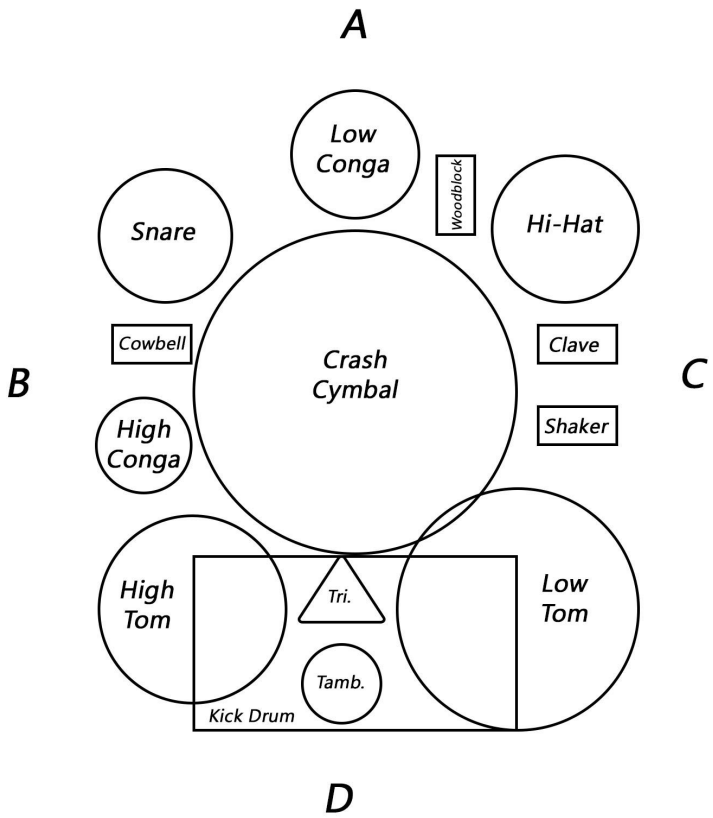
It Is Vain To Do With More What Can Be Done With Fewer

A piece for three players on extended drum kit by Jamie Howell

The kit is arranged so that it can be played when standing in one of four stage locations (A, B, C & D):



A large crash cymbal sitting flat on a stand is placed in the centre. This cymbal and the other instruments must be playable from the four locations as follows:

A	B	C	D
Woodblock	High Tom	Hi-Hat	Kick Drum
Low Conga	High Conga	Clave	Tambourine
Cowbell	Cowbell	Shaker	Triangle
Snare	Snare	Low Tom	
	Low Tom		

Where the same instrument is indicated for more than one location it should not be duplicated but instead players should reach over the kit where necessary. Each location also requires a music stand holding the relevant part and access to drum sticks (DS) and soft beaters (SB). In addition, at location A brushes (BR) are required. Playing by hand is indicated with (H).

The players are assigned an icon and begin the piece at the stage location indicated:

▶ = Player 1 (start at location A) ● - Player 2 (start at location B) ■ - Player 3 (start at location C)

Beginning: the work begins with one of the performers starting to play their loop pattern at rehearsal figure 1. As this part is marked *independently* (see below), the other two players begin playing their first loop pattern at a moment of their choosing. Once all players have entered, each loops their pattern.

Moving between sections: after a pattern has been established for sometime, any player may stop playing their loop pattern (at any point in the pattern) and move on to next part. Moving on to the next part always involves each player moving to a new stage location; this is indicated at the end of each player's stave by a letter A, B, C or D in a circle. Once in the new position, the player begins to play their loop material at the next rehearsal figure. The other players move to their next positions in their own time and begin playing their loop material at the next rehearsal figure. Players move independently in a staggered fashion, resulting in overlapping musical sections. Another consequence may be that two players are simultaneously at one location. In this situation the players should accommodate each other by moving and reaching where necessary; in cases where this impossible (such as the kick pedal) players may use their discretion and substitute sounds with alternative (e.g. playing the kick head with a beater). No player may move again until all three have moved to their new positions and established the new pattern for that section.

Independently/together: In parts marked *independently*, the length of each player's pattern is different, creating overlapping, polyrhythmic, repetitions. Consequently, players may begin at any point as there is no correct alignment, and they need not start on the downbeat (i.e. the downbeats for each player may be different). In parts marked *together*, the length of the unit is the same for each player, and the pattern should be played in alignment. In such parts, the first player who arrives may need to help the other two players by indicating where beat 1 of the pattern is, by for instance nodding on this beat.

