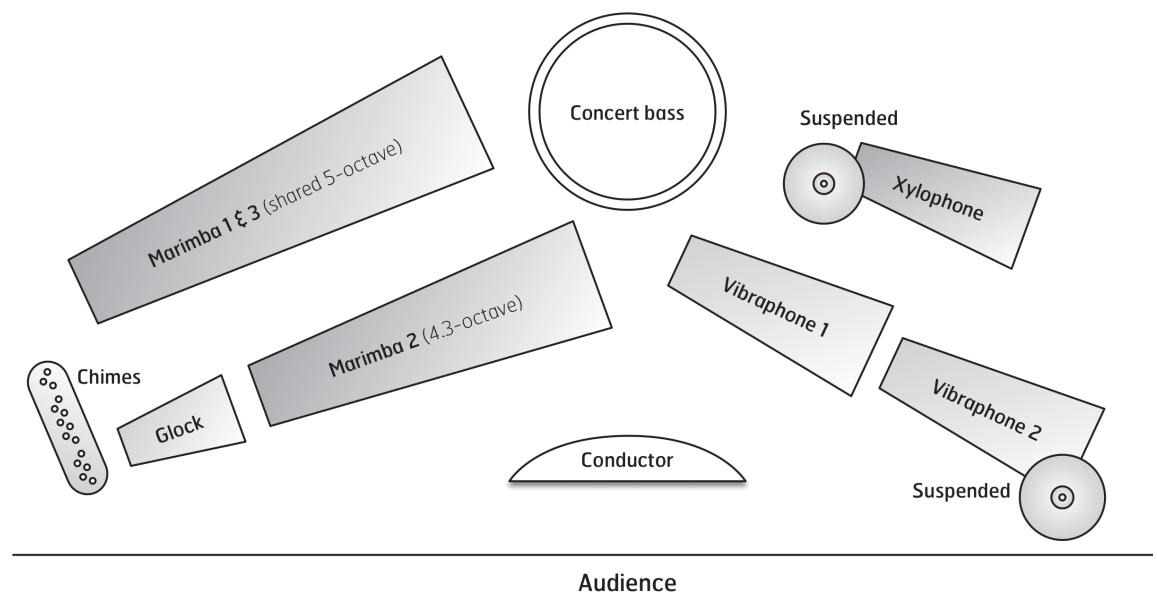
- Marimba 2 (4.3-octave)
- 1 set of plastic brushes (IP BR-2 or similar)

Player 7:

- Marimba 3 (5-octave – shared with player 5)

Player 8:

- Bass drum (small, resonant concert drum)



Level: Med-Advanced
Approx. playing time: 13'00"

Commissioned by Dan C. Armstrong for the Penn State University Percussion Ensemble

Rattle the Cage

Gene Koshinski

Free but with connected gestures
(events seamlessly cued by conductor)

ON CUE #1

Glockenspiel

ON CUE #2

LOW SLEIGHBELLS (2 sets)
(with Marimba 1 tremolo)

ON CUE #3

HIGH SLEIGHBELLS (2 sets)
(with Marimba 2 tremolo)

Xylophone

Vibraphone 1

Vibraphone 2

Marimba 1
5-octave, low G
(shared w/ M3)
+shared bass drum

with plastic brushes, perform a dramatic
glissando on the resonators

p

ON CUE #2

sweep the brushes across the noted pitches,
one brush on each manual

f

ON CUE #3

(with Marimba 1 tremolo)

f

Marimba 2
4.3-octave, low A

with plastic brushes, perform a dramatic
glissando on the resonators

ON CUE #3

Bass Drum

Sample Image

Rattle the Cage – Koshinski

ON CUE #4

ON CUE #5

ON CUE #6

In time $\text{j} = 120$

A Free (as before)

ON CUE #1

ON CUE #2

4

G (with Vibe 1 tremolo)

X (with Vibe 2 tremolo)

sweep the brushes across the notated pitches,
one brush on each manual

V1 (with Vibraphone 1 tremolo)

V2 (with Vibraphone 1 tremolo)

w/ brushes

f Ped.

w/ brushes

f Ped.

w/ brushes

f Ped.

