

# TRIPLE DOUBLE



*MUSIC FOR SIX PLAYERS BY STEVE HOROWIZ*

# INSTRUMENTATION

## GROUP #1

GUITAR

BASS

DRUMS \_\_\_\_\_ *HI HAT*  
*16" RIDE*  
*12" CRASH*  
*SNARE*  
*2 RACK TOMS*  
*FLOOR TOM*  
*KICK*

## GROUP #2

TENOR SAXOPHONE



PIANO

PERCUSSION \_\_\_\_\_ *STATION 1*  
*VIBRAPHONE*  
*MARIMBA (OPTIONAL)*

*STATION 2*  
*2 TOM TOMS*  
*BONGOS*  
*TIMBALES*  
*BASS DRUM*  
*OTHER SKINS (OPTIONAL)*

*STATION 3*  
*16" SUSPENDED CYMBAL (OTHER CYMBALS*  
*OPTIONAL)*  
*LARGE TAM TAM*  
*COW BELL, SHAKERS AND OTHER ASSORTED*  
*AND UNUSUAL NOISE MAKERS*

## NOTES

1.  = SHORT PAUSE  
 = CROSS FADE

2. LARGE ARROWS INDICATE CONDUCTORS BATON POSITION.

3. SECTIONS MOVE ACCORDING TO THE NUMBERS AS THEY APPEAR IN ORDER ON EACH PAGE.

4. PAGES CAN BE ARRANGED IN ANY ORDER DESIRED. (*THE COMPOSER SUGGESTS 1-14 AS WAY COOL* )

## CONDUCTORS NOTES

1. THE HAND QUES MASTER LIST CAN BE FOUND ON PAGE #11
2. USE THE CARDS LABELED I-6 FOR "PICK SIX" ON PAGE #12
3. USE THE TWO CHANGE CARDS FOR THE GAME ON PAGE #4