Ending: upon reaching the final section (indicated by FINE at the end of the stave) the players should establish the loop and then drop out one at a time. The piece ends when the final player stops.

Tempo: the tempo is *crotchet = 95* throughout.

Score/parts: the score below provides a reference, showing the pattern that each performer plays in each section; the stage location for each player in that section; and whether the group plays that section *independently* or *together*. There are no individual players parts for this piece. Instead, there are four parts, which are labelled A, B, C and D, which correspond to the four stage locations. Each page lists each of the patterns played from that location in order. Triangle, circle and square icons indicate which player performs a given pattern.

It Is Vain To Do With More What Can Be Done With Fewer

Full Score

Jamie Howell

♩ = 95

1 INDEPENDENTLY

Low Conga (H)

mp

Snare (snare off - DS)

High Tom (DS)

Low Tom (DS)

mp

Shaker

Hi-Hat (foot)

mp

2 TOGETHER Swing

Tambourine (SB)

f

Kick Drum

Woodblock (DS)

f

Hi Hat (foot)

Cowbell (DS)

Snare (snare on - DS)

f

3 TOGETHER

Cowbell (SB)

Snare (rim - DS)

Kick Drum (Shell - DS)

Kick Drum (hold foot pedal to dampen - SB)

Woodblock (SB)

Low Conga (shell - SB)

4 INDEPENDENTLY

Cymbal (edge - DS)

Hi-Hat (foot)

mp

Cowbell (DS)

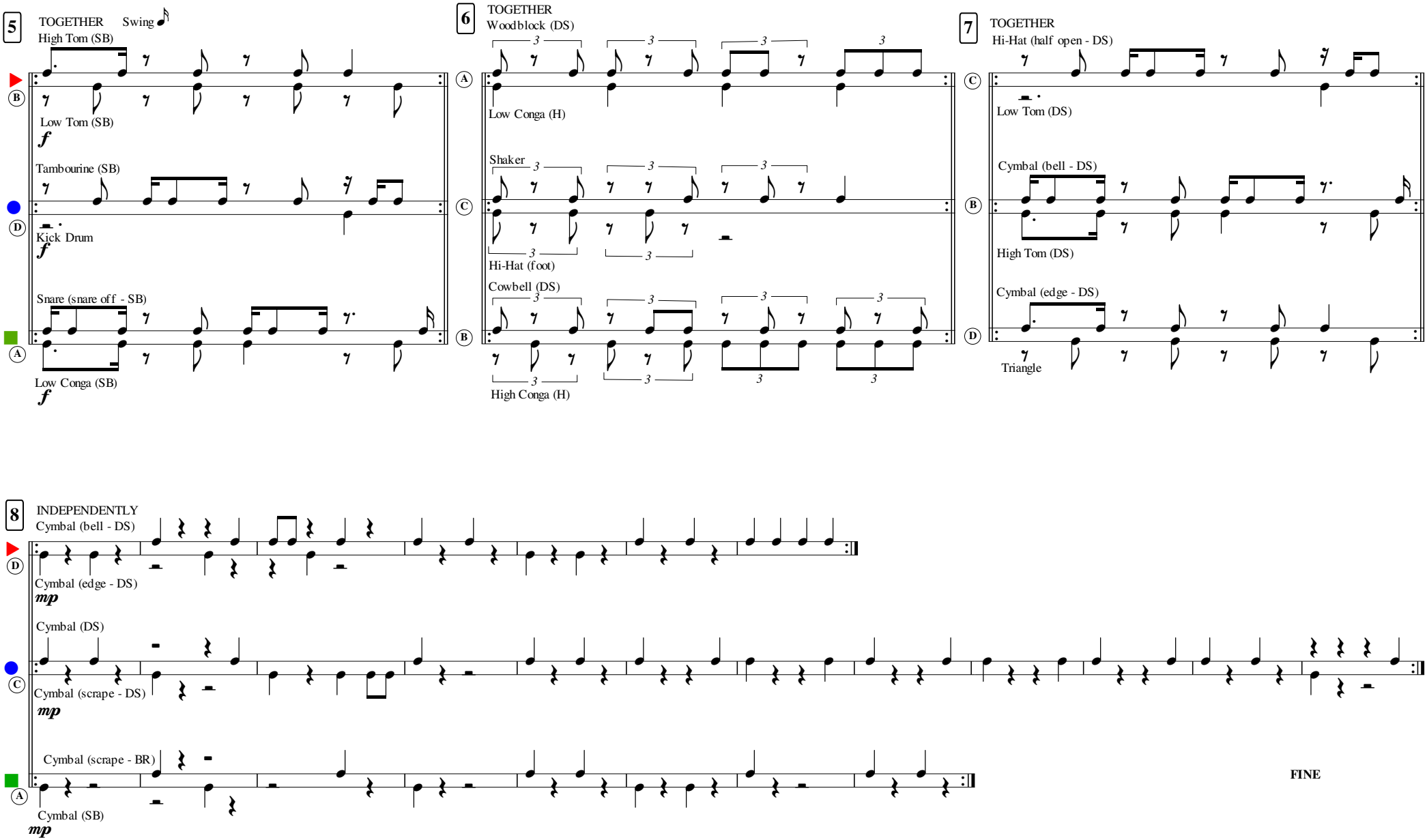
Cymbal (bell - DS)

