

# Cyclus

Austin Theriot

1st Prize - 2019 OUPP Composition Competition

With Energy, ♩ = ca. 126

The score is for a percussion ensemble and is written in 7/4 time. It consists of 16 staves, each representing a different instrument. The instruments are: Glockenspiel, Crotales, Xylophone, Splash Cym/3 Toms, Vibraphone 1 (with Tam tam), Vibraphone 2 (with Tam tam), Marimba 1, Marimba 2, Marimba 3, Marimba 4, Chimes/BD, Percussion 1, Percussion 2, Percussion 3, and Percussion 4. The first three measures are mostly rests for all instruments. In the fourth measure, Marimba 4 begins a melodic line. Above this line are the markings "soft mallets" and "sim.". Below the line are the markings "p sustained and resonant" and "f". Percussion 2 has a box labeled "EGG SHAKER" with an accent (>) above it. Percussion 3 has a continuous, dense rhythmic pattern of sixteenth notes throughout the piece.

5 *soft mallets*  
emphasize the first note of each beat

Mar. 3 *p* *sustained and resonant* *mf* *p*

Mar. 4 *p* *mf* *p*  
as if 2 combined measures of 7/8

Perc. 1 CLAVES *p*

Perc. 3 >

8

Mar. 3 *mf* *p* *ppp*

Mar. 4 *mf* *p* *ppp*

Perc. 1

Perc. 3 >

11 12 brass mallets

Glock. *mp*

Crot. *brass mallets mp*

Xylo. *hard mallets mf*

Vibe 1 *medium rubber mallets mp*

Mar. 1 *hard mallets f duet mf f*

Mar. 2 *hard mallets f duet mf f*

Mar. 3 *mp p*

Mar. 4 *mf p*

Chms/BD **BASS DRUM** *p* *l.v. ----->*

Perc. 1 *mf*

Perc. 2 **SUS. CYM** *sticks, near the dome p*

Perc. 3 *mf*

Detailed description of the musical score: The score is for a percussion ensemble in 4/4 time. It features 11 measures, with a key change to 7/4 time at measure 12. The instruments and their parts are: Glockenspiel (Glock.), Crotales (Crot.), Xylophone (Xylo.), Vibraphone 1 (Vibe 1), Maracas 1 (Mar. 1), Maracas 2 (Mar. 2), Maracas 3 (Mar. 3), Maracas 4 (Mar. 4), Chimes/Bass Drum (Chms/BD), Percussion 1 (Perc. 1), Percussion 2 (Perc. 2), and Percussion 3 (Perc. 3). The score includes dynamic markings such as *mp*, *mf*, *f*, and *p*, as well as performance instructions like 'brass mallets', 'hard mallets', 'medium rubber mallets', and 'sticks, near the dome'. There are also accents (>) and slurs over various notes and rests.

The musical score is arranged in a system of 12 staves. The instruments and their parts are as follows:

- Glock.**: Treble clef, mostly rests with a few notes.
- Crot.**: Treble clef, mostly rests with a few notes, including a *p* dynamic marking.
- Xylo.**: Treble clef, rhythmic pattern of eighth notes.
- Vibe 1**: Treble clef, mostly rests.
- Vibe 2**: Treble clef, mostly rests, with a box labeled "VIBRAPHONE" and the instruction "medium yarn mallets" above it. It has a *mp* dynamic marking.
- Mar. 1**: Treble clef, rhythmic pattern of eighth notes, with a *mp* dynamic marking.
- Mar. 2**: Treble clef, rhythmic pattern of eighth notes, with a *mp* dynamic marking.
- Mar. 3**: Bass clef, rhythmic pattern of eighth notes, with a *mf* dynamic marking.
- Mar. 4**: Bass clef, rhythmic pattern of eighth notes, with a *mp* dynamic marking.
- Chms/BD**: Percussion clef, mostly rests.
- Perc. 1**: Percussion clef, rhythmic pattern of eighth notes.
- Perc. 2**: Percussion clef, rhythmic pattern of eighth notes.
- Perc. 3**: Percussion clef, rhythmic pattern of eighth notes.

17

Vibe 2

Mar. 1

Mar. 2

Mar. 3

Mar. 4

Chms/BD

Perc. 1

Perc. 2

Perc. 3

*f*

*p*

*f*

*p*

*p*

*>*

\*

This musical score is for a percussion ensemble. It consists of the following parts:

- Glock.**: Glockenspiel, playing sustained notes with a *mf* dynamic.
- Crot.**: Crotales, playing sustained notes with a *mf* dynamic.
- Xylo.**: Xylophone, playing a rhythmic pattern with dynamics ranging from *p* to *mf*.
- Vibe 1**: Vibraphone 1, playing sustained notes with a *mf* dynamic.
- Vibe 2**: Vibraphone 2, playing sustained notes with a *mp* dynamic.
- Mar. 1**: Maracas 1, playing a rhythmic pattern with dynamics *mp*, *f*, *mp*, *f*, *mp*, *f*, *mp*.
- Mar. 2**: Maracas 2, playing a rhythmic pattern with dynamics *mp*, *f*, *mp*, *f*, *mp*.
- Mar. 3**: Maracas 3, playing a rhythmic pattern with dynamics *mf*, *p*, *mf*.
- Mar. 4**: Maracas 4, playing a rhythmic pattern with dynamics *mf*, *p*, *mf*.
- Chms/BD**: Chimes/Bells, playing sustained notes.
- Perc. 1**: Percussion 1, playing a rhythmic pattern.
- Perc. 2**: Percussion 2, playing a rhythmic pattern.
- Perc. 3**: Percussion 3, playing a continuous rhythmic pattern.

23

24 "momentarily suspended" 27 back to normal

Glock. *pp* *mf*

Crot. *p*

Xylo. *p*

Vibe 1 *pp* *mf*

Vibe 2 *p* *p* *mf*

Mar. 1 *mp* *f* *mp* *p*

Mar. 2 *f* *mp* *mp* *f* *pp* *p*

Mar. 3 *p* *f* *pp* *mf* *p*

Mar. 4 *p* *f* *pp* *mf* *p*

Chms/BD *p* *mf*

Perc. 1 *p*

Perc. 2 *p*

Perc. 3 *ppp* *mp* *ppp* *p*

Perc. 4 *pp* *mp* *pp*

TAM-TAM

TRIANGLE

TIMPANI

*smoothly and gently sound the cymbal with wire brush (circling, tapping, etc.)*