

Steven Snowden

Mobbing Calls

Flute and Percussion

Mobbing Calls

Commissioned by
Kristin Hayes and Eric Peterson

Approximate duration: 11 min.

1 - Finches 2 - Bluegills 3 - Meerkats

Program Notes:

One of the things that I find really interesting about flute/percussion duo is that their traditional roles of musical expression within larger ensembles seem to be on opposite ends of the spectrum. While the flute is typically associated with delicate lyricism, percussion is often charged with conveying rhythmic aggression. When Eric and Kristin first approached me about writing a piece for them, I immediately knew that I wanted to subvert those expectations. However, rather than trying to simply reverse those associations, I wanted to explore ways of combining extra-musical inspirations that composers have traditionally assigned to these instruments. Historically, the flute has been closely associated with birdcalls and percussion has been a symbol of conflict. I thought a union of these two disparate concepts could prove to be particularly interesting.

On the surface, these two subjects seem to have very little to do with each other, but after surfing Wikipedia for a while, I came across a uniquely aggressive behavior exhibited by a seemingly innocuous bird, the finch. When an outside threat to their young is perceived, the adults will sound an alert to other finches in the area. This mobbing call triggers an organized response in which the predator is repeatedly attacked until it eventually retreats. After a bit more research, I found a few others animals that exhibited a similar response to predatory threats and was inspired to make this a multi-movement work based upon the behavior of three very different animals. The mobbing behavior of finches is meant to deter and distract the threat, in which the adults take turns dive-bombing and flying into the face of the predator. Bluegills will band closely together in order to make themselves appear to be a larger animal and gradually nudge the threat out of their territorial waters. Meerkats employ an organized two-pronged approach against cobras, with individuals taking turns to taunt the snake and dodge its strikes, while the rest of the group attacks it from behind.

Percussion Notation Key

The image shows two staves of musical notation for Percussion (Perc.) and Vibraphone (Vib.).

Top Staff (Perc., Vib.):

- trashcan lid:** Indicated by an asterisk (*) on the first note.
- metal mixing bowls:** Indicated by a series of notes on a horizontal line.
- sizzle cymbal:** Indicated by a note with an asterisk (*) above it.
- wood block:** Indicated by a note with a square above it.
- with bow:** Indicated by a note with a vertical line through it.
- struck with mallet:** Indicated by a note with a vertical line through it.

Bottom Staff (Perc., Vib.):

- opera gong:** Indicated by an asterisk (*) on the first note.
- water bowl:** Indicated by a note with a circle and a dash above it.
- crotales:** Indicated by a note with a sharp sign (#) above it.
- metal pipes:** Indicated by a note with a dashed line below it.
- whistle written pitch (in any octave):** Indicated by a note with an 'x' below it.
- 1:** Indicated by a bracket under the first two notes of the metal pipes section.
- 2:** Indicated by a bracket under the next two notes of the metal pipes section.

Percussion equipment required

Three octave vibraphone
Two short metal pipes
Five metal mixing bowls
Sizzle cymbal
Chinese opera gong
Woodblock
Two Crotales (G and G#)
Trashcan lid

Mallets etc.

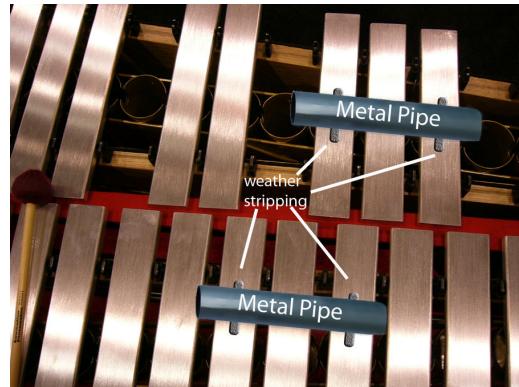
Three soft mallets
Two medium soft mallets
Two medium hard mallets
Two hard mallets
Bass bow
Three marbles
Kick pedal

Percussion Performance Notes:

Metal pipes:

These are used only in mvt. 1 and don't necessarily need to be pipes, so long as the resulting sound is metallic and does not produce a sustained ring. If pipes are used, they may need to be stuffed with paper or foam so that they don't ring beyond the rhythmic value of an eighth note. ("clank" rather than "ding") The pipes should be placed on the vibes as indicated in this diagram and will need to rest on some kind of foam or rubber. This will keep them from rolling off of the vibes and prevent them from knocking against the bars of the vibes when struck. The pipes are indicated by X noteheads and their pitch location indicates the area upon which the pipe is to be struck.

