Tuomas Kettunen

Runner

for running percussionist,
accordion and double bass

2019

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About the piece

Runner is a performance piece for three musicians, with one of them having a double role as a percussionist and an amateur jogger.

Instrumentation:

Percussion (vibraphone, pedal bass drum, suspended cymbal (any size), tubular bells (offstage), whistle (offstage), bottle of water, earphones (and a device to play music)
Accordion (also whistle on music stand)
Double Bass (also whistle on music stand)

Duration:

11-12 minutes, depending on the size of the stage.

Score:

There are no individual instrumental parts available and the piece is to be performed from the score (the only exception is vibraphone and tubular bells). Page turns are organized so they are as comfortable as possible and it is even better if the page turns are made part of the performance. Make sure not to drop the intensity of the performance when turning pages.

Stage appearance:

The Runner doesn't notice the presence an audience or other musicians (by looking at them or any other way) until the rehearsal number 16. Runner's appearance should be both very focused and relaxed, and the performer should avoid exaggerating any actions too much (unless exaggeration is indicated in the score).

Percussionist should be wearing some sort of sport clothing. It is good if the audience can hear some sound when *Runner* is jogging, this should be taken into account when choosing appropriate shoes. The two other musicians are wearing regular concert outfit.

For the rehearsal number 5 , when music is playing from the earphones, percussionist is free to choose any music he/she would use for running. The earphones can be hanging around the neck, DO NOT p lume into your ears!

mpty as possible for the performance of this piece, meaning e as possible (instruments from other pieces of the concert

