

Score

Revised August 2000  
Duration: Approximately 11:00

# The Counterfeit Reality

*for five percussionists*

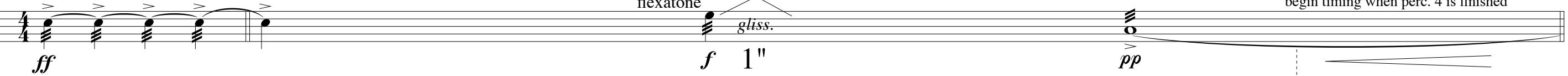
Michael Wittgraf

All timings are approximate.

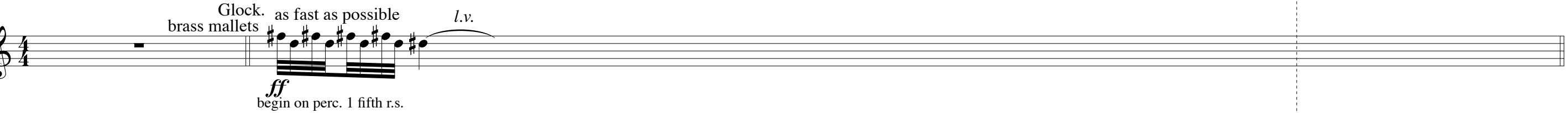
**Groove!**  $\text{J} = 84-88$       **Freely**

brake drum  
SD sticks

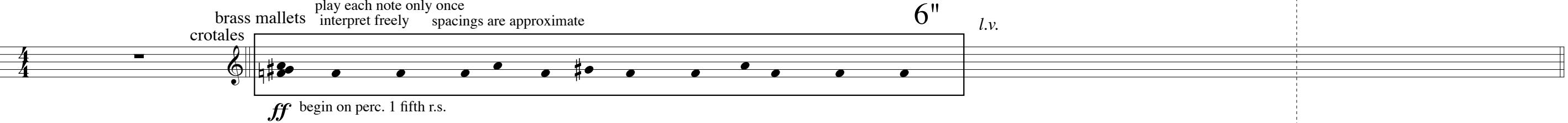
1



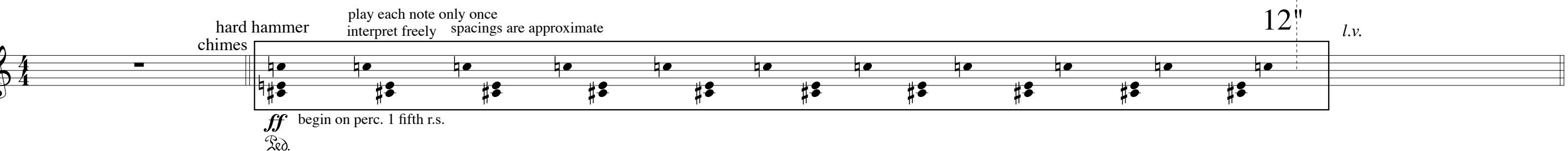
2



3



4



5



**A**      cue perc. 2, 3, 4, 5  
 (SD)      r.s.  
 iron pipe shank of stick

10"      SD snares off

begin timing when perc. 3 is finished 4"  
**Groove!**  
*ff*

begin on perc. 1 r.s.  
 (Glock.) as fast as possible *l.v.*  
*ff*

begin on perc. 1 r.s.  
 (crotales)

12"      *l.v.*  
*ff*

begin on perc. 1 r.s.  
 (chimes)

6"      *l.v.*  
*ff*  
*Rédo.*

begin on perc. 1 r.s.  
 (vibes)

9"      *l.v.*  
*ff*  
*Rédo.*

**B** r.s. | flexatone *gliss.* | **11"** brake drum | begin timing when perc. 4 is finished  
 1 | *f* | **2"** | *ff* | **4"** **Groove!**  
 Glock.  
 begin on perc. 1 seventh r.s.  
 as fast as possible | *l.v.* |  
 2 | *ff* |  
 begin on perc. 1 seventh r.s. | **12"** *l.v.* |  
 3 | *ff* |  
 begin on perc. 1 seventh r.s. | **17"** *l.v.* | release pedal as late as possible  
 4 | *ff* *ped.* | \*  
 begin on perc. 1 seventh r.s. | **7"** *l.v.* | \*  
 5 | *ff* *ped.* |