The spike articulation above the X noteheads simply serves to make them more visible at a glance and further distinguish them from notes that are played on the bars of the vibraphone.



Water bowl:

This technique is achieved with a medium to large metal mixing bowl, three marbles and a small amount of water. The bowl should be held with fingertips around the flat surface of the bottom of the bowl and gently tilted in a circular motion so that marbles move around the bottom of the bowl while remaining partially submerged. This will produce a subtle sloshing as well as a somewhat unpredictable pitch bend effect in the sound emanating from the bowl itself.

In this example, the bowl should be tilted so that the marbles slowly roll for the duration of beat two, beats four and one of the next bar and beats three and four of the last bar. (corresponding to the duration of the dashed line)



At measure 16 of mvt. 2, more speed is added to the marbles so that eventually leave the water and ride on the inner wall of the bowl around measure 19. (It's ok if not all of the marbles make it up to the inner wall) At this point a steady speed is maintained so that the marbles continue their trajectory on the inner wall of the bowl. From measure 30-32, the speed should be gradually decreased so that the marbles slowly settle to the bottom of the bowl.

Metal mixing bowls:

Five metal mixing bowls are required for mvts. 2 and 3. I've found that generally, the cheaper and flimsier the bowls are, the better they sound for this context. In mvt. 2 they are played with the rim up so that they produce a sustained tone. It's possible that they may sound best when

struck on the inner wall, but striking them on the rim may also produce satisfactory results. In mvt. 3 they are played with the rim down and struck on their flat surface. (where they would normally sit if used for their intended purpose... like making a cake or something) Care should be taken in this movement not to overpower the flute. It may be necessary to use very light mallets.

Chinese opera gong:

This gong should be fairly small in order to not totally overpower the flute and it should be hung from a stand. It should also produce a characteristic pitch bend when struck in the center at an mf dynamic and above.

Mouth wah:

This effect is achieved by opening and closing your mouth over the vibrating bar. The air inside your mouth will resonate sympathetically with the overtones of the bar and produce a kind of wah-wah guitar pedal effect.

Crotales:

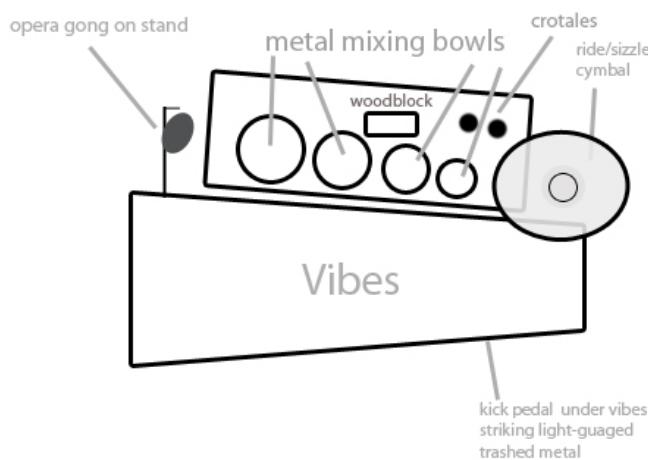
Only two Crotales are required for this piece (G and G# of the upper octave). Rather than being mounted on stands, they can be played while sitting on a flat surface.

Whistling:

If the player is unable to whistle, these notes (at the end of mvt. 2) can be bowed on the vibraphone.

Trash can lid with kick pedal:

This can be any kind of "noisy" metallic sound produced using a kick pedal. Its timbre should be similar to that of a beat up trash can lid with no sustained ringing.



Here's one possible percussion setup that may help facilitate the use of multiple instruments in mvts. 2 and 3.

