

BAD TIMING

for 9 Percussionists

Josh Turner

INSTRUMENTATION

- Player 1:** Glockenspiel, Bongos, 2 Opera Gongs, Glass Bottle, 2 Congas, Low Tom, Large Suspended Cymbal (all shared with P9)
- Player 2:** Vibraphone, Bongo (P1), 2 Congas (P9)
- Player 3:** Marimba [4.5-octave], Xylophone (P6), Temple Blocks (P6)
- Player 4:** Marimba [4.5-octave]
- Player 5:** Marimba [4.5-octave] Steel Plank (P7), Splash Cymbal (P7), Bass Drum (P7), Suspended Cymbal (P7)
- Player 6:** Snare Drum, Low Tom, China Cymbal, Suspended Cymbal, Ribbon Crasher, Brake Drum, Xylophone (P3), Temple Blocks (P3)
- Player 7:** Bass Drum (P5), Hi-Hat, Steel Plank (P5), Splash Cymbal (P5), Finger Cymbals
- Player 8:** Brake Drum, Kick Bass, Large Suspended Cymbal (P9/P1), Gong, Marimba [4.5-octave]
- Player 9:** Glass Bottle, Low Tom, 2 Congas, Large Suspended Cymbal (P8), 2 Opera Gongs, Glockenspiel, Bongos (all shared with P9), Large Ratchet

Players 3 & 5 and 4 & 8 share two 4.5-octave Marimbas.

Other shared instruments have the player number sharing them in parentheses.

PROGRAM NOTES

Packed full of odd rhythmic groupings, complex layers, and angular grooves, **Bad Timing** is meant to be a constant exercise in rhythmic gymnastics. There's always a groove present, but the ensemble has to work a little harder than usual to make it happen. It uses a wide array of sounds (glass bottle, steel plank, brake drums, opera gongs, upturned gong, etc.) alongside traditional percussion instruments to forge a bombastic journey through constantly changing time signatures and rhythmic complexity. **Bad Timing** was written for and premiered by the Choctaw High School percussion class of 2022.

-J.T.

ABOUT THE COMPOSER

Josh Turner currently serves as percussion director and assistant band director in the Choctaw/Nicoma Park school district in Choctaw, Oklahoma. He oversees all aspects of the 6th-12th grade percussion program where his students perform in their award-winning percussion ensembles, jazz ensembles, marching band, and concert bands. He also maintains an active schedule as a performer, guest clinician, and composer/arranger. Outside the realm of concert percussion, he performs bass and vocals in the metal band Dischordia. Mr. Turner earned a bachelor's degree in Music Education from the University of Central Oklahoma and a master's degree in Percussion Performance from the University of Oklahoma, during which he marched and taught across several years of world class drum corps and WGI.

PERFORMANCE NOTES

Striking implements:

- Hard plastic mallets may be used on both Glockenspiel and Bongos.
- Medium hard mallets should be used on Marimbas and Vibraphone.
- Hard rubber or plastic mallets may be used on both Xylophone and Temple Blocks.
- Sticks should be used throughout the Multi-Percussion setups, and larger sticks are recommended.
- Players 9 and 1 may prefer hard felt mallets or sticks at their Multi-Percussion setup.