w/ brushes

f

on rim w/ butt end of
marimba mallet (one hand)

on drum w/ mallet (opposite hand) (mute)

Sample Image

Rattle the Cage – Koshinski

ON CUE #3
with Marimba 1 tremolo

ON CUE #4 ON CUE #5 ON CUE #6 ON CUE #7 ON CUE #8

G

X

V1 (with Marimba 1 tremolo) f

V2 f

M1

M2

M3

BD

Sample
Image

Rattle the Cage – Koshinski

Sample Image

Rattle the Cage – Koshinski

Slow and mysterious (time is flexible) $J = 65\text{--}72$

20 CHIMES
(w/yarn mallets)

G

Roll notes with one hand (one mallet) only, a steady reiteration of each pitch.
Crossfade entrances/exits seamlessly.

X

V1 (fade out)

V2 (fade out)

M1

M2

M3 Roll notes with one hand (one mallet) only, a steady reiteration of each pitch.
Crossfade entrances/exits seamlessly.

BD

Sample Image

Rattle the Cage – Koshinski

6

36

G roll normally *mf*

X (mar/chime enter)

V1 strike chime on top of cap w/ brass mallet *mf*

V2 mute bar while playing w/ mallet *mp*

M1 w/ mallets l.v. w/ bow sound harmonic by lightly holding your finger in the center of the bar *mf*

Sample
Image

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C Anxious (poco meno mosso)

47

CHIMES (w/ hammer)

GLOCK

accel.

CHIMES

XYLO

SUS CYM (yarn mallets), XYLO (hard mallets) l.v.

w/ mallets

V1

w/ bow

w/ mallets

M1

w/ mallets

M2

w/ mallets

M3

BD

Sample Image

Rattle the Cage – Koshinski

**Free (as before)
but with great momentum...**

D With a surprising energy! $\text{♩} = 120$

CHIMES (w/ hammer) **GLOCK** **CHIMES**

ON CUE #1 **ON CUE #2** **ON CUE #3** **ON CUE #4**

G: **ff** gliss w/ hard plastic mallets (one on each manual) **p** **mp** **p**

X: **pp** **f** **l.v.** **XYLO** dynamics in this section are always to/from niente **mp**

V1: **ff** very fast gliss on resonators w/ rattan **ff** (to 4 mallets) **mp**

V2: **ff** very fast gliss on resonators w/ rattan **ff p** **2 mallets (pedal down)**

M1: **ff** dramatic gliss on resonators w/ rattan **ff** **mp** **dynamics in this section are always to/from niente**

Sample Image

Rattle the Cage – Koshinski

58

G *mp*

X *mp*

V1 *mp*

V2

M1

M2

M3 *dynamics in this section are always to/from niente*
mp

BD *p*

GLOCK

Sample Image

65

E CHIMES

G

X

V1

V2

M1

GLOCK

mp

mf

p mp

mf

mf

mp

mf

n

mf

6

6

Sample
Image

Rattle the Cage – Koshinski

71

CHIMES

GLOCK

CHIMES

6

X

VI

V2

M1

M2

M3

BD

Sample
Image

A sample page from a musical score titled "Sample Image". The page features five staves of music for various instruments: GLOCK, CHIMES, X, VI, V2, MI, and M1. The music includes dynamic markings like "mf" and performance instructions like "v." and "3". The score is set against a background featuring a faint map of South America.

Sample Image

Rattle the Cage – Koshinski

Rattle the Cage - Koshinski

F CHIMES

G

X

VI

V2

M1

M2

M3

BD

CHIMES

GLOCK

GLOCK

Sample Image

Sample Image

Rattle the Cage – Koshinski

Musical score page 88, featuring six staves (G, X, VI, V2, M1, and CHIMES/GLOCK) and a bass staff at the bottom. The score includes dynamic markings like *f*, *v.*, and *3*, and time signatures such as 7/8, 4/4, 5/8, 6/8, and 3/4. The CHIMES and GLOCK parts are indicated above the top two staves. The bass staff at the bottom consists of mostly rests and a few eighth-note patterns.

Sample Image

Rattle the Cage – Koshinski

94

CHIMES GLOCK CHIMES GLOCK CHIMES GLOCK CHIMES GLOCK CHIMES

(continue with chimes)

w/ stick

G

Resonant Metal

x

v1

v2

M1

M2

M3

BD

ff

l.v. sempre

f

f

f>

ff

ff

l.v.

r l sim.