Group #1

Drums

BASS

PIANO

Group #2

PERCUSSION

Guitar

CONDUCTOR

Saxophone

# MOUSE TRAP

♩ = 120-130

*two*

TENOR SAXAPHONE

PERCUSSION  
PIANO  
GUITAR  
BASS  
DRUMS

SOLO OVER BACKGROUND... WILD WALL OF SPAZMOTIC NOISES

4 *ff* **CUT LOOSE**

ANY NOTES OR DRUMS

4

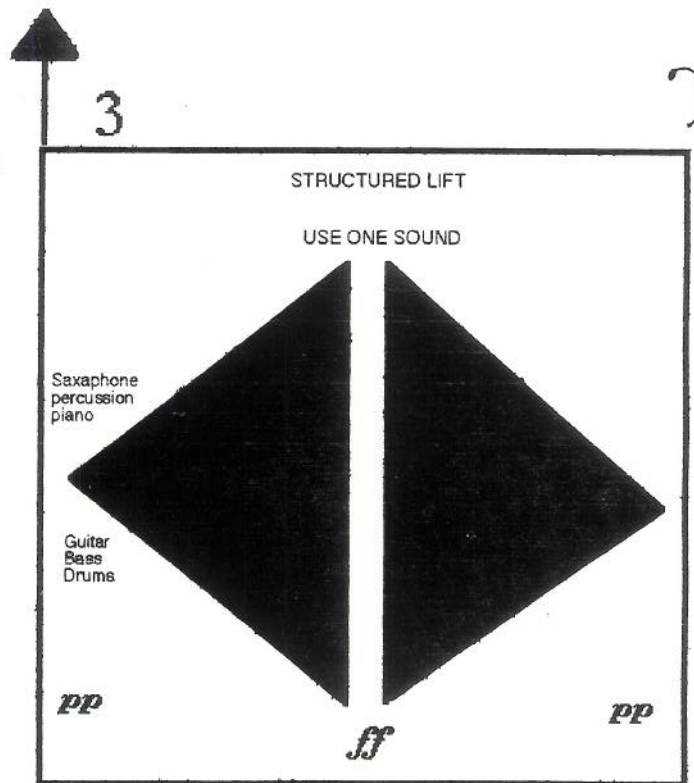
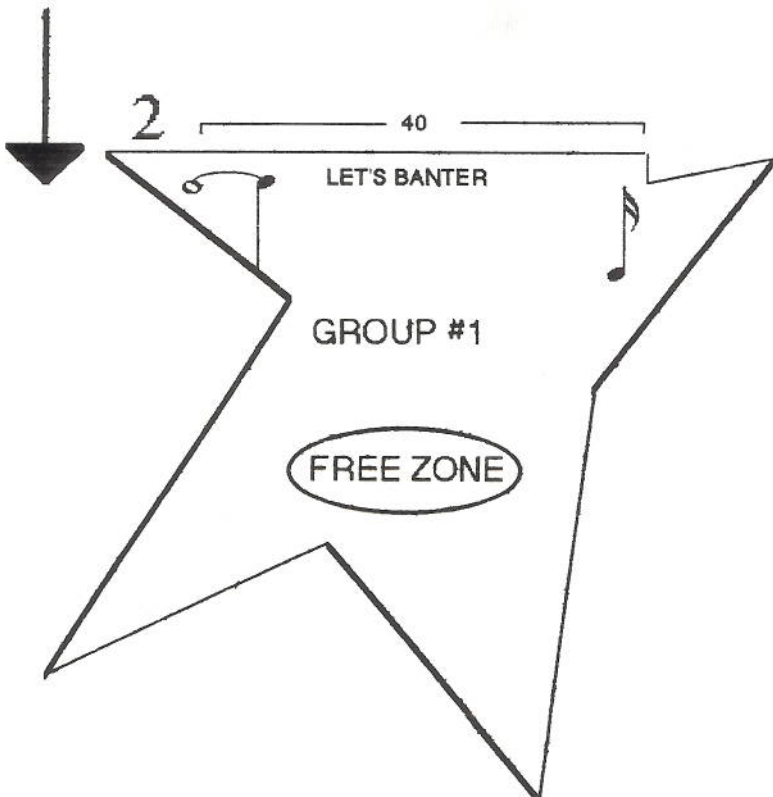
**ROCK**