mp

Triangle

Kick Drum (Rim - DS)

mp


5
TOGETHER
Swing
High Tom (SB)
Low Tom (SB)
f
Tambourine (SB)
Kick Drum
f
Snare (snare off - SB)
Low Conga (SB)
f
6
TOGETHER
Woodblock (DS)
Low Conga (H)
Shaker
Hi-Hat (foot)
Cowbell (DS)
High Conga (H)
7
TOGETHER
Hi-Hat (half open - DS)
Low Tom (DS)
Cymbal (bell - DS)
High Tom (DS)
Cymbal (edge - DS)
Triangle
8
INDEPENDENTLY
Cymbal (bell - DS)
Cymbal (edge - DS)
mp
Cymbal (DS)
Cymbal (scrape - DS)
mp
Cymbal (scrape - BR)
Cymbal (SB)
mp
FINE

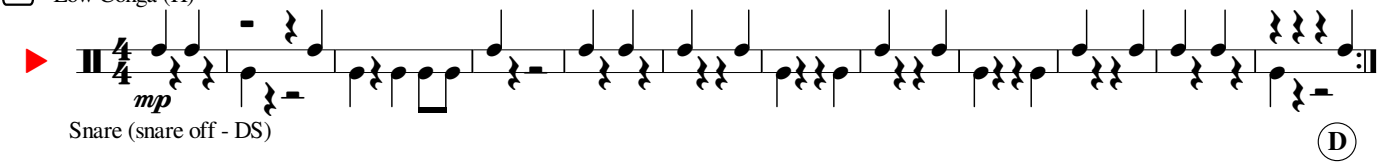
It Is Vain To Do With More What Can Be Done With Fewer

Jamie Howell

♩ = 95

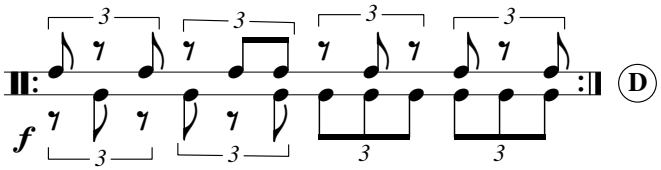
Stage Location A

1 INDEPENDENTLY
Low Conga (H)



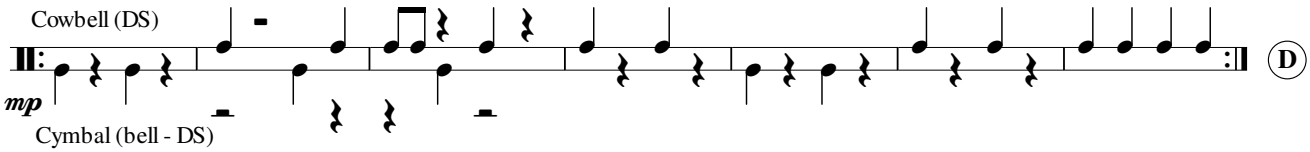
Snare (snare off - DS)