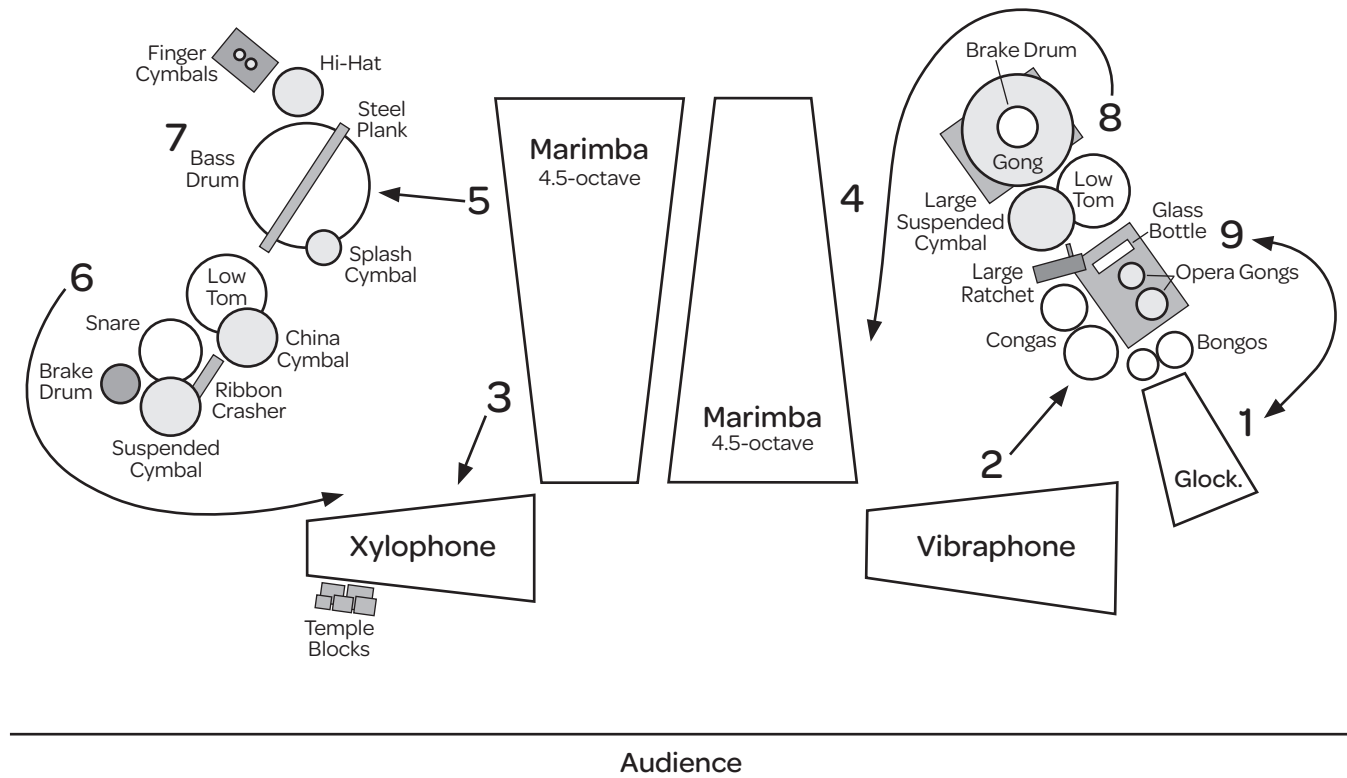
Set-up:

- Allow room for players to move between setups, as shown by the arrows in the diagram below.
- The Brake Drum should be placed on a towel in the middle of the Gong.
- The Steel Plank used in the original performance was a long, flat piece of metal approximately 36" long, 3" wide, and ½" thick. It laid across the middle of the bass drum, resting on the rim, and giving Players 7 and 5 room on either side to play the drum, plank, and rim. The player may experiment with sounds on the plank, such as using the shoulder of the stick for accents and the tip for non-accents. The plank shot is achieved by hitting both the bass drum and the plank in the same style as a rim shot.
- The Large Ratchet should ideally be mounted to allow player one handed use.

Other considerations:

- Players are encouraged to experiment with different timbres and playing areas on the Glass Bottle, Steel Plank, Brake Drums, and Gong.
- Balance is critical for the rhythmic interactions to happen properly. Non-pitched instruments may need to play slightly underneath the written dynamic at times.

RECOMMENDED SET-UP



BAD TIMING

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♩ = 144

Player 1
Glockenspiel
Bongos
Multi-Percussion

Player 2
Vibraphone
Bongos
Congas

Player 3
Marimba 1 [4.5-oct.]
Xylophone
Temple Blocks

Player 4
Marimba 2 [4.5-oct.]

Player 5
Marimba 3 [4.5-oct.]
Multi-Percussion

Player 6
Multi-Percussion
Xylophone
Temple Blocks

Player 7
Multi-Percussion

Player 8
Multi-Percussion
Marimba 4 [4.5-oct.]

Player 9
Multi-Percussion
Glockenspiel
Bongos

5

1

2

3

4

5

6
choke
f

7
mp

8
choke
f

9
explore different playing surfaces
p

Glockenspiel
f *p*

Vibraphone
f *pp*

Marimba
f *pp*

Marimba += dead stroke
f *pp*

Marimba
f *pp*

Snare Drum rim shot
f

China Cymbal
p

Suspended Cymbal
p

Low Tom
p

Hi-Hat

Bass Drum x = rim
f

Large Suspended Cymbal
p

Brake Drum
f

Kick Bass
p

Glass Bottle
f

Low Tom
f

Steel Plank
f

Low Tom x = rim
mp

High Conga
mp

Gong strike on flat part (not rim)
pp

9

Musical score for measures 9-12. The score consists of nine staves. Staves 1 and 2 are for strings, with dynamics *mf* and *p* respectively. Staff 3 is for woodwinds with triplets and dynamics *f* and *mp*. Staff 4 is for bass with dynamics *p* and *f*. Staff 5 is for another bass part with dynamics *p* and *f*. Staff 6 is for percussion, starting with a 'choke' and 'to Xylophone' instruction, with dynamics *f* and *p*. Staff 7 is for another percussion part with dynamics *f* and *mp*. Staff 8 is for another percussion part with dynamics *f* and *p*. Staff 9 is for another percussion part with dynamics *p* and *f*. Percussion parts include Xylophone, Tom, Brake Drum, and Congas.

