A large flock of white ducks is gathered in a grassy area. In the background, there is a wooden fence. The ducks are of various breeds, some with long necks and others with shorter necks. The scene is brightly lit, suggesting a sunny day.

In the dream  
for percussion sextet

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In the dream (2004)

for percussion sextet

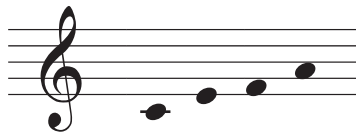
Erik Griswold

## *In the dream* - Overview

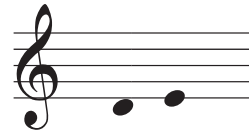
**Instrumentation**

- P1: Vibraphone, slapstick
- P2: Marimba, slapstick
- P3: Prepared chimes\*, Wood Block, 2 metal springs (or triangles), 2 Brake drums
- P4: 4 High Tom Toms, Wood Block, Clave, 2 Small Bells, Rainstick
- P5: 4 Low Tom toms, 2 Log Drums, Metal Pipe, Rainstick
- P6: 2 Bass Drums, 2 or 8 Gongs\*\*, Metal Pipe, Rainstick

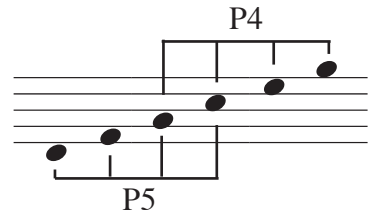
\* The chimes should be "prepared" by hanging small chains, or wrapping foil around the bars to create a buzzing effect, without completely damping them.  
 Only these four pitches are used:



**Tuning** The brake drums (P3) should be "tuned" to D & E:



The eight tom toms should follow this general contour:



The metal pipes (P5 & 6) should be tuned to G & E:

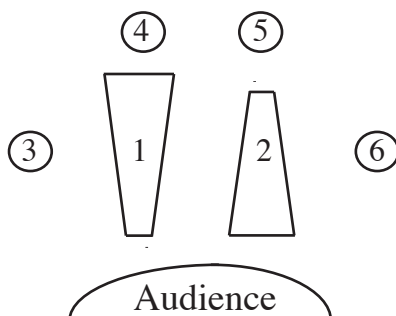


\*\*Two parts are given for Player 6 - 6A & 6B, depending upon the availability of gongs. Part 6A makes use of eight gongs, tuned as follows:



Part 6B is a simplified version, requiring only a high and a low gong.

**Set-Up**



Part I with nervous excitement ♩ = 126

Vibraphone no pedal, except where indicated

Musical score for Vibraphone, Marimba, and Springs. The score is in 2/4 time and consists of six staves. The Vibraphone part (top staff) starts with a *p* dynamic, followed by a crescendo to *mp* and *sim.* The Marimba part (second staff) starts with a *p* dynamic, followed by a crescendo to *mp*, then a *p* dynamic and *sim.* The Springs part (third staff) starts with a *mp* dynamic, followed by a crescendo to *p* and *mp*, then a *p* dynamic. The remaining three staves are empty.

Musical score for Tom Toms, Log Drums, and Bass Drums. The score is in 2/4 time and consists of five staves. The Tom Toms part (top staff) starts with a *f* dynamic. The Log Drums part (second staff) starts with a *f* dynamic. The Bass Drums part (bottom staff) starts with a *f* dynamic. The middle two staves are empty.

A

*p* *mp* *sim.* *mp* *p*  
*p* *mp* *sim.* *mp* *p*  
 Chimes (with triangle beaters)  
*mf* *p* *sim.* *p* *mp*

11 Times

B

*f* *p* *mp* *sim.*  
*f* *p* *mp* *p* *sim.*  
*f* *mp*  
 + W.B. *f* *p*  
 + W.B. *f* *p*

*mp* *p* *mp* *p* *mp* *p* *mp* *p*

*p* *mp* *p* *mp* *p* *mp* *p* *mp* *p*

*mp* *p* *sim.*

Clave (w/mallet)

*mp* *p* *mp* *p* *mp* *p* *mp* *p*

3/4

*f* *f* *f* *f*

Tom Toms

*f* *f* *f* *f*

5/4

C

Musical score for the first system, measures 1-4. It features five staves: three treble clefs and two percussion staves. The percussion parts are labeled "Clave / W.B.", "Metal Pipe (tuned to G)", and "Metal Pipe (tuned to E)". Dynamics include *p*, *mp*, *sim.*, and *mf*. Time signatures change from 2/4 to 3/4.

Musical score for the second system, measures 5-10. It features five staves: three treble clefs and two percussion staves. Dynamics include *p*, *mf*, and *sim.*. Time signatures are 2/4 and 5/16.

**D**

8 Times 8 Times 8 Times 6 Times 8 Times

*f* *f* *f*

W.B. / Springs

Tom Toms & W.B.

W.B. & Bells

Log Drums

Bass Drums

*f* *p* *f* *p* *f*

*f* *f* *f*

*f*

*f*

**E**

5 Times

*p* *f* *p*

Leo. -----

*p* *f* *p*

*p* *f* *p*

*f*