Full Score

Steven Snowden

Mobbing Calls
Mvt. 1 - Finches

Mobbing Calls

1. Finches

$\text{♩} = 60$
Restrained yet
foreshadowing
extreme aggression

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Flute

Vibraphone

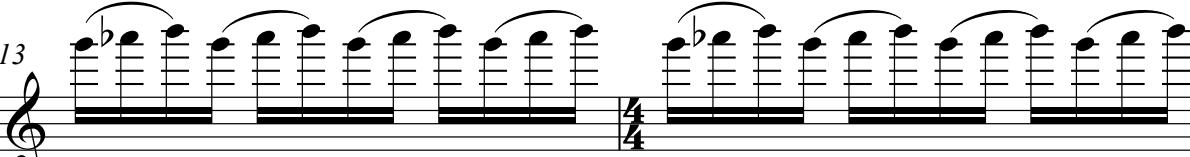
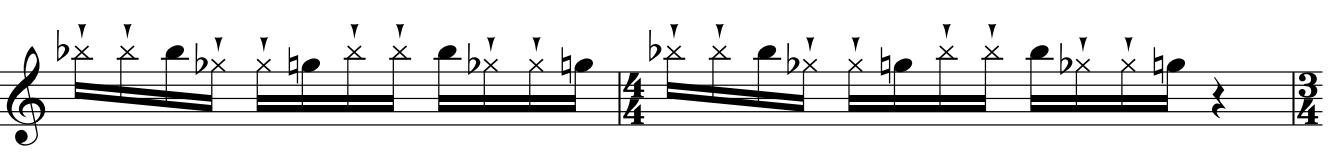
10 Shrill, Incessant $\text{♩} = 138$

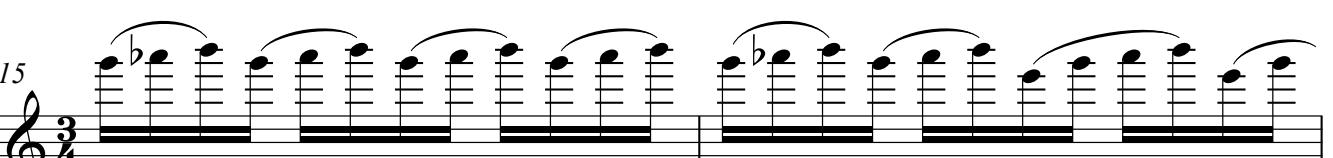
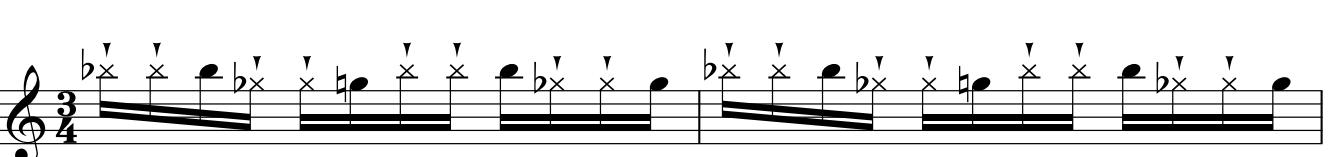
Fl.

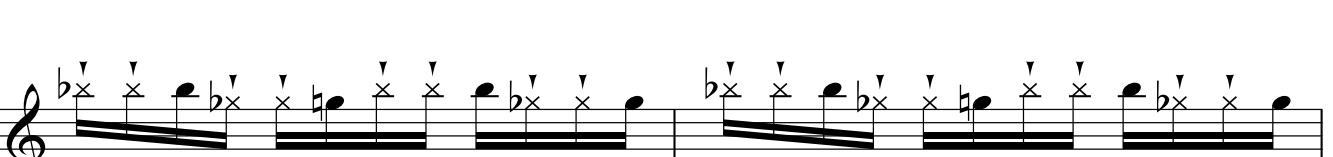
Vib.

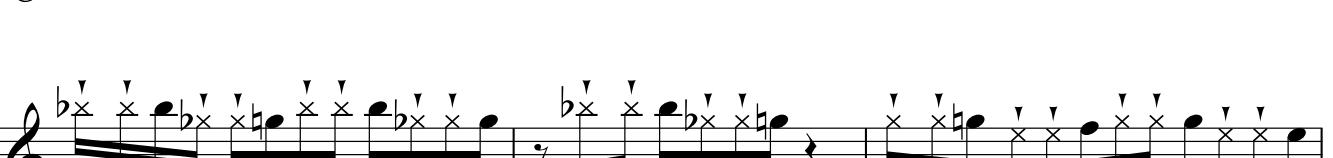
Fl.