**ROCK**

*p* *f*

6

**PULL OUT ALL THE STOPS**



1

♩ = 120-130

# MOUSE TRAP

GUITAR

SOLO OVER BACKGROUND...WILD WALL OF SPAZMOTIC NOISES

SAXAPHONE  
PERCUSSION  
PIANO  
BASS  
DRUMS

4

ANY NOTES OR DRUMS

*f*

CUT LOOSE

3

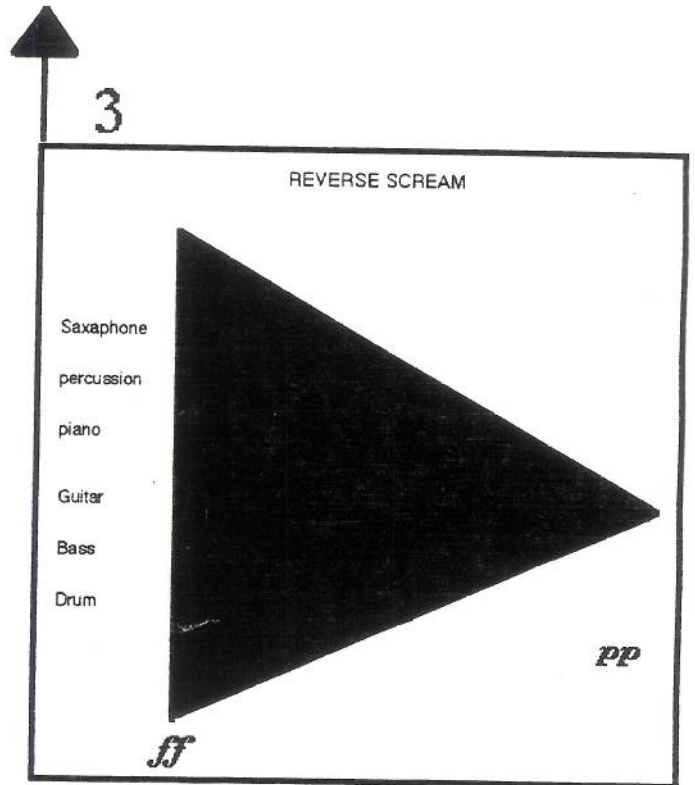
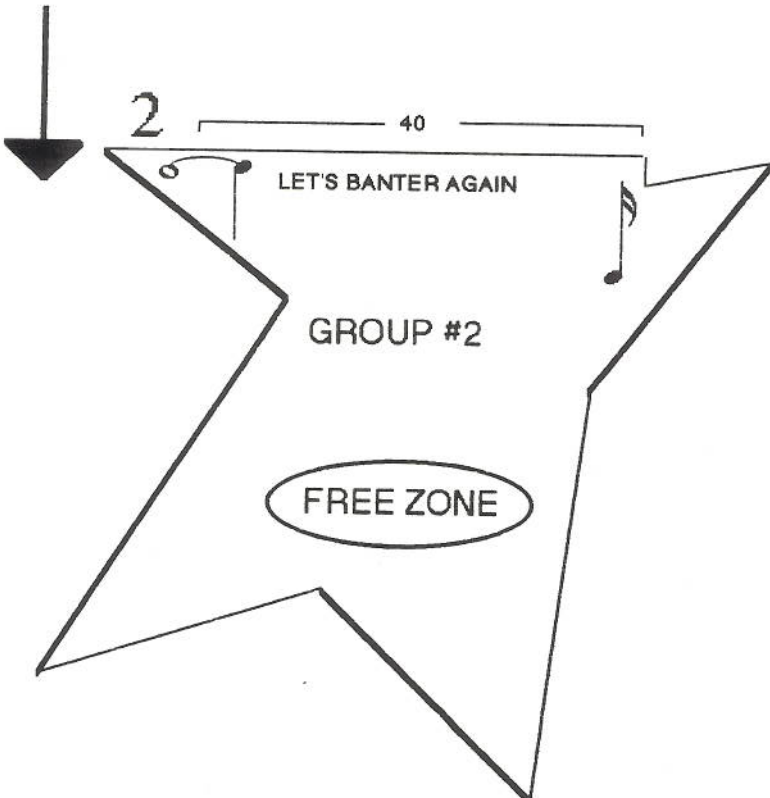
ROCK

5

*p* *f*

6

PULL OUT ALL THE STOPS



1 15

### ARGUING WITH A SLIPPER

PERCUSSION / VIBES



INSTRUCTIONS:

1. PLAY THESE SIX NOTES IN ANY ORDER OR OCTAVE
2. YOU MAY REPEAT A NOTE AS MANY TIMES AS YOU LIKE, BUT ONCE YOU MOVE ON TO ANOTHER NOTE THERE IS NO GOING BACKWARDS.
3. THE LAST NOTE YOU PLAY MUST BE HELD AND ROLLED INTO THE NEXT SECTION.

3

### ONE CHORD

PIANO



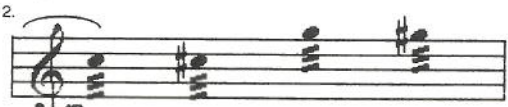
2 60-90

### THE SANITY JUGGLER

SAXAPHONE IN Bb



PERCUSSION



PIANO



GUITAR



BASS



DRUMS



INSTRUCTIONS:

- \* 1. SOLO FEATURE. EXPLORE THE GIVEN PITCHES IN ANY OCTAVE. ORDER OR RHYTHM DESIRED.
- \* 2. BACKGROUND. ROLLING TEXTURE USING THE GIVEN PITCHES IN ANY OCTAVE. ORDER OR RHYTHM DESIRED.
- \* 3. BACKGROUND. ROLLING TEXTURE, SWITCH FREELY FROM CYMBALS TO DRUMS.