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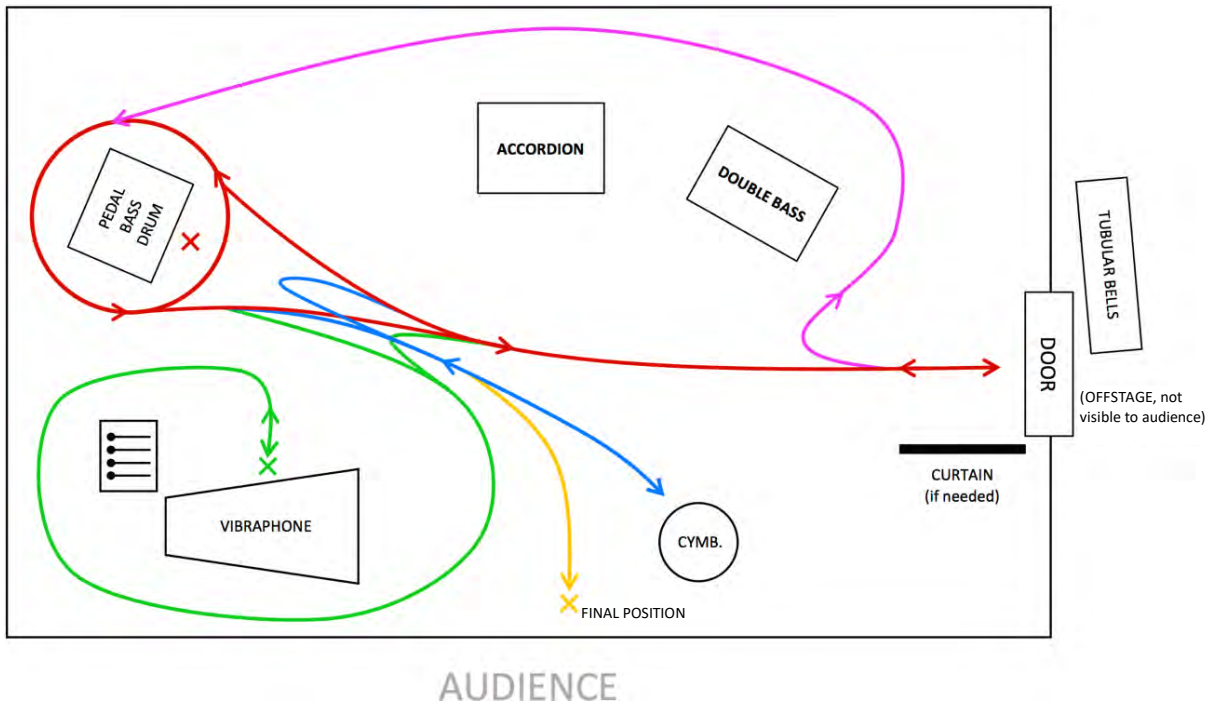
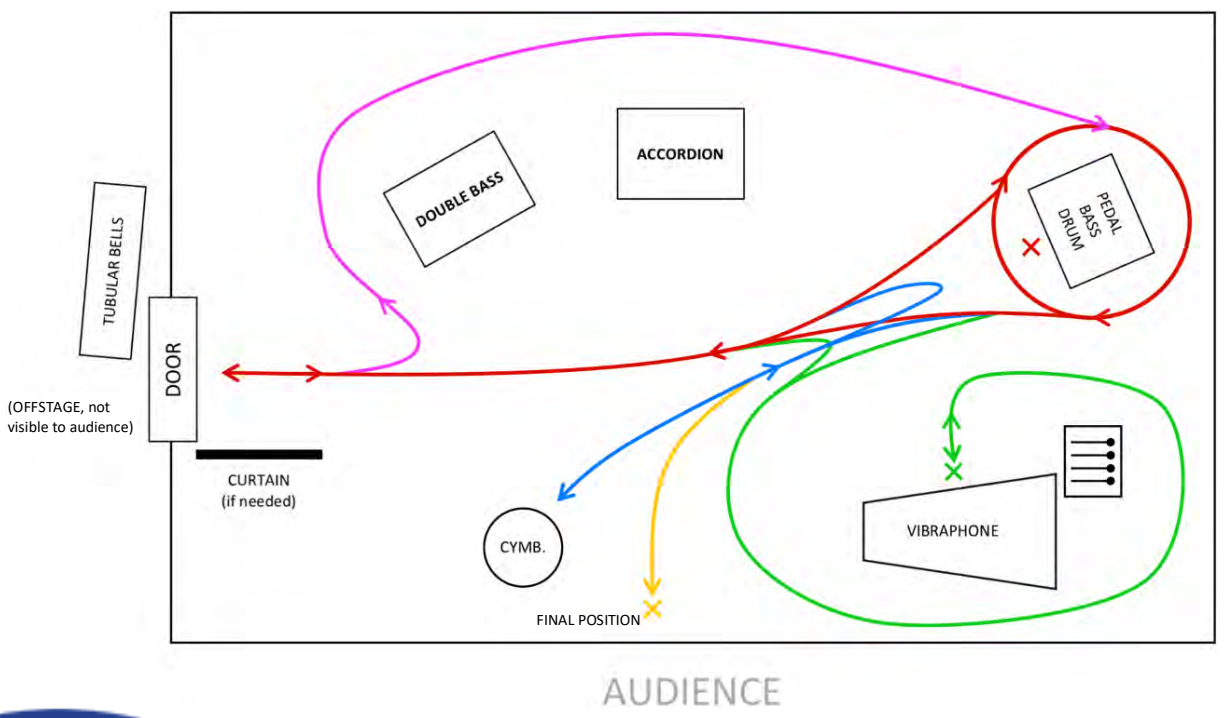
Written for Lauri Pekkarinen, Janne Valkeajoki & Helka Seppälä
for the first Kumaus-festival in August 2019 in Lappeenranta, Finland.

Stage plan and Runner's paths

Stage entrance on the right:



Stage entrance on the left:



to this plan in order to adjust the piece for different performance spaces.
ut the piece so the *Runner* has clear path to and from the stage the whole
ge tubular bells and whistle to be audible to the audience. Audience is not
nents and if needed, moveable curtain or wall can be used to block the

can have music stands in front of them. DO NOT put music stands in front

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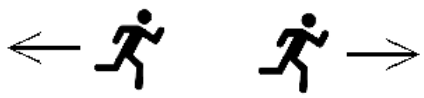
Performance instructions

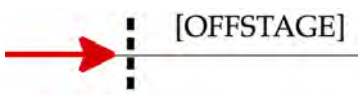
Runner (Percussion):

Running (or more like jogging) doesn't need to be synchronized with the tempo of the music; the speed of jogging should be comfortable and relaxed for the performer. Usually *Runner* is asked to run in ordinary manner, but also reverse running is possible. (In reverse running steps can be shorter and speed slower.)