13

12

Musical score for measures 12-15. The score consists of nine staves. Staves 1 and 2 are for strings, with dynamics *f* and *f* respectively. Staff 3 is for woodwinds with triplets and dynamics *f* and *mf*. Staff 4 is for bass with dynamics *f* and *f*. Staff 5 is for another bass part with dynamics *f* and *f*. Staff 6 is for woodwinds with triplets and dynamics *f* and *mf*. Staff 7 is for woodwinds with dynamics *f* and *mf*. Staff 8 is for percussion with dynamics *f* and *f*. Staff 9 is for another percussion part with dynamics *f* and *f*. Percussion parts include B.D., Gong, and Large Suspended Cymbal.

15

1

2

3

4

5

6

7

8

9

Splash Cymbal

Low Opera Gong High Opera Gong

Detailed description: This block contains the musical score for measures 15 through 17. It consists of nine staves. Staves 1 and 2 are in treble clef, staff 3 is in treble clef with a 3/8 time signature, staff 4 is in bass clef, staff 5 is in bass clef, staff 6 is in treble clef with a 3/8 time signature, staff 7 is a percussion staff with a 'Splash Cymbal' label, staff 8 is a percussion staff, and staff 9 is a percussion staff with 'Low Opera Gong' and 'High Opera Gong' labels. The music features complex rhythmic patterns, including triplets and sixteenth notes, with various articulation marks like accents and slurs.

18

1

2

3

4

5

6

7

8

9

Plank

Low Tom

Detailed description: This block contains the musical score for measures 18 through 20. It consists of nine staves. Staves 1 and 2 are in treble clef, staff 3 is in treble clef with a 3/8 time signature, staff 4 is in bass clef, staff 5 is in bass clef, staff 6 is in treble clef with a 3/8 time signature, staff 7 is a percussion staff with a 'Plank' label, staff 8 is a percussion staff, and staff 9 is a percussion staff with a 'Low Tom' label. The music continues with complex rhythmic patterns, including triplets and sixteenth notes, with various articulation marks like accents and slurs.

21

hand muffle dead stroke

Musical score for measures 21-23. The score consists of nine staves. Staff 1 (Melody) starts with a *mp* dynamic and features a series of eighth notes with accents. Staff 2 (Percussion) has a triplet of eighth notes. Staff 3 (Percussion) has a triplet of eighth notes. Staff 4 (Percussion) has a triplet of eighth notes. Staff 5 (Percussion) has a triplet of eighth notes. Staff 6 (Percussion) has a triplet of eighth notes. Staff 7 (Percussion) has a triplet of eighth notes. Staff 8 (Percussion) has a triplet of eighth notes. Staff 9 (Percussion) has a triplet of eighth notes. Dynamics include *mp*, *mf*, and *pp*. A box labeled "Temple Blocks" is present above staff 6. A note "to Marimba 4" is written above staff 8.

24

Musical score for measures 24-26. The score consists of nine staves. Staff 1 (Melody) continues with eighth notes. Staff 2 (Percussion) has a triplet of eighth notes. Staff 3 (Percussion) has a triplet of eighth notes. Staff 4 (Percussion) has a triplet of eighth notes. Staff 5 (Percussion) has a triplet of eighth notes. Staff 6 (Percussion) has a triplet of eighth notes. Staff 7 (Percussion) has a triplet of eighth notes. Staff 8 (Percussion) has a triplet of eighth notes. Staff 9 (Percussion) has a triplet of eighth notes. Dynamics include *pp*, *f*, and *pp*. A box labeled "Marimba" is present above staff 8. A box labeled "(Glass)" is present above staff 9.

27

1

2

3

4

5

6 Xylophone

7

8 to Multi-Perc. Gong Brake Dr. B.D.

9

mp *f* *p* *mf* *f*

30

1

2

3

4

5

6 to Multi-Perc.