1

TOXIC

ANGULAR

LUMPY TOENAILS

HIGH AND FAST

BURSTS

INSTRUCTIONS:

1. THE CONDUCTOR DECIDES WHICH TITLE EACH GROUP WILL START ON.

2. USING THE CHANGE CARDS, THE CONDUCTOR SIGNALS THE MOVE FROM TITLE TO TITLE.  
LEFT HAND = GROUP # 1  
RIGHT HAND = GROUP # 2

3. GROUP #1 MOVES CLOCKWISE  
GROUP #2 MOVES COUNTERCLOCKWISE

LOW AND SLOW

ROCK OUT

WAVY GRAVY

FASTER

RUNNING UP HILL

SPASTIC

① Imitate other group

FUNNY

RAGING

LOW STUFF

LUMPS

QUIET

2

♩ = 82

LAND OF A THOUSAND DANCES

SAXOPHONE IN Bb

VIBES

PERCUSSION

1

POINTED BEHAVIOR

$\text{♩} = 92$

SAXOPHONE IN Bb

PERCUSSION

SKINS WITH MALLETS

VIBES

PIANO

GUITAR

BASS

DRUMS

2

40

*pp*

DYNAMICS: TO *mp*

DISJOINTED

PIANO SOLO

ANGULAR

SPARSE

3

20

IMITATIVE BEHAVIOR

INSTRUCTIONS:

- GROUP #1 AND GROUP #2 IMITATE THE IDEAS AND FEEL PRESENTED IN POINTED BEHAVIOR.
- USE ONLY THESE NOTES IN ANY OCTAVE OR ORDER.

CONCERT KEY

3. DYNAMICS: *pp* TO *mp*



1

♩ = 120-130

STABS

ANY NOTES OR SOUNDS

SAXOPHONE  
PERCUSSION  
PIANO  
GUITAR  
BASS

DRUMS

L.T.