Vib.

Fl. { 13  3
Vib. { 

Fl. { 15  3
Vib. { 

Fl. { 17  4
Vib. { 

Fl. { 19  4
Vib. { 

4

22 Fl. Vib.

25 Fl. Vib.

27

Fl. Vib.

Ped.

29 Fl. Vib.

Mobbing Calls: Mvt. 1 - Finches

32

Fl.

Vib.

35

Fl.

Vib.

37

Fl.

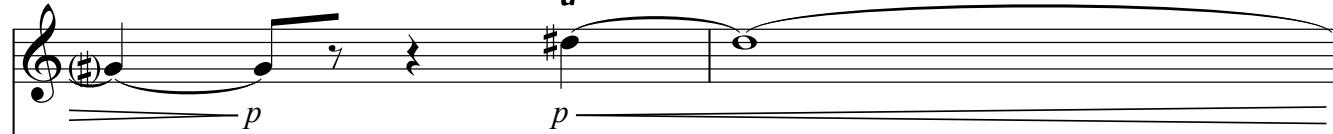
Vib.

39 (tr)

Fl.

Vib.

41 (tr) ~~~~~

Fl. 

Vib. { 

43 (tr) ~~~~~

Fl. 

Vib. { 

44

Fl. 

Vib. { 

Full Score

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Mobbing Calls
Mvt. 2 - Bluegills

Mobbing Calls

Mvt. 2 - Bluegills

Steven Snowden

Mysterious, curious ♩ = 56

Fl. multi. #5 * no vib.

* Multiphonic fingerings come from James Pellerite's *A Modern Guide to Fingerings for the Flute*

RH water bowl

Perc. LH bow and soft mallet

Vib. ♫ mf ♪ (sempre)

Fl. multi. #2

7 (quarter-tone trill) tr~~~~~

Perc. * maintain slow and steady circular motion

Vib. ♫ mp ♪ pp ♪ mp

Fl. multi. #56

(quarter-tone trill) tr~~~~~

Perc. * gradually increase speed so that marbles ride on the inner wall of the bowl

Vib. ♫ mf ♪

Mobbing Calls Mvt. 2 - Blugills

8

Mobbing Calls: Mvt. 2 - Bluegills

Mobbing Calls
Mvt. 2 - Blugills

9

43

Fl. *mp*

Perc.

Vib. *mp*

increasing vibrato

51

Fl. *mf* *pp*

Perc. set down water bowl Pick up 1 med soft mallet and 1 hard mallet for RH

Vib. *mp* switch LH to 2 med. soft mallets

53 **mysterious, ritualistic**
fingering B, but slowly bend pitch to A# and back to B
(doesn't need to be exactly in time)

56

Fl. *ppp*

Perc.

Vib.