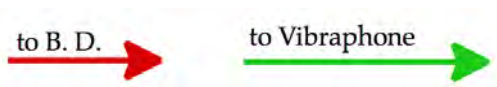
Reverse Forward

Runner enters and leaves the stage thru stage door (referred as EXIT in score):



Vertical dashed line is a symbol for the stage door.

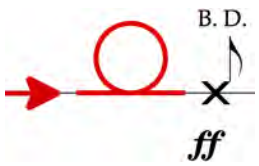
Paths on the stage are color coded in the score with verbal instruction of the direction:



to Bass Drum using red path

to Vibraphone using green path

The following symbol indicates running around the bass drum. The x-note following is kicking the drum (always ***ff***):



Run around Bass Drum, then kick.

The following symbol refers to turning to opposite direction (*f. ex. Running f… …ards B.D., then turning the direction back …*

…e various body

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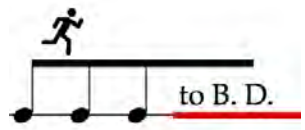
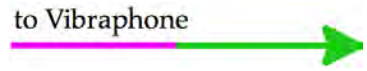
Regular 8-notes with small "runner" symbol on top refer to jogging in steady (but independent) tempo.



Also "flams", "accents" and "jumps" are notated for Runner:

"Flam" Accented step Jumping up & accented landing

Arrow with multiple colors refers to combinatory path

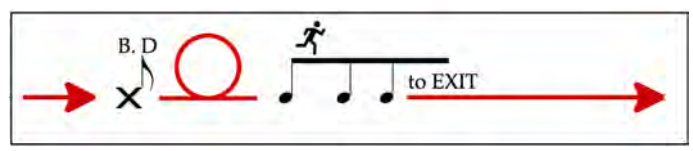


to Vibraphone using purple and green paths

Vertical lines refer to "running without motion". Continue running but stop moving in any direction.

Run steady in front of Vibraphone for a few seconds.

Everything written inside boxes is not meant to be in sync with other music so the *Runner* is allowed to perform these actions in any speed comfortable.



Run to Bass Drum, kick, run around the drum and continue towards EXIT.

The yellow path is used only for the ending of the piece and the final position is marked with a yellow cross on the map (see *Stage plan*).

written for Lauri Pekkarinen, Janne Valkeajoki & Helka Seppälä

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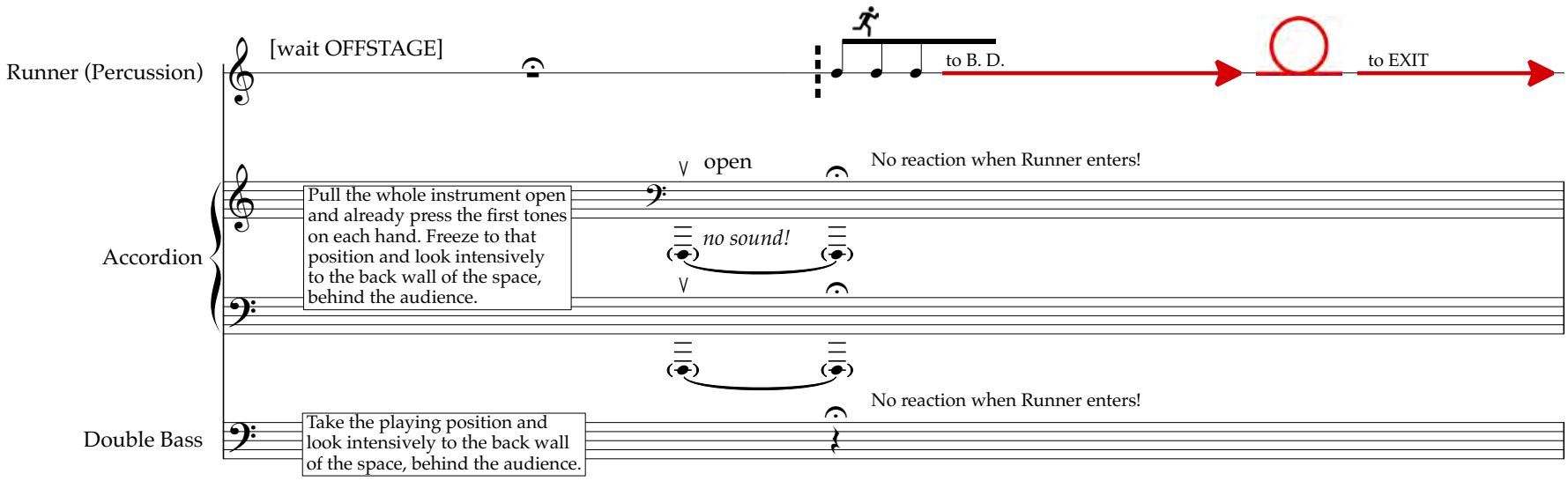