*pp* *f* *pp* *f*

2

40

PERCUSSION  
BASS  
DRUMS

FAST AND LOUD

FREE ZONE

PUNCHY

FRANTIC

DYNAMICS

*mf* TO *f*

3

COLD HERRING

♩ = 72

SAXOPHONE IN Bb

PERCUSSION

PIANO

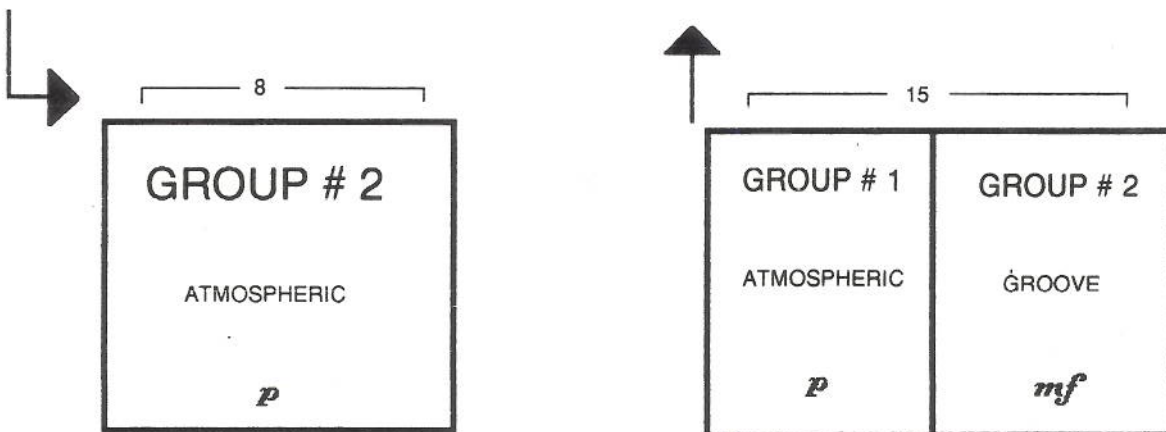
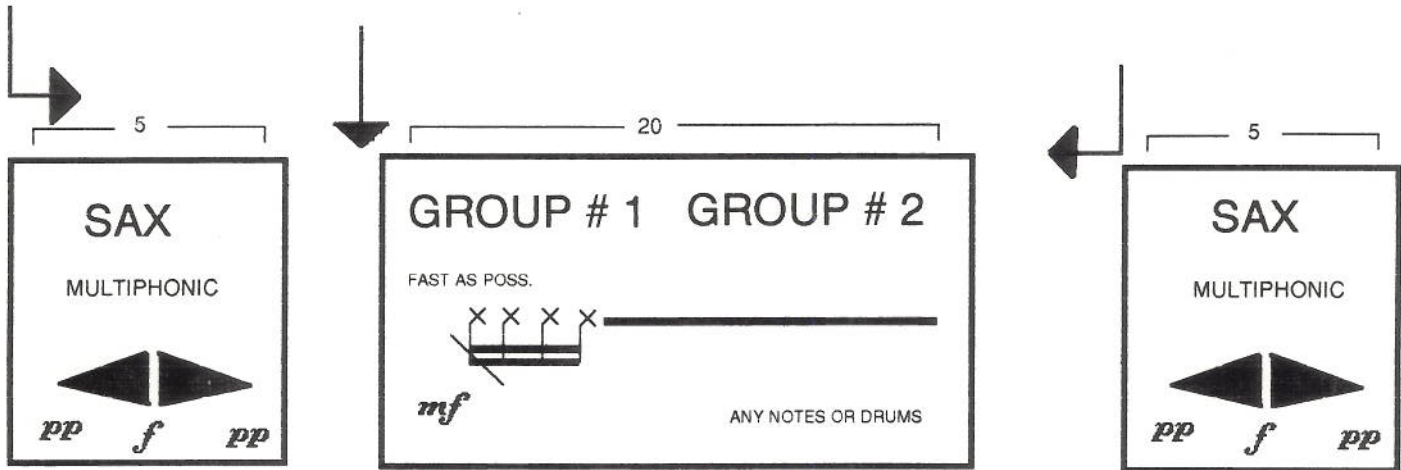
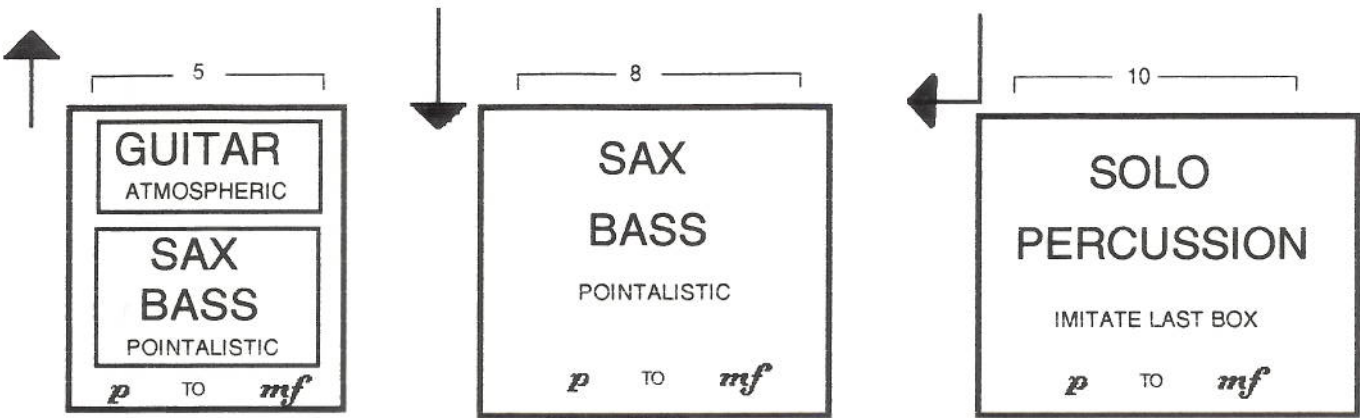
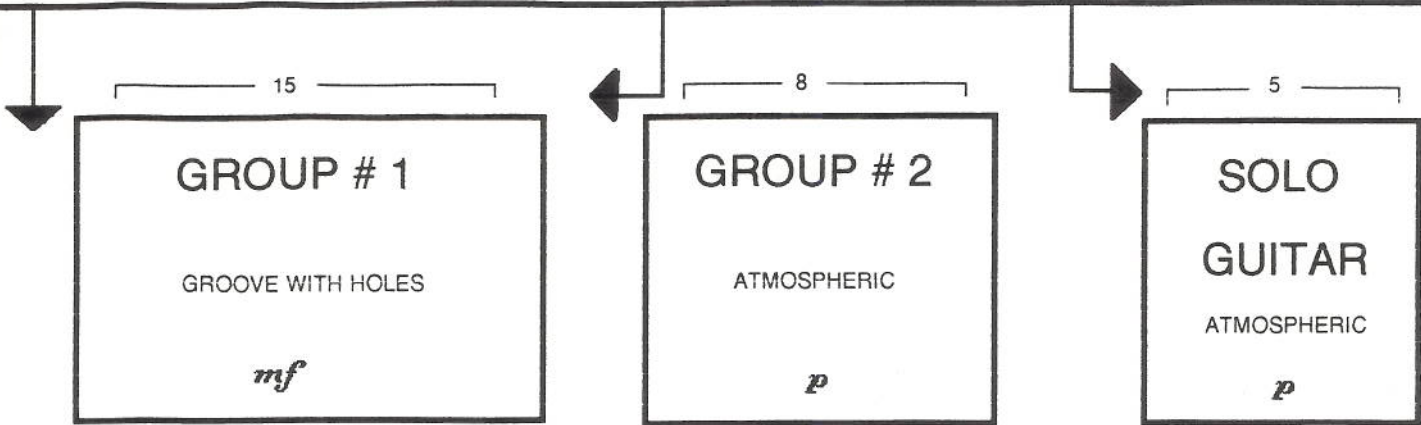
GUITAR