YM

ff

r l d.

f

f

f>

f

f

f

Sample Image

100

G

X

ff

V1

improvise siren (like an alarm)

V2

M1

sim.

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Sample
Image

Rattle the Cage – Koshinski

104

G Resonant Metal

x

VI

V2

M1

M2

M3

BD

Sample
Image

109

l.v. sempre

slight accel.

G

X

V1

V2

VIBRAPHONE

ff

M1

CYMBAL

p

allow siren to keep spinning

Sample Image

Rattle the Cage – Koshinski

113

H Poco più mosso $\text{♩} = 130$

GLOCK

XYLO

CYM

l.v.

ff

mp

ffff

mp

p

fff

p

fff

mf

ffff

M3

BD

ff

Sample Image

119

G *l.v. sempre*
mf

X *l.v.*
XYLO
mf *mf*

V1 *l.v. sempre*
mf
*strike pitch w/ mallet while resting
plastic brush on the bar, creating a buzz*

V2 *l.v. sempre*
mf
*strike pitch w/ mallet while resting
plastic brush on the bar, creating a buzz*

M1 *mf*
mp *mf*

w/ bow

Sample Image

Rattle the Cage – Koshinski

124

G X VI V2 M1 M2 M3 BD

w/ bow

Sample
Image

Sample Image

Rattle the Cage – Koshinski

138

G: - (Measure 1) *pp* (Measure 2) *mp*

X: - (Measure 1) *p* *pp* (Measure 2) *w/ mallet* *3* *CYM* *p*

VI: - (Measure 1) *mp* (Measure 2) *pp* *w/ mallet* *mp* *mp*

V2: - (Measure 1) *pp* *mp*

M1: - (Measure 1) *mp* (Measure 2) *pp* *mp* *mp*

M2: - (Measure 1) *pp*

M3: - (Measure 1) *pp*

BD: - (Measure 1)

Sample Image

Rattle the Cage – Koshinski

Sample Image

Rattle the Cage – Koshinski

poco accel.

158

G
Resonant Metal

X

V1

V2
pedal/dampen sim

M1

M2

M3

BD

Sample Image

Rattle the Cage – Koshinski

Molto espressivo and ritardando.

G CHIMES **K** A tempo (espressivo) $\text{♩} = 60$ GLOCK

X GLASS WIND CHIMES (ad lib.) brushes on resonators

V1 mallets (mallet dampening) sim. brushes on resonators

V2 w/ bow w/ mallets pedaling sim

Sample Image

Rattle the Cage – Koshinski

poco accel.

Molto espressivo and ritardando.

CHIMES

Resonant Metal

X

VI

V2

M1

M2

M3

BD

Sample Image

Rattle the Cage – Koshinski

L With a rejuvenated energy! $\text{♩} = 120$

GLOCK **CHIMES**
l.v. sempre

CYM **XYLO** (4 mallets)

V1 **dead strokes**
w/bow *w/ mallets (mallet dampen between notes)*

V2

M1 **(trill to the half step above)**
mp

Sample Image

on rim w/ butt end of mallet

Rattle the Cage – Koshinski

198

G

X

V1

V2

M1

M2

M3

BD

Sample Image

Sample Image

M

pedal up (very dry)

(trill to the half step above)

trill

sim.

f

n

mf

trill

f

n

Sample Image



Rattle the Cage – Koshinski

216

G (trill to the half step above) f

X (trill to the half step above) f n f sim f f

V1 (trill to the half step above) f n f f f f

V2 (trill to the half step above) f sim f f

M1 n mf f sim f f

M2 - - - -

M3 f

BD f

Sample Image

221

G (tr) tr tr tr tr tr tr tr ff slight accel.