**1**  
**C** (brake drum)  
 cue perc. 2, 3, 4, 5  
 toms  
 $p$  floor tom  
 brushes  
 $\overbrace{3}$   
 $f$   $p$

**2**  
 downbeat on perc. 1 fifth r.s.  
 hard mallets  
 $p$  marimba  
 $f$   $p$

**3**  
 downbeat on perc. 1 fifth r.s.  
 SD sticks  
 lo splash choke  
 $p$  sizzle  
 vibraslap  
 $p$   
 woodblock  
 $p$  sizzle  
 vibraslap  
 $p$   
 iron pipe  
 $p$  brake drum

**4**  
 downbeat on perc. 1 fifth r.s.  
 $p$  marimba  
 $f$   $p$   
 $p$  hard mallets

**5**  
 (vibes)  
 $p$   $\text{fwd.}$

1

to SD sticks

D

snares on  
SD

SD sticks

tom *mf*

*f*

*mf*

brake drum

closed hi-hat

hi chinese

hi splash

lo chinese

woodblock

*f*

*mf*

Ped.

\*

*sfz*

Ped.

\*

(toms)

1 KD *ff* — *mf* — *f*

(marimba)

2 { *ff* — *mf* | *f* | > 3 >

(cymbals)  
hi chinese

3 *ff* — *mf*

(marimba)

4 { *ff* — *mf* | *f* | > > 3 to station 2 for Glock.

5 | *mp* |

1

2

3

hi crash      hi splash      lo splash      hi chinese

*mp*              ride

4

Glock.  
brass mallets

*mp*

back to station 4 for xylophone

5

*f*

senza pedale

1 (toms)

-8-

1 rotos (rotos) toms  
*p* 6 6 *f* KD *p* *f* *p* *poco a poco cresc.*

2

3 (cymbals) ride  
*p* *f* lo chinese on bell brake drum  
*p* < *f* *poco a poco cresc.* sizzle

4 (xylophone)  
*f* *p* 3 *f* *p* *poco a poco cresc.*

5 vibes  
*p* senza pedale *poco a poco cresc.*

1 (toms) cowbell KD toms cowbell toms toms ff

2 vibraslap sfz SD sticks brake drum ff

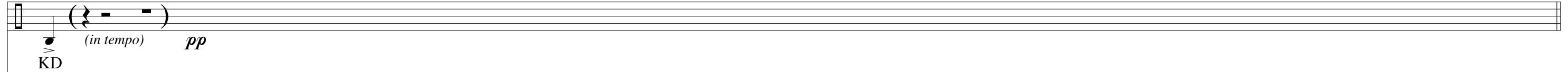
3 (cymbals) lo chinese on bell ff

4 (xylophone) ff

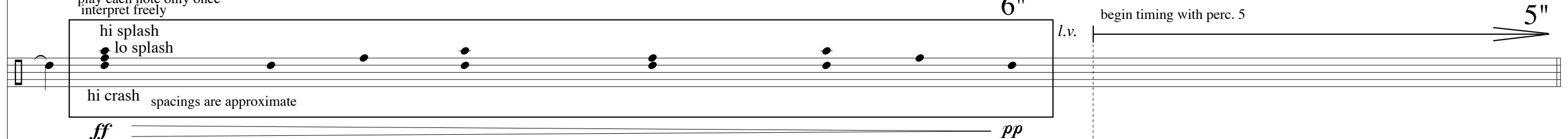
5 (vibes) ff sfz <sup>ff</sup>

**F** **Freely**

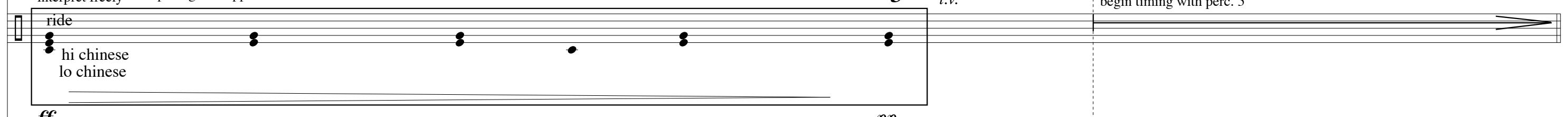
to brushes      toms/KD/rotos  
*ad lib. in tempo* (Groove!)