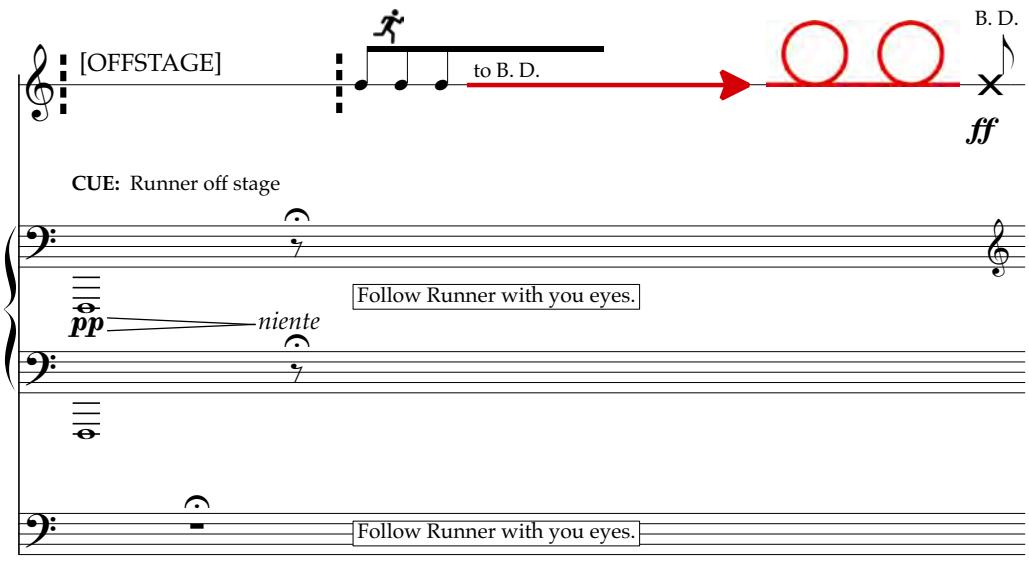

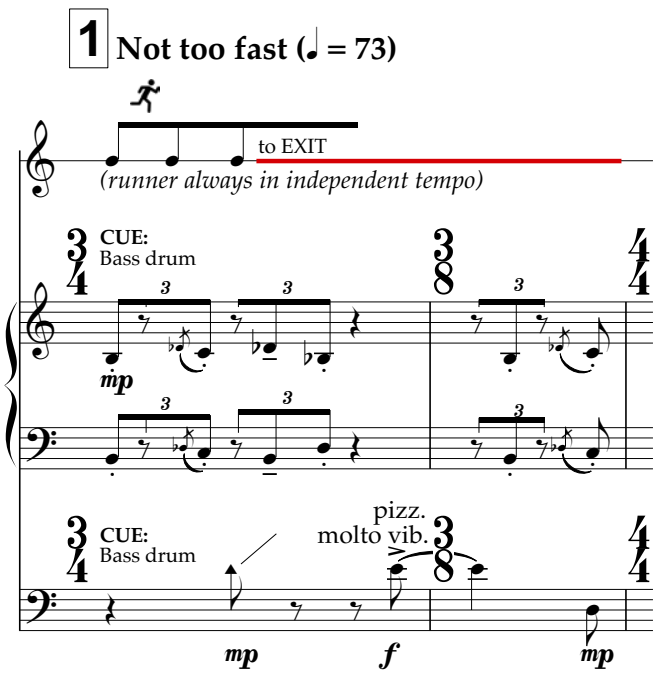