BASS

DRUMS

TAM TAM

*mf*





**1** 10

**BINDINGS**

SAXOPHONE IN Bb *p*

VIBES BOWED

PERCUSSION *p*

PIANO *p*  $tr \frac{1}{2} \sim$

GUITAR *p*

BASS *p* 4

DRUMS *p*



**2** 30

**DUET**

GUITAR *p* USE WAMMY BAR

PERCUSSION

VIBES BOWED *p*

THICK AND SPACY



**3** 60-70

\* PLAY IN ANY ORDER AND FEEL FREE TO VARY IN ANY WAY.

**THREE THINGS**

1. 2. 3.

SAXOPHONE IN Bb *mp*

VIBES BOWED *mf* ANY NOTES SLAP TONGUED

PERCUSSION *pp* QUIET AND FREE

PIANO *mp* SLIDE OVER BRIDGE RAPIDLY

GUITAR *mp* WITH PICK BEHIND NUT

BASS *mp* SLIDE OVER BRIDGE RAPIDLY

DRUMS *p*  $\rightarrow$  *f* *f* WILD FILL UP OR DOWN

LOW MULTIPHONIC

T.T.

ANY NOTES

RANDOM SINGLE NOTES

5 3

THICK AND SPACY

SLIPPERY GLISS

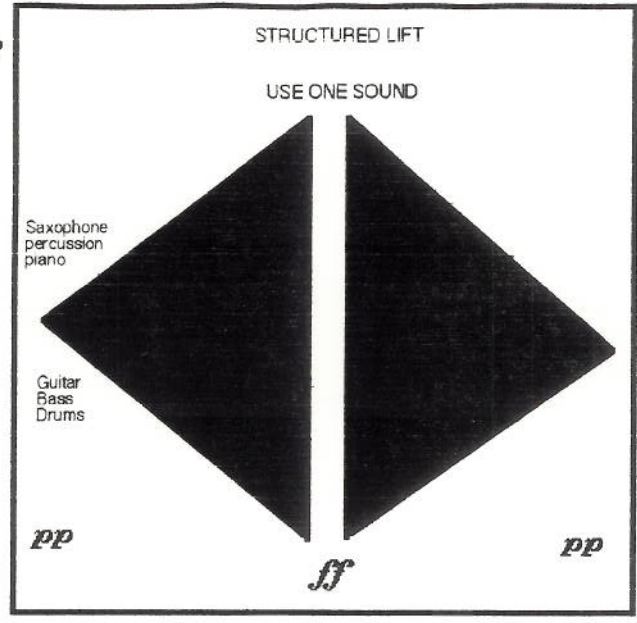
FAST HIGH RUNS

TAPPING FINGERBOARD

RANDOM SNAPS AND POPS

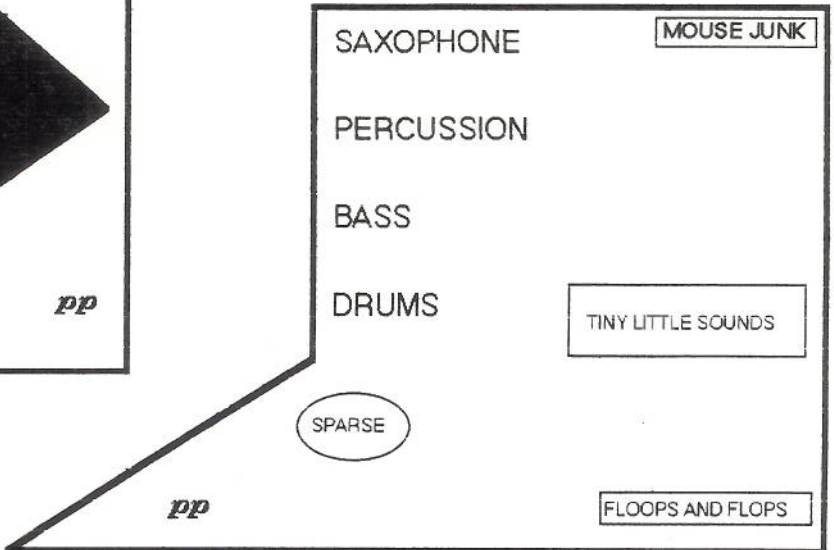


1



3

40



2

$\text{♩} = 62$  DEEP AND CREEPY

SAXOPHONE IN Bb

VIBES

PERCUSSION

PIANO

GUITAR

BASS

DRUMS

1

10

BENT SNOW

SAXOPHONE IN Bb

VIBES

PERCUSSION

PIANO

GUITAR

BASS

DRUMS

2

60

PICK SIX

INSTRUCTIONS

1. THE CONDUCTOR USES HAND CUES AND NUMBER INDICATIONS TO MIX THE DIFFERENT BOXES.
2. NUMBERS 4 AND 5 MUST BE CONDUCTED

1

DYNAMIC GLISS

*p*

ONE NOTE OR SOUND

2

$\text{♩} = 52$

*p*

PLAY IN ORDER, FLOATING

3

FRAGMENTS

*mp*

5

ANY NOTES

*f*

SINGLE STRIKE ON CUE

4

CONDUCTED AND PLAYED THROUGH ONE TIME

$\text{♩} = 92$

*p*

6

LOWEST POSSIBLE MULTIPHONIC

*mp*

FIRST means END

1

SECRET CANDY

10

SAXOPHONE ONE LOW NOTE

PERCUSSION ROLLS ON SKINS

PIANO  $tr \frac{1}{2}$

GUITAR R = WHAMMY BAR ACTION  
L = SLIDE OVER PICKUPS

BASS R = PICK  
L = SLIDE OVER PICKUPS

DRUMS CYMBAL ROLL

2

40

CHEAP ANSWERS

PIANO  
GUITAR  
BASS

DOWN LOW

LOW THUMPY SOUNDS

HEAVY DUTY

LOW DOWN

3

\* IT'S OVER WHEN THE LAST SOUND DIES AWAY

SLOW ROW

$\text{♩} = 62$

SAXOPHONE IN Bb

VIBES BOWED  $\text{♩} = 50$

PERCUSSION  $\text{♩} = 70$  *pp*

PIANO *pp*

GUITAR  $\text{♩} = 68$  *pp*

BASS  $\text{♩} = 56$  *pp*

DRUMS T.T. *pp*

# 1

**STABS**

♩ = 120-130

SAXAPHONE PERCUSSION PIANO GUITAR BASS	ANY NOTES OR SOUNDS			
	4 4			
DRUMS	L.T.			
4 4				