1 

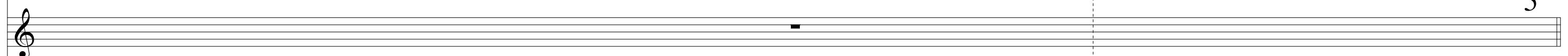
play each note only once  
 interpret freely

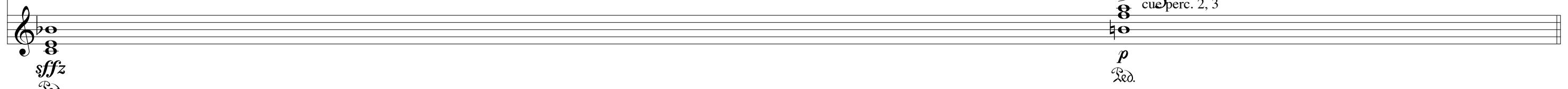
2 

begin timing with perc. 5

3 

begin timing with perc. 5

4 

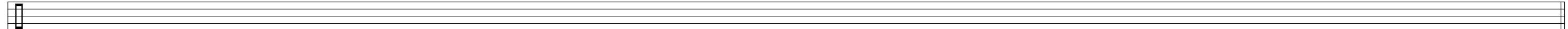
5 

wait until cymbals are finished  
 cue perc. 2, 3

**G**

(ad lib. toms/KD/rotos)

1



2

(cymbals)  
begin with perc. 5

mf ————— pp

8" l.v.

begin timing with perc. 5 5"

3

(cymbals)  
begin with perc. 5

mf ————— pp

8" l.v.

begin timing with perc. 5 5"

4

SD sticks  
SD snares on  
enter with perc. 5 (fourth vibes chord after "Freely") 5"

pp ————— molto

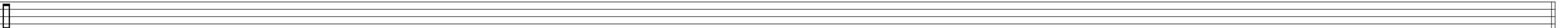
5

(vibes)  
cue perc. 2, 3

mf   
wait until cymbals are finished  
cue perc. 4 5"  
p   
ff

# H

1



2

begin with perc. 5

ff

5" l.v.

pp

flexatone

enter with perc. 5  
lazy tremolo gliss.

5"

A staff for player 2 featuring five vertical stems with dots. The first four stems have horizontal strokes below them. The fifth stem has a vertical stroke above it. The dynamic *ff* is indicated under the first stem, and *pp* is indicated under the fifth stem. The duration *5"* is written above the stems, and *l.v.* is written below them. To the right, a vertical dashed line separates this section from the next. Above the line, the instruction "flexatone" is written. Below the line, the instruction "enter with perc. 5 lazy tremolo *gliss.*" is written, followed by a dynamic *p* and another *5"*.

3

begin with perc. 5

ff

5"

8" l.v.

pp

begin timing with perc. 5

5"

A staff for player 3 featuring six vertical stems with dots. The first two stems have horizontal strokes below them. The fourth stem has a vertical stroke above it. The dynamic *ff* is indicated under the first stem, and *pp* is indicated under the fourth stem. The duration *8"* is written above the stems, and *l.v.* is written below them. To the right, a vertical dashed line separates this section from the next. Above the line, the instruction "begin timing with perc. 5" is written, followed by a dynamic *p* and another *5"*.

4

with perc. 5  
r.s.

ff

5"

A staff for player 4 featuring a single vertical stem with a dot. The dynamic *ff* is indicated under the stem. The duration *5"* is written above the stem.