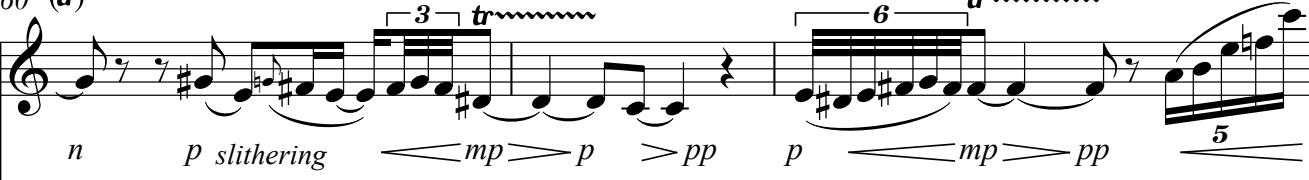
(quarter-tone trill) *tr* *n* *p*

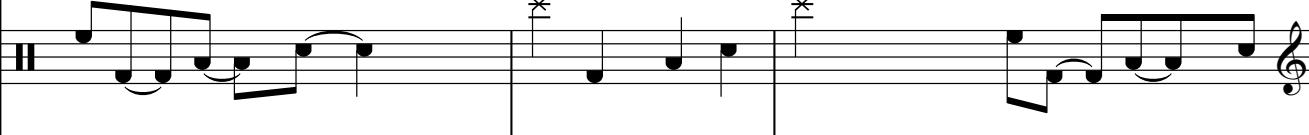
(quarter-tone trill) *tr*

Mobbing Calls: Mvt. 2 - Bluegills

Mobbing Calls
Mvt. 2 - Blugills

60 (tr) 10

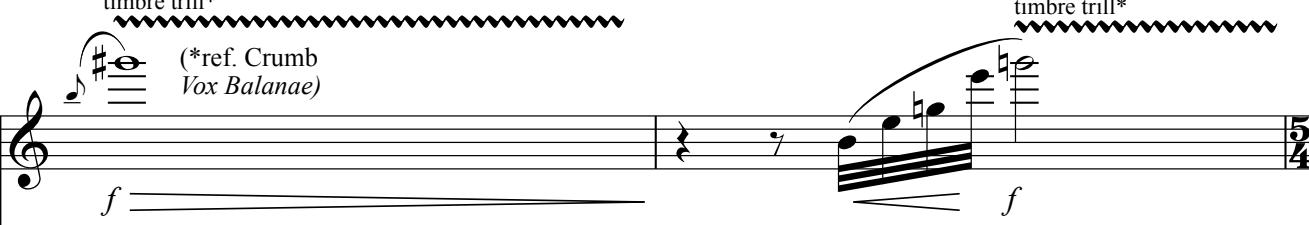
Fl. 
 n p slithering <mp>p >pp p <mp>pp 5

Perc. 

Vib. 

63 suddenly gleaming

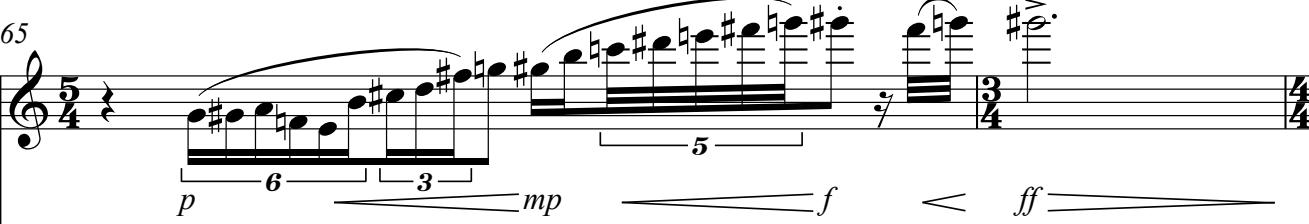
timbre trill*
 (*ref. Crumb
Vox Balanae)