7 Splash Plank Tom

8 Tom

9 Opera Gongs

mf *f*

33

hand dampen on rests

Musical score for measures 33-35. The score consists of nine staves. Staves 1-5 are melodic lines in treble and bass clefs. Staves 6-9 are percussion parts for Ribbon Crasher, Brake Drum, S.D., China, Tom, (Gong), Sus. Cym., and (Glass). Dynamics range from *f* to *mp*. The key signature has four flats, and the time signature is 4/4.

36

Musical score for measures 36-39. The score consists of nine staves. Staves 1-5 are melodic lines in treble and bass clefs. Staves 6-9 are percussion parts for Ribbon Crasher, Brake Drum, S.D., China, Tom, (Gong), Sus. Cym., and (Glass). Dynamics range from *p* to *f*. The key signature has four flats, and the time signature is 4/4.

42

40

1

2

3 *p* *f* *mf*

4 *p* *f*

5 *p* *f* to Perc. 2 opposite Player 7

6 *p* *f*

7 *p* *f* plank shot *mf*

8 *p* *f*

9 *p* *f*

44

1

2

3 *mf*

4 *mf*

5

6

7

8

9 (Sus. Cym.) w/ tip of stick on bell Gong *mf*

48

51

54

Musical score for measures 54-56. The score consists of nine staves. Staves 1-4 are in treble clef, and staves 5-9 are in bass clef. The key signature has four flats. Measure 54 starts with a dynamic of *mf*. Staves 2, 3, and 4 feature triplet patterns with a dynamic of *f*. Staff 5 has a dynamic of *mf*. Staff 6 has a dynamic of *f*. Staff 7 has a dynamic of *mf*. Staff 8 has a dynamic of *f*. Staff 9 has a dynamic of *f*. Measure 55 continues with similar patterns. Measure 56 features a dynamic of *mf* and includes the instruction "non-accents low" above staff 5 and "to Multi-Perc." above staff 6. Dynamic markings include *pp* at the end of measure 56.

57

(Bongos)

Musical score for measures 57-59. The score consists of nine staves. Staves 1-4 are in treble clef, and staves 5-9 are in bass clef. The key signature has four flats. Measure 57 starts with a dynamic of *mf*. Staves 2, 3, and 4 feature triplet patterns. Staff 5 has a dynamic of *mf*. Staff 6 has a dynamic of *p* and includes the instruction "Ribbon Crasher" above the staff. Staff 7 has a dynamic of *mf*. Staff 8 has a dynamic of *p* and includes the instruction "to Mar. 4" above the staff. Staff 9 has a dynamic of *p*. Measure 58 continues with similar patterns. Measure 59 features a dynamic of *p*.

60

Musical score for measures 60-63. The score is arranged in a 9-staff format. Staff 1 (top) is the snare drum, featuring a series of eighth notes with accents and a final sixteenth-note triplet. Staff 2 (top) is the hi-hat, with a triplet of eighth notes in measure 60. Staff 3 (top) is the kick drum, with a triplet of eighth notes in measure 60. Staff 4 (top) is the bass drum, with a triplet of eighth notes in measure 60. Staff 5 (top) is the tom-toms, with a triplet of eighth notes in measure 60. Staff 6 (top) is the cross stick, with a triplet of eighth notes in measure 60. Staff 7 (top) is the marimba, with a triplet of eighth notes in measure 60. Staff 8 (top) is the xylophone, with a triplet of eighth notes in measure 60. Staff 9 (top) is the cymbals, with a triplet of eighth notes in measure 60. Dynamics include *f*, *mf*, and *f*. Performance instructions include "cross stick", "gradually open", and "Marimba".

64

Musical score for measures 64-67. The score is arranged in a 9-staff format. Staff 1 (top) is the snare drum, with a triplet of eighth notes in measure 64. Staff 2 (top) is the hi-hat, with a triplet of eighth notes in measure 64. Staff 3 (top) is the kick drum, with a triplet of eighth notes in measure 64. Staff 4 (top) is the bass drum, with a triplet of eighth notes in measure 64. Staff 5 (top) is the tom-toms, with a triplet of eighth notes in measure 64. Staff 6 (top) is the cross stick, with a triplet of eighth notes in measure 64. Staff 7 (top) is the marimba, with a triplet of eighth notes in measure 64. Staff 8 (top) is the xylophone, with a triplet of eighth notes in measure 64. Staff 9 (top) is the cymbals, with a triplet of eighth notes in measure 64. Dynamics include *p*, *mf*, *f*, and *mp*. Performance instructions include "Glockenspiel", "to Xylo.", "R on Lstick", and "Marimba".

R L R R L L R L R R L L