5

cue perc. 2, 3, 4

ffz

ff

wait until cymbals are finished

cue perc. 2

5"

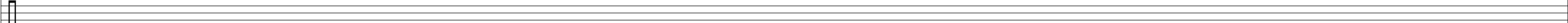
A staff for player 5 featuring a sustained note with a vertical stem and a horizontal bar through the middle. The dynamic *ffz* is indicated under the stem, and *ff* is indicated above the bar. The duration *5"* is written above the stem. To the right, a vertical dashed line separates this section from the end. Above the line, the instruction "wait until cymbals are finished" is written. Below the line, the instruction "cue perc. 2" is written, followed by a dynamic *p*, the instruction "*ff*", and the instruction "*ff*".

I

(ad lib. toms/KD/rotos)

switch to SD sticks one hand at a time

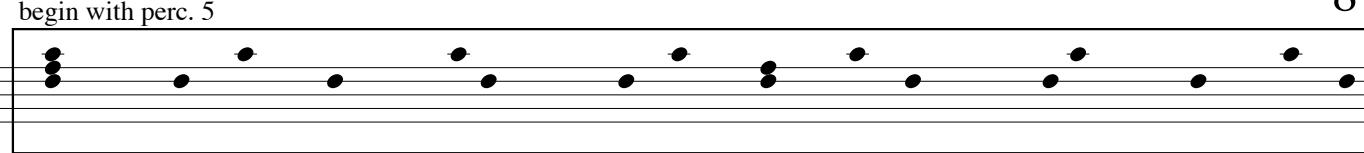
1



(cymbals)

begin with perc. 5

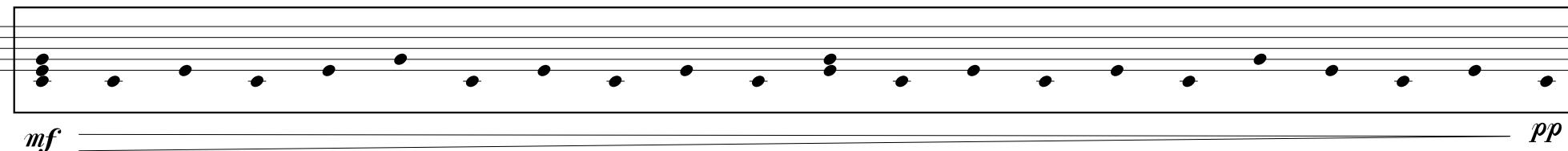
2



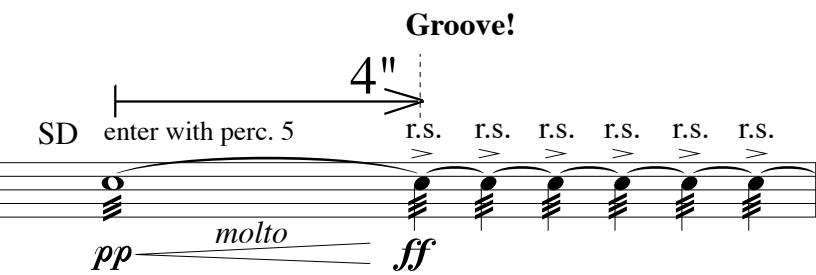
3

(cymbals)

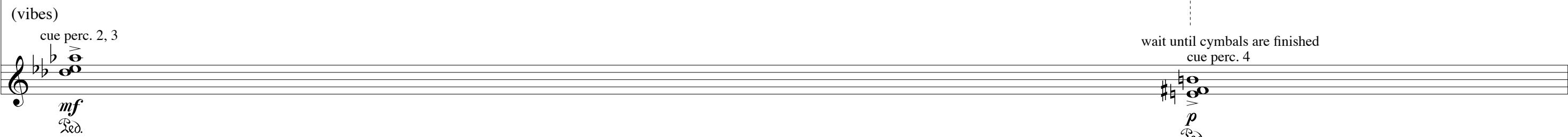
begin with perc. 5



4



5



J

1



begin on perc. 4 seventh r.s.