X f f f f f f f f ff tr tr both notes to the half step above (4 mallets)

V1 f f f f f f f f ff tr tr both notes to the half step above (4 mallets)

V2 f f f f f f f f ff

M1 f f f f f f f f ff

Sample Image

Rattle the Cage – Koshinski

N Poco più mosso $\downarrow = 130$

228

G *GLOCK* *l.v.* *fff* *mf*

X *(tr)* *l.v.* *fff* *mf* *buzzing notes (like reh. H)* *l.v. sempre*

V1 *(tr)* *l.v.* *fff* *mp* *p* *mf* *buzzing notes (like reh. H)* *l.v. sempre*

V2 *(tr)* *l.v.* *fff* *p* *mf*

M1 *(tr)* *l.v.* *fff* *mf* *(2 ts)*

M2 *fff*

M3 *fff*

BD *fff*

Sample Image

Musical score for Rattle the Cage – Koshinski, page 34. The score consists of five staves:

- G:** Treble clef, key signature of one flat. Measures 235-240.
- X (Xylo (2 mallets)):** Treble clef, key signature of one flat. Measures 235-240. Dynamic: *mf*. Performance instruction: *w/bow*.
- VI:** Bass clef, key signature of one flat. Measures 235-240. Measure 241: dynamic *mf*.
- V2:** Treble clef, key signature of one flat. Measures 235-240. Measure 241: dynamic *mf*.
- M1:** Bass clef, key signature of one flat. Measures 235-240. Measure 241: dynamic *mf*.

The score features various musical markings, including grace notes, slurs, and dynamic changes (e.g., *mp*, *mf*). The *w/bow* instruction is placed above the VI staff in measure 241.

Sample
Image

Rattle the Cage – Koshinski

241

G *p* *mf*

X *mf*

V1 *mf*

V2 *w/bow*

M1 *mf* *mp* *mf*

M2 *mf*

M3 *mf*

BD

Sample
Image

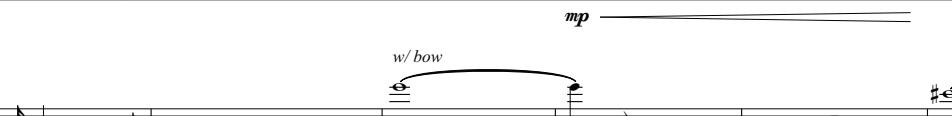
Rattle the Edge — KOSHINSKI

247

O

G: 

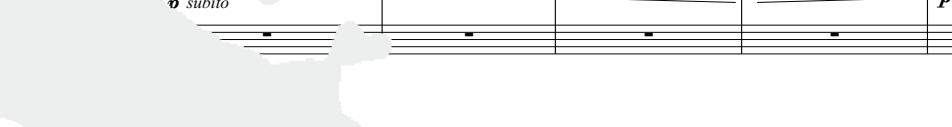
X: 

V1: 

V2: 

M1: 

v subito 

p 

Sample Image

Rattle the Cage – Koshinski

256

G *pp* *mp* *mf*

X *pp* *mp* *mf* **CYM**

VI *w/ mallet* *pp* *mp* *mf*

V2 *w/ mallet* *pp* *mp* *mf*

M1 *pp* *mp* *sim* *mf*

M2 *pp* *mf*

M3 *pp* *mf*

BD

Sample Image

263

G

X

VI

w/bow

V2

w/bow

M1

Sample
Image

Rattle the Cage – Koshinski

P With incessant energy!

269

G: Measures 1-4. Dynamics: *mf*, *ff*. **GLASS WIND CHIMES (ad lib.)**

X: Measures 1-4. Dynamics: *mf*, *ff*. **L.v.**

V1: Measures 1-4. Dynamics: *mf*, *ff*. **(2 mallets)**, **L.v.**

V2: Measures 1-4. Dynamics: *w/ bow*, *mf*, *ff*. **(2 mallets)**

M1: Measures 1-4. Dynamics: *mp*, *mf*, *ff*.

M2: Measures 1-4.

M3: Measures 1-4. Dynamics: *mf*.

BD: Measures 1-4.

Sample Image

275

At least 4x

G

CYM

X

GLASS CHIMES

V1

V2

M1

ff

ff

ff

ff

p f

p f

p f

p f

ff

ff

ff

ff

p f

Sample Image

Rattle the Cage – Koshinski

Q

280

G X VI V2 MI M2 M3 BD

ff *l.v.* *mp* *mf* *mp* *ff* *mp*

improvise siren (like an alarm)

**Sample
Image**

Sample Image



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