3 TOGETHER
Woodblock (SB)



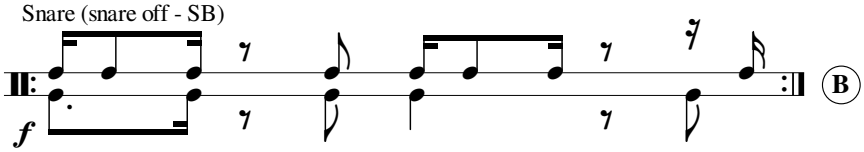
Conga (shell - SB)

4 INDEPENDENTLY
Cowbell (DS)



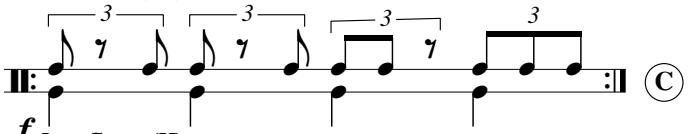
Cymbal (bell - DS)

5 TOGETHER Swing
Snare (snare off - SB)



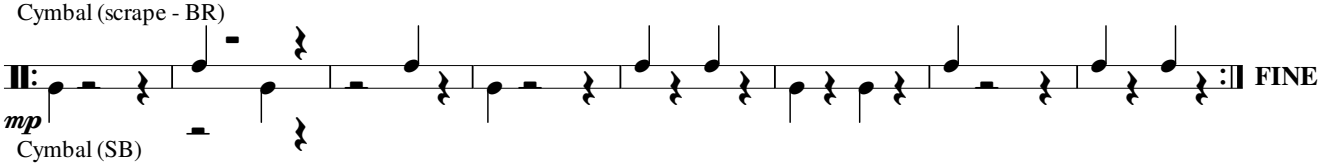
Low Conga (SB)

6 TOGETHER
Woodblock (DS)



Low Conga (H)

8 INDEPENDENTLY
Cymbal (scrape - BR)



Cymbal (SB)

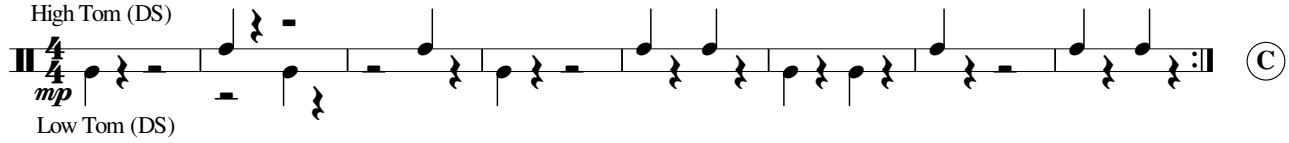
It Is Vain To Do With More What Can Be Done With Fewer

Jamie Howell

♩ = 95

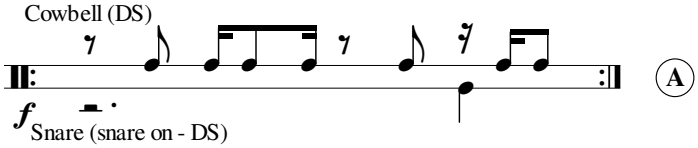
Stage Location B

1 INDEPENDENTLY
High Tom (DS)



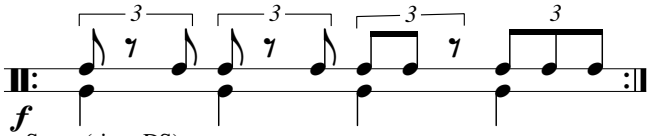
Low Tom (DS)

2 TOGETHER Swing
Cowbell (DS)



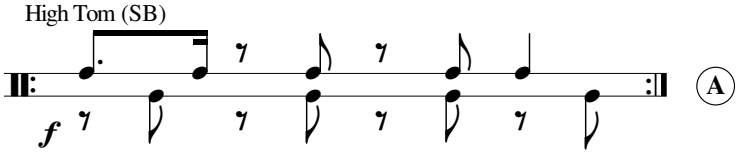
Snare (snare on - DS)

3 TOGETHER
Cowbell (SB)



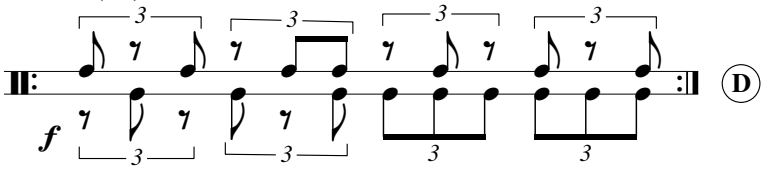
Snare (rim - DS)