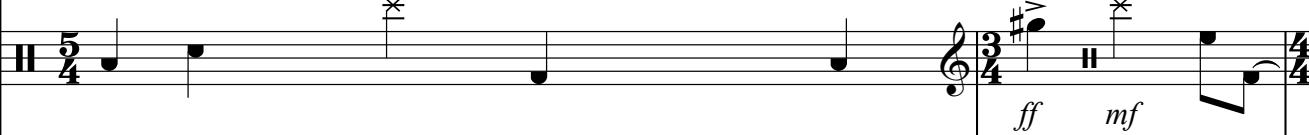
Fl. 
 f

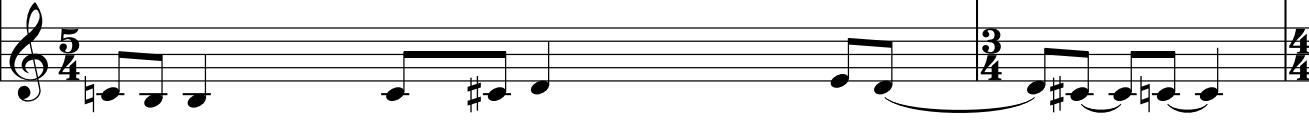
Perc. 
 ff mf

Vib. 
 mf

65

Fl. 
 p 6 3 mp f ff

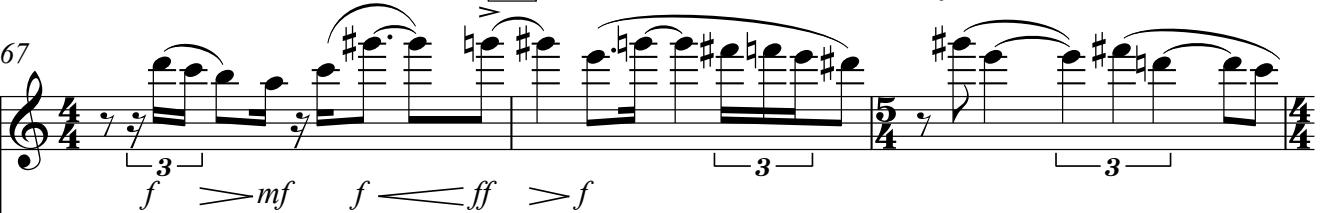
Perc. 
 ff mf

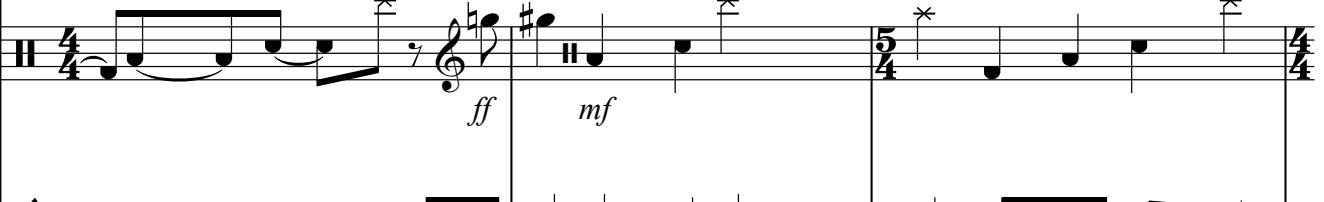
Vib. 

Mobbing Calls: Mvt. 2 - Bluegills

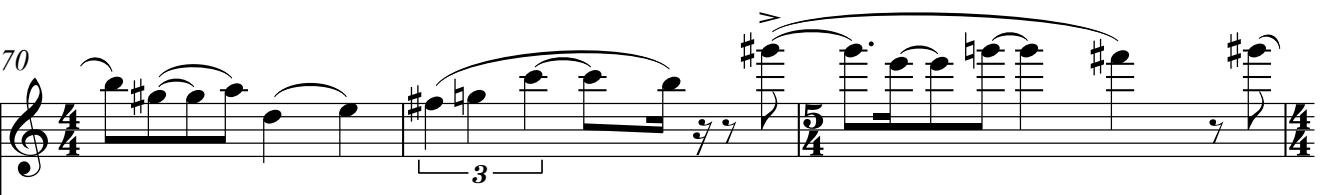
Mobbing Calls
Mvt. 2 - Blugills

[68] cantabile, adrift in the eddy

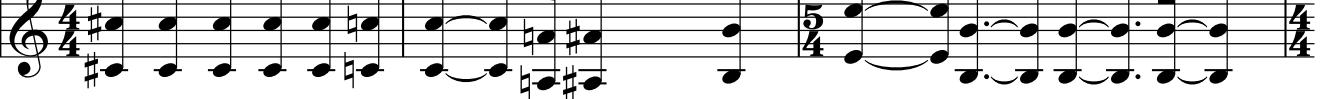
Fl. 67 

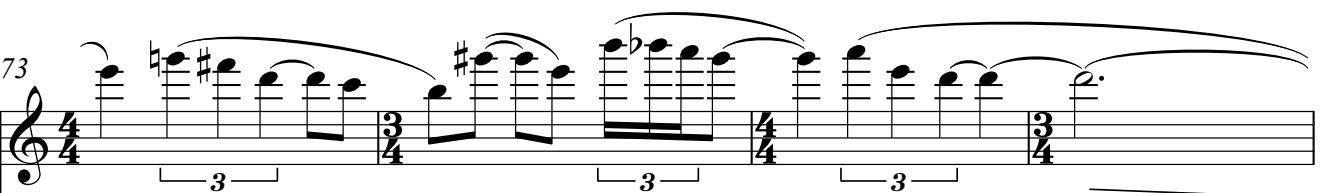
Perc. 

