

Percussion

Cassie Kinoshi

the colour of all things constant

for orchestra and SATB choir

2024

INSTRUMENTS

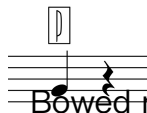
1. Triangle, Woodblock, Snare Drum, Vibraphone, Tubular Bells
2. Glockenspiel, Crotales
3. Bass Drum

PERFORMANCE NOTES

TRIANGLE

Triangle should sound as close to G natural as possible.
Any beater that produces a delicate sounding (perhaps slightly dampened) note as opposed to extremely bright.

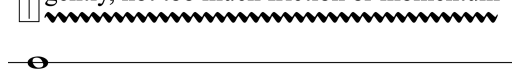
CROTALES



Bowed note should not ring excessively beyond written note value.

BASS DRUM

gently, not too much friction or momentum



Superball mallet soft – ideally rubberhead 34mm, fiberglass shaft 3mm.
Desired effect is a texture that is not too invasive but remains audible

Kindness

– that silent friend who listens

before pulling you away.

A portal the colour of all things constant –

grass, sky, sunshine.

All things good:

trees, rain, ocean.

with nothing but fingertips.

That act of magic, holds us together

in these times of rains that have not come.
Ask the cracked land how kindness sounds

In this drought of empathy,

kindness emerges, crystal clear.

In the solidarity of a protest march,

the gentle touch in a strangers' eyes.

Kindness – a bridge across chasms,

for the land that holds you each day.

Thread of light, winking through chaos.

Belinda Zhawi (MA. MOYO)

2024

the colour of all things constant

as commissioned by the BBC, ABRSM and Music For Youth

Cassie Kinoshi (2024)

Words by Belinda Zhawi

Ten Pieces arr. Sarah Freestone

ethereal, powerful, lost in thought ♩ = 95

1 Tubular Bells

2 Glockenspiel

3 Bass Drum

6 To S.D. Snare Drum

1 *mf* *f*

2

3 *f*

A a quieting of the mind

11 To W.B. Wood Block To Tri.

1 *f* 4 5 5

2 4

3 *mp* *f*

Percussion

19 **B** Triangle

3

To Crot. (with bow)

mp

mp

mp sub.

gently, not too much friction or momentum

28 To Vib.

3

To Vib.

35 Vibraphone **C** To Tub. B.

mp

mf

(*mp*) *mf*

V.S.

2

To Glock.

2

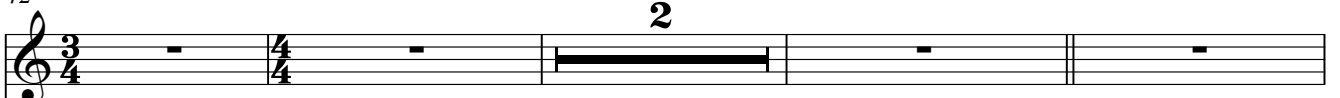
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Percussion

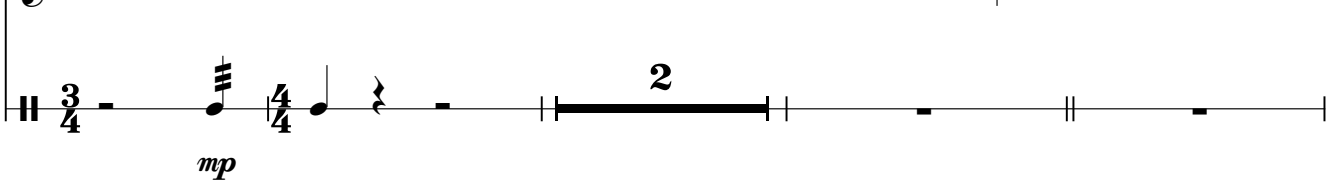
6

42

D

1 

2 

3 
mp

48

E

1 

2 

3 
p < f

63

Tubular Bells To S.D.

1 

2 

3 
mf

67

Snare Drum

F

To Tri.

To Crot. (with bow)

1 

2 

3 
mf *mp*

Percussion

71

1 **3** Triangle *mp*

2 **3** *mp*

3 **3**

79

1 To Vib.

2

3 *(mp)*

85

1 Vibraphone *mp* To Glock.

2

3 *as normal* *(mp)*

90

1 **G** To Tub. B. **3**

2 *mf* **3** V.S.

3 *mp* **3**

98

1

2

3

Glockenspiel
cheesy

mf

mp

110

H

I

1

2

3

f

120

Tubular Bells To S.D.

1

2

3

mf

125 Snare Drum

Musical score for Snare Drum starting at measure 125. The score consists of three staves (1, 2, 3). Staff 1 is in 3/4 time, then changes to 4/4. It features a series of rhythmic patterns with dynamics *mf*, *f*, *mf*, and *f*. A sixteenth-note triplet is marked with a '6'. The piece concludes with a *rit.* (ritardando) marking. Staff 2 is in 3/4 time, then changes to 4/4, with sparse rhythmic markings. Staff 3 is in 3/4 time, then changes to 4/4, with sparse rhythmic markings and a *rit.* marking at the end.

J full of hope, reaching ♩ = 75

128

Musical score starting at measure 128. The score consists of three staves (1, 2, 3). Each staff begins with a 3-measure rest, followed by a *G.P.* (Grave) marking. The score then features rhythmic patterns marked with '3' and '4'. The dynamics are marked as *mp* (mezzo-piano). The piece concludes with a double bar line.

142

Musical score starting at measure 142. The score consists of three staves (1, 2, 3). Each staff begins with a 3-measure rest, followed by a 3-measure rest, then a 3/4 time signature change. The score then features rhythmic patterns marked with '3', '8', and '8'. The dynamics are marked as *p* (piano). The piece concludes with a double bar line.