5 TOGETHER Swing
High Tom (SB)



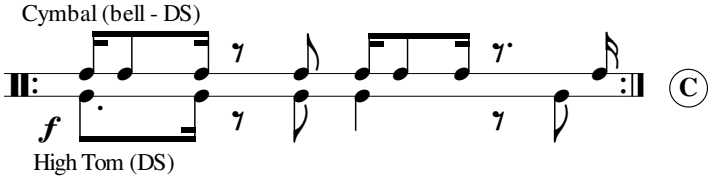
Low Tom (SB)

6 TOGETHER
Cowbell (DS)



High Conga (H)

7 TOGETHER Swing
Cymbal (bell - DS)



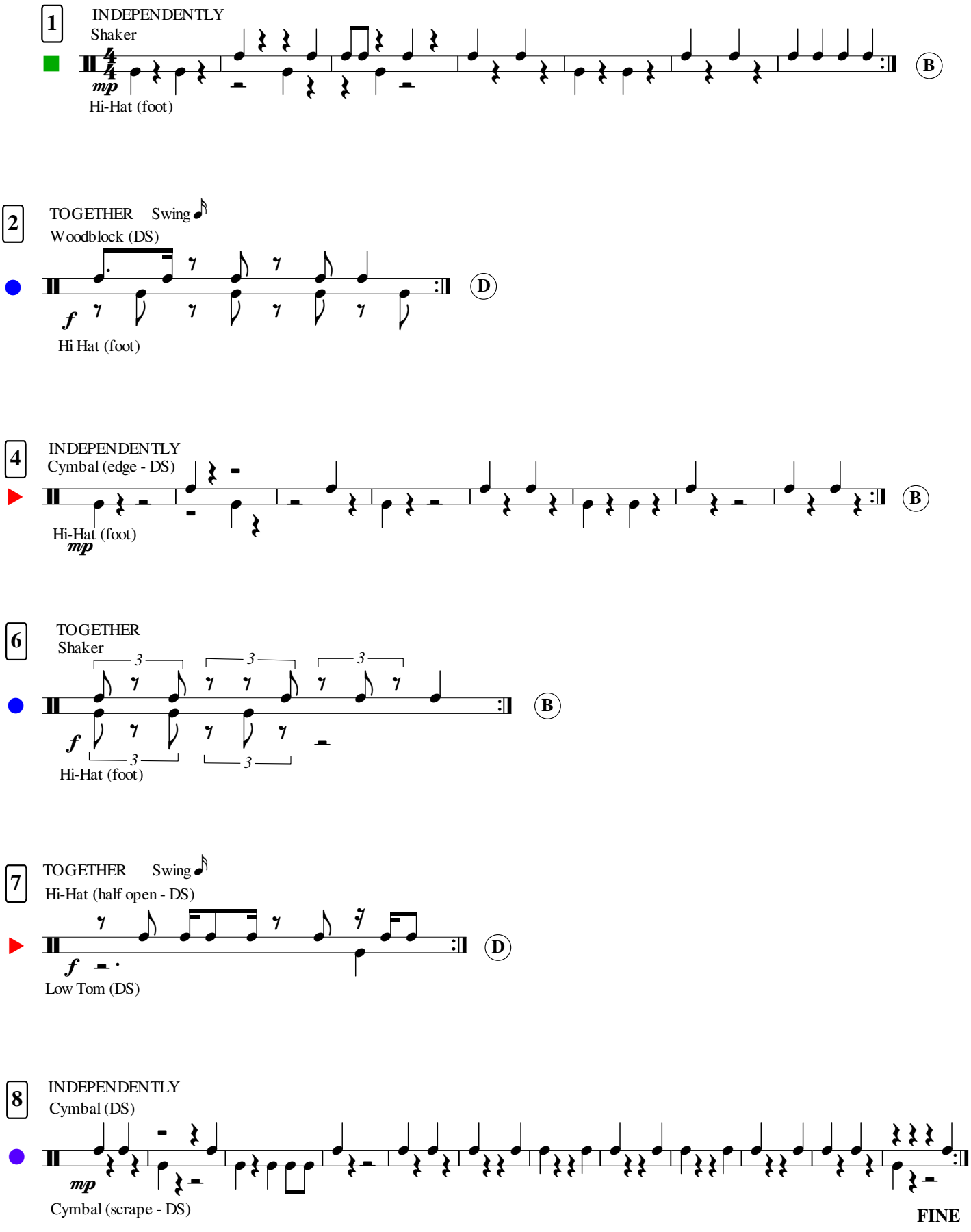
High Tom (DS)