Vib. 

Fl. 70 

Perc. 

Vib. 

Fl. 73 

Perc. 

Vib. 

Mobbing Calls
Mvt. 2 - Blugills

12

77

79 **placid**
no vib.

This musical score section starts with a flute part at dynamic *pp*, followed by a measure of silence. The next measure begins with a dynamic *p*. The vibraphone part includes instructions: "switch LH to bow" and "whistle". The final measure ends with a dynamic *pp*.

Fl.
Perc.
Vib.

82

This section continues with the flute playing sustained notes at dynamics *=n*, *p*, and *=n*. The vibraphone part features a "whistle" sound and a "mouth wah" effect indicated by a wavy line and a mouth icon.

Fl.
Perc.
Vib.

Mobbing Calls: Mvt. 2 - Bluegills

Full Score

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Mobbing Calls

Mvt. 3 - Meerkats

Mobbing Calls

Mvt. 3 - Meerkats

Steven Snowden

Thorny $\text{♩} = 102$

Flute $\text{♩} = 102$

Percussion med. hard mallets

Vibraphone

Fl.

Perc.

Vib.

Fl.

Perc.

Vib.

14

Fl. 9 3/4 mp f

Perc. 5 3/8 6 3 4/4

Vib. - 3/8 - 4/4

II

Fl. 4/4 f

Perc. - f

Vib. 4/4 f

14

Fl. $\text{p} \longrightarrow \text{ff}$ $\text{p} \leftarrow \text{ff} \rightarrow \text{pp}$

Perc. - 2/4 - 3/4

Vib. p ff 17

Jet Whistle

17

Mobbing Calls: Mvt. 3 - Meerkats

Musical score for Flute (Fl.), Percussion (Perc.), and Vibraphone (Vib.). The score consists of three staves. The Flute staff starts with a rest, followed by measures in common time (4/4), common time (4/4), and common time (4/4). The Percussion staff starts with a dynamic *p*, followed by measures in common time (4/4) and common time (4/4). The Vibraphone staff starts with a dynamic *mf*, followed by measures in common time (4/4) and common time (4/4). Measure numbers 18 and 19 are indicated above the staves.

24

pizz. tongue

Fl.

Perc.

Vib.

Musical score for Flute (Fl.), Percussion (Perc.), and Vibraphone (Vib.). The score consists of three staves. The Flute staff starts at measure 31, followed by a tempo change to 34, indicated by a box containing a circled 34 and a note tied across measures. The tempo is marked as = 82 Coy. The Percussion and Vibraphone staves begin at measure 16. Measure 31: Flute plays eighth notes. Measure 32: Flute plays eighth notes, dynamic pp. Measure 33: Flute plays eighth notes, dynamic p. Measure 34: Flute plays eighth notes, dynamic >. Measure 35: Flute plays eighth notes, dynamic pp. Measure 36: Flute plays eighth notes, dynamic mp. Measure 37: Flute plays eighth notes, dynamic ppp. Measures 16-34: Percussion and Vibraphone play sustained notes with various markings (x, *, .) and dynamics (p, mp). Measure 35: Vibraphone plays eighth notes, dynamic mp.

37

Fl.

Perc.

Vib.

Musical score for Flute (Fl.), Percussion (Perc.), and Vibraphone (Vib.). The score consists of three staves. The Flute staff starts with a dynamic *f*. The Percussion staff starts with a dynamic *f*, followed by a dynamic *p*. The Vibraphone staff starts with a dynamic *f*. Measure 44 begins with a 4/4 time signature, followed by a 3/4 time signature. The Flute has a melodic line with grace notes and slurs. The Percussion part features eighth-note patterns marked with asterisks (*). The Vibraphone part has sustained notes with grace notes and slurs. Dynamics include *mp*, *ff*, and a dynamic marking of 6.

Mobbing Calls: Mvt. 3 - Meerkats

17 48

Fl. *fltr.*
pp *f* *choke*
p *mf*

Perc.

Vib.

53

Fl. *pp* *mf* *p* *ff p* *3* *ff*

Perc.

Vib. *p* *dead stick*
ff *mp* *ped.*

harmonic trill

58

Fl. *pp* *ff* *3*

Perc.