2



*ff*

9"

*l.v.*

flexatone  
lazy tremolo  
enter with perc. 5

2"

*p*

begin timing with perc. 4

3



*ff*

5"

*l.v.*

*pp*

2"

4



r.s.

begin timing with perc. 4

2"

5



with perc. 5 seventh r.s.

*sffz*

*Red.*

wait until cymbals are finished

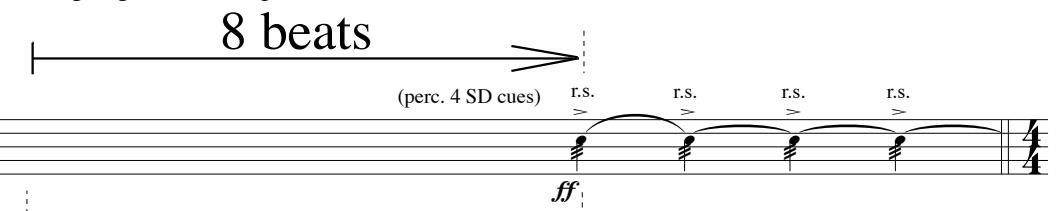
*cue perc. 2*

*p*

*Red.*

2"

timing begins on third perc. 4 SD entrance since letter "F"



**K** (ad lib. toms/KD/rotos)

1

(cymbals)  
begin with perc. 4

15"

2

*ff* *sempre*

3

(cymbals)  
begin with perc. 4

11"

l.v.

to station 2 for xylophone, timbales, referee's whistle

4

*ff* *sempre*

4

SD hold for eight beats of perc. 1  
enter with vibes

**Groove with perc. 1!**  
r.s. r.s. r.s. r.s.

*ffpp* *molto* *ff*

wait until cymbals are finished  
enter on perc. 1 downbeat  
cue perc. 4

5

(vibes)  
cue perc. 2, 3

*sffz* *2ed.*

*sffz* *2ed.*

**Groove!**

**L**

1

hard mallets  
iron pipe  
*mf*

2

marimba  
hard mallets  
butts of mallets  
*mf*

3

xylophone  
butts of mallets  
hard mallets  
heads of mallets  
*ffz*  
*mf*

4

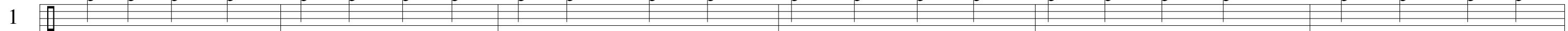
xylophone  
hard mallets  
butts of mallets  
*ff*  
*mf*

5

downbeat coincides with perc. 4 fifth r.s.

bass marimba  
hard mallets  
butts of mallets  
*ff*  
*mf*

(iron pipe)



2

(marimba) *mf*

*f*

*mf*

3

(xylophone)

*mf*

*f*

*mf*

4

(xylophone)

-

5

(bass marimba)

*mf*

M

1

2

3

4

5

f      *mf*      f      *mf*      f      *mf*

*f*      *mf*      *f*      *mf*      *f*      *mf*

*f*      *mf*      *f*      *mf*      *f*      *mf*

*f*      *mf*      *f*      *mf*      *f*      *mf*

1 hi roto SD sticks toms/KD/rotos  
 2 Groove! *ad lib.* 2

1 *f* *mp*  
 2 (marimba) heads of mallets *f*  
 3 (xylophone) heads of mallets *f*  
 4 (xylophone) heads of mallets *f*  
 5 (bass marimba) heads of mallets *f*

1

2

3

4

5

This musical score page contains five staves, each with six measures. Staff 1 consists of six empty measures. Staff 2 features a treble clef and a bass clef, with a dynamic marking 'ff' in the third measure. Measures 1-2 have eighth-note patterns, while measures 3-6 have eighth-note patterns with a dynamic '>'. Staff 3 also has a treble clef and a bass clef, with a dynamic 'ff' in the second measure. Measures 1-2 have eighth-note patterns, while measures 3-6 have eighth-note patterns with a dynamic '>'. Staff 4 has a treble clef and a bass clef, with a dynamic 'ff' in the first measure. Measures 1-2 have sixteenth-note patterns, while measures 3-6 have sixteenth-note patterns with a dynamic '>'. Staff 5 features a treble clef and a bass clef, with a dynamic 'sffz' in the first measure. Measures 1-2 have eighth-note patterns, while measures 3-6 have eighth-note patterns with a dynamic 'sffz'.