It Is Vain To Do With More What Can Be Done With Fewer

Jamie Howell

♩ = 95

Stage Location C



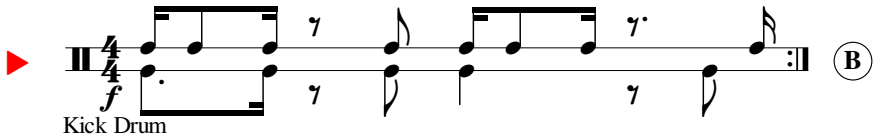
It Is Vain To Do With More What Can Be Done With Fewer

Jamie Howell

♩ = 95

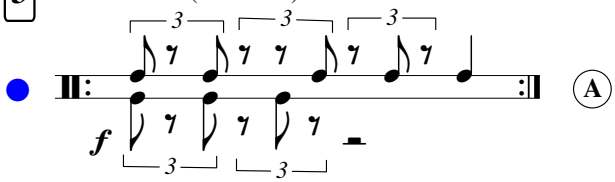
Stage Location D

2 TOGETHER Swing
Tambourine (SB)



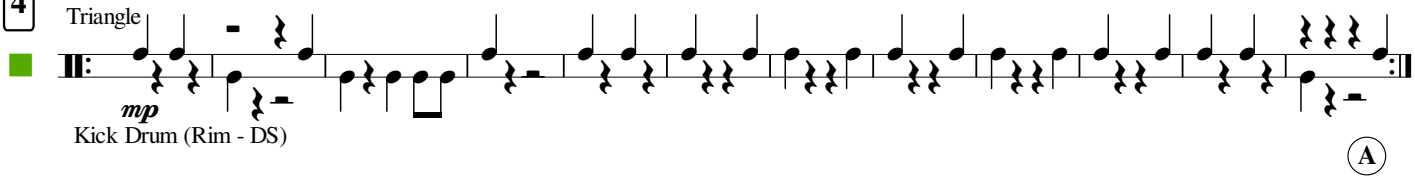
Kick Drum

3 TOGETHER
Kick Drum (Shell - DS)



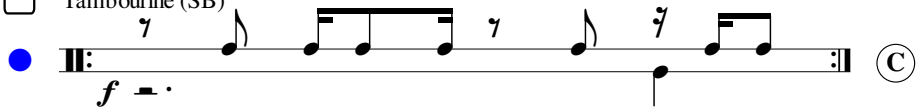
Kick Drum (hold foot pedal to dampen - SB)

4 INDEPENDENTLY
Triangle



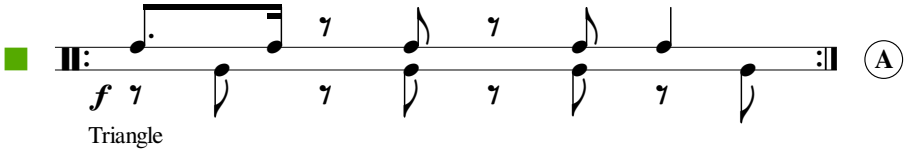
Kick Drum (Rim - DS)

5 TOGETHER Swing
Tambourine (SB)



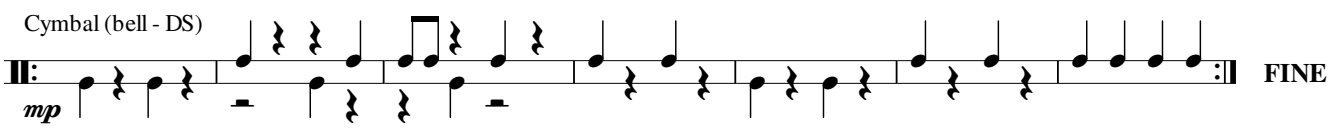
Kick Drum

7 TOGETHER Swing
Cymbal (edge - DS)



Triangle

8 INDEPENDENTLY
Cymbal (bell - DS)



Cymbal (edge - DS)