Vib. *ff*

Mobbing Calls: Mvt. 3 - Meerkats

Fl. 63 18

Perc.

Vib.

68 Slightly Deranged

Fl. 66

Perc.

Vib.

Fl. 69

Perc.

Vib.

Becoming Aggressive

71

Fl.

Perc.

Vib.

73

Fl.

Perc.

Vib.

75

Antagonistic, funky $\text{♩} = 123$

Fl.

Perc.

Vib.

Fl.

Perc.

Vib.

76

20

* Finger a low B, but overblow to produce highest note possible.
The resulting sound should be shrill and percussive with unfocused pitch.

Fl.

Perc.

Vib.

79

16

Fl.

Perc.

Vib.

84

87

3

21

89

Fl.

Perc.

Vib.

92

Fl.

Perc.

Vib.

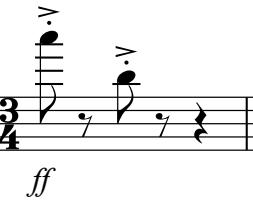
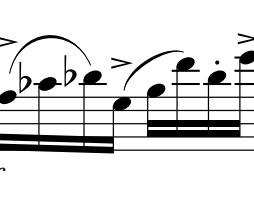
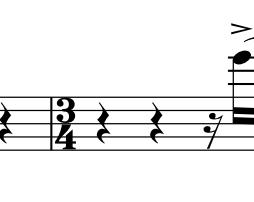
96

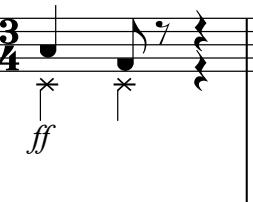
Fl.

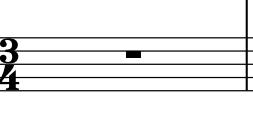
Perc.

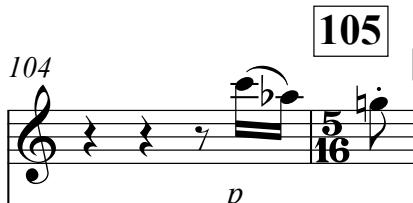
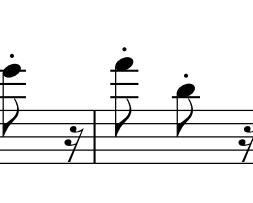
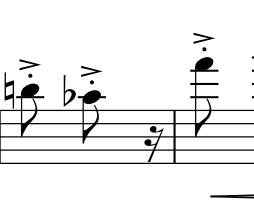
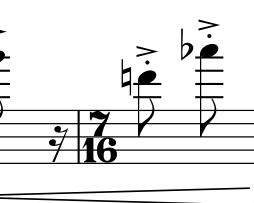
Vib.

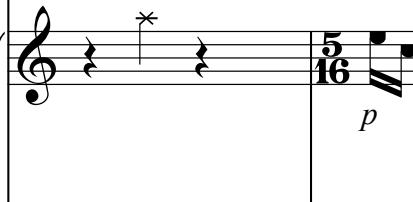
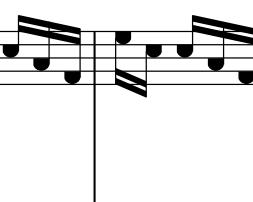
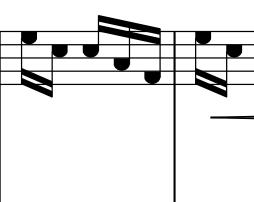
Mobbing Calls: Mvt. 3 - Meerkats

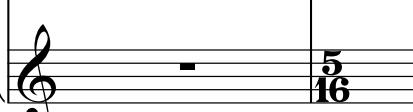
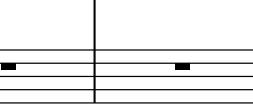
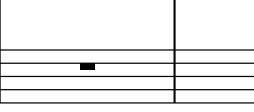
Fl. 100     22

Perc.   

Vib.   

104 Fl.     105

Perc.    

Vib.    

23

Fl.

Perc.

Vib.

110

f

ff

mf

f

ff

fltr.

115

fff

fff

<

choke

Fl.

Perc.

Vib.