1

2 3 4 5 6 7 8 9

ff

(marimba) repeat, gradually slowing and losing rhythm, 3 times as is, then 2 times tremolo  
perc. 1 is the reference for measures

2 3 4 5 6 7 8 9

tacet pp

(xylophone)  
perc. 1 is the reference for measures

2 3 4 5 6 7 8 9

tacet ff timbales ad lib. SD sticks 2 3 4

repeat, gradually slowing and losing rhythm, 3 times r.s. r.s. referee's whistle  
hi timbale

(xylophone)  
perc. 1 is the reference for measures

2 3 4 5 6 7 8 9

tacet pp

repeat, gradually slowing and losing rhythm, 3 times as is, then 2 times tremolo

(bass marimba)  
perc. 1 is the reference for measures

2 3 4 5 6 7 8 9

pp tacet

repeat, gradually slowing and losing rhythm, 3 times as is, then 2 times tremolo

6"

**P** (Freely) | stop on perc. 3 fifth r.s.

flexatone

begin on perc. 3 fifth r.s.  
as fast as possible  
**Glock.**

**ff** brass mallets

1" begin playing after chimes are finished,  
but before vibes are finished

timp. (three tom-toms may be substituted)  
use various areas of the instrument  
*ad lib.* repeat freely

brushes

**p** use a variety of strokes

gliss.

back to station 3 for crotales

return to station 3

*ad lib.* use various areas of the instrument  
crotales repeat each box freely

brushes

r.s. begin playing after chimes are finished,  
but before vibes are finished

**p** use a variety of strokes  
move freely between boxes connected with double arrow

begin on perc. 3 fifth r.s.  
chimes hard hammer

play each note only once  
spacings are approximate  
interpret freely

10" *l.v.*

**ff** **p**

play each note only once  
spacings are approximate  
interpret freely

vibes begin on perc. 3 fifth r.s.

14" 2" *l.v.*

**ff** **pp**

**1**

**Q** (timp.)

begin timing when perc. 4 enters

15"

KD with perc. 5

5"

**1**

gliss.

**2**

begin playing immediately after perc. 3 enters  
*ad lib.*  
tamtam brushes use a variety of strokes  
use various areas of the instrument

begin timing when perc. 4 enters 15"

with perc. 5  
tamtam metal beater

5"

**2**

*pp*

**3**

(crotales)

begin timing when perc. 4 enters

20"

change boxes on perc. 5 cue

5"

**3**

**4**

(chimes) enter after perc. 3 repeat each box freely  
*ad lib.* use a variety of strokes  
brushes

begin playing after vibes are finished

20"

change boxes on perc. 5 cue

5"

**4**

*p*

use various areas of the instrument

**5**

(vibes) begin timing when perc. 4 enters

20"

cue perc. 1, 2, 3, 4  
hard mallets  
motor off

5"

**5**

brushes tremolo gliss.  
motor on fast between the two rows of bars to create a full chromatic sweep

leave enough time to switch motor off and change to cord mallets

10"

**3"** KD  
with perc. 5

1

**2**

**3"** with perc. 5  
tamtam metal beater

to brushes

ad lib. on tamtam as before

10"

change boxes on perc. 5 cue

3

change boxes on perc. 5 cue

10"

change boxes on perc. 5 cue

4

change boxes on perc. 5 cue

10"

cue perc. 3, 4

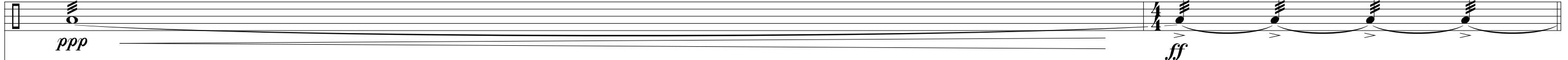
5

cue perc. 1, 2, 3, 4

10"

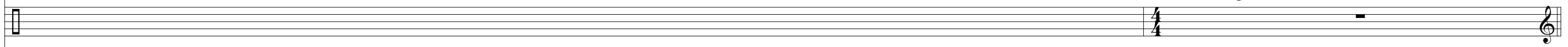
with perc. 5  
SD sticks

1



(*ad lib.* tamtam)

2



to glock.

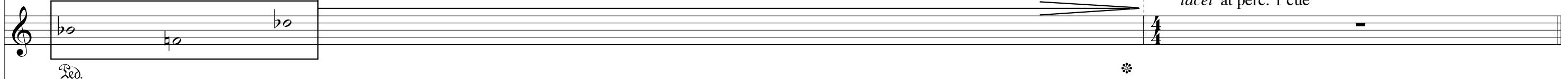
(crotales)  
change boxes on perc. 5 cue

3



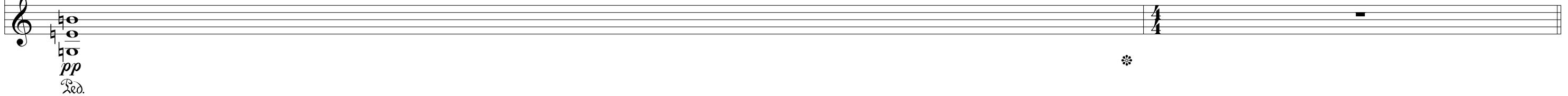
(chimes)  
change boxes on perc. 5 cue

4



(vibes)  
cue perc. 1, 2, 3, 4

5



Groove!  $\text{♩} = 84-88$

10" cue perc. 2, 3, 4, 5 on beat 1

r.s.

r.s.

r.s.

r.s.

*ff*

10"

*tacet* at perc. 1 cue

to glock.

**R** r.s. *in tempo* **Freely**  
**1**   
**2**   
**3**   
**4**   
**5**

*in tempo* as fast as possible *l.v.* **6"** **6"** **6"** **6"** **6"**

*in tempo* play each note only once  
 spacings are approximate interpret freely *l.v.* **6"** **6"** **6"** **6"** **6"**

*secco* *in tempo* play each note only once  
 wood hammer *spacings are approximate* interpret freely *l.v.* **6"** **6"** **6"** **6"** **6"**

*in tempo* play each note only once  
 spacings are approximate interpret freely *l.v.* **6"** **6"** **6"** **6"** **6"**

*ff* *senza pedale* *ff* *ff* *p* *ff* **6"** **6"** **6"** **6"** **6"**

*ff* *ff* *sffz* *ff* *p* *ff* **6"** **6"** **6"** **6"** **6"**

**S** (SD) *ad lib.*  
cue perc. 2, 3, 4, 5  
r.s.  
Freely tamtam  
SD sticks

1 *ff* use a variety of strokes  
use various areas of the instrument *pp* *ff*

2 (Glock.) begin on perc. 1 r.s.  
as fast as possible play each note only once  
spacings are approximate  
Freely interpret freely *6"* *ff* *10"*

3 (crotales) begin on perc. 1 r.s. *fff* *pp* *7" l.v.* *10" l.v.* *10" l.v.*

4 (chimes) begin on perc. 1 r.s. *fff* *pp* *10" l.v.* *10" l.v.* *10"*

5 (vibes) begin on perc. 1 r.s. *fff* *pp* *6" l.v.* *2" l.v.* *ff* *13" l.v.*

## Groove!

downbeat on perc. 4 final note  
rubber mallets (with hot rods taped on the butts)  
brake drum

T

1

ff

hot rods  
toms

f  
KD

downbeat on perc. 4 final note  
cowbells  
hot rods

2

ff 3

downbeat on perc. 4 final note  
hi splash  
lo splash  
hi crash  
on bell

3

lo crash  
ride ff 3  
woodblock  
f  
lo chinese

hi splash  
lo splash

(chimes)

cue perc. 1, 2, 3  
l.v.

4

marimba  
hard mallets

bass marimba  
hard mallets

5

f

1 SD sticks roto (toms)  $\text{f}$  KD  $\text{f}$  toms KD  $p$  floor tom  $f$  KD toms  $f$  KD

2 -  $\text{f}$  hot rods on floor, cabinet, or anything convenient  $p$   $f$  cowbells hard mallets

3 (cymbals) sim. hi splash iron pipe woodblock hi crash lo crash on bell woodblock iron pipe  
hi chinese  $f$  lo chinese  $f$  ride  $p$   $f$  hi chinese lo chinese  $f$  sizzle

4 (marimba)  $f$   $2+2+3$   $2+2+3$

5 (bass marimba)  $f$   $2+2+3$   $2+2+3$

The musical score consists of five staves, each representing a different instrument or sound source. The staves are numbered 1 through 5.

- Staff 1:** Features a single note followed by a sixteenth-note pattern. Includes a dynamic marking *v*.
- Staff 2:** Features a sixteenth-note pattern. Includes a dynamic marking *f*. A large bold letter **U** is positioned above the staff.
- Staff 3:** Features a woodblock, iron pipe, hi splash, lo splash, and iron pipe. Includes dynamics *p* and *f*, and performance instructions like "hi chinese".
- Staff 4:** Features a xylophone with hard mallets. Includes dynamics *f* and *p*, and performance instructions like "sfz".
- Staff 5:** Features a cowbell, iron pipe, and hi splash. Includes dynamics *f* and *p*, and performance instructions like "sfz".

The score includes various time signatures and measures, such as  $3\frac{2}{8}2$ ,  $\frac{12}{16}$ ,  $\frac{9}{16}$ ,  $\frac{2}{4}$ , and  $\frac{12}{16}$ .

1

2 (xylophone)

3 (iron pipe)

4 xylophone  
hard mallets

5 (bass marimba)

hot rods  
on rims

hi splash

cowbell

hi splash  
on bell

lo splash  
on bell

hi chinese

ride  
on bell

BD

f

f

f

f

A musical score for a snare drum (staves 1, 2, 4, 5) and a bass drum (staff 3). The score consists of five staves, each with a different rhythmic pattern. Staff 1 starts with a sustained note followed by a series of eighth-note pairs. Staff 2 features sixteenth-note patterns. Staff 3 has a bass drum part with a 'hi splash' dynamic. Staff 4 includes a sustained note and sixteenth-note patterns. Staff 5 is mostly rests. Measure numbers 1 through 12 are indicated above the staves. Dynamics such as *sfp*, *ff*, and *SD sticks* are marked. The bass drum part (staff 3) includes a dynamic marking 'BD' at the end of the measure. The score is set against a background of vertical bar lines.

1 (SD) iron pipe shank of stick

2 (xylophone)

3 (BD)

4 (xylophone)

5 (bass marimba)

1

2

3

4

5

**W** **Freely**

9"

SD sticks SD

(iron pipe) pp

beats 57-64 of perc. 5 perc. 5 cues downbeat beat 65

**Groove!**

brake drum butt of stick

molto sffz sffz

perc. 5 cues downbeat

6 16 marimba hard mallets sffz sffz

hi splash lo splash 10" l.v. lo crash 10" l.v. choke cymbals as late as possible BD

fff hi crash 6 16 perc. 5 cues downbeat sffz

hi chinese lo chinese

chimes 14" l.v. 2" l.v.

stop on perc. 5 beat 49 look for cue from perc. 5 lift pedal as late as possible marimba sffz sffz

stop on perc. 5 beat 33 look for cue from perc. 5

cue perc. 4 41 49 57 cue perc. 1, 2, 3, 4

mp

listesso tempo 5 9 17 25 cue perc. 4 33 cue perc. 3 49 57 cue perc. 1, 2, 3, 4

(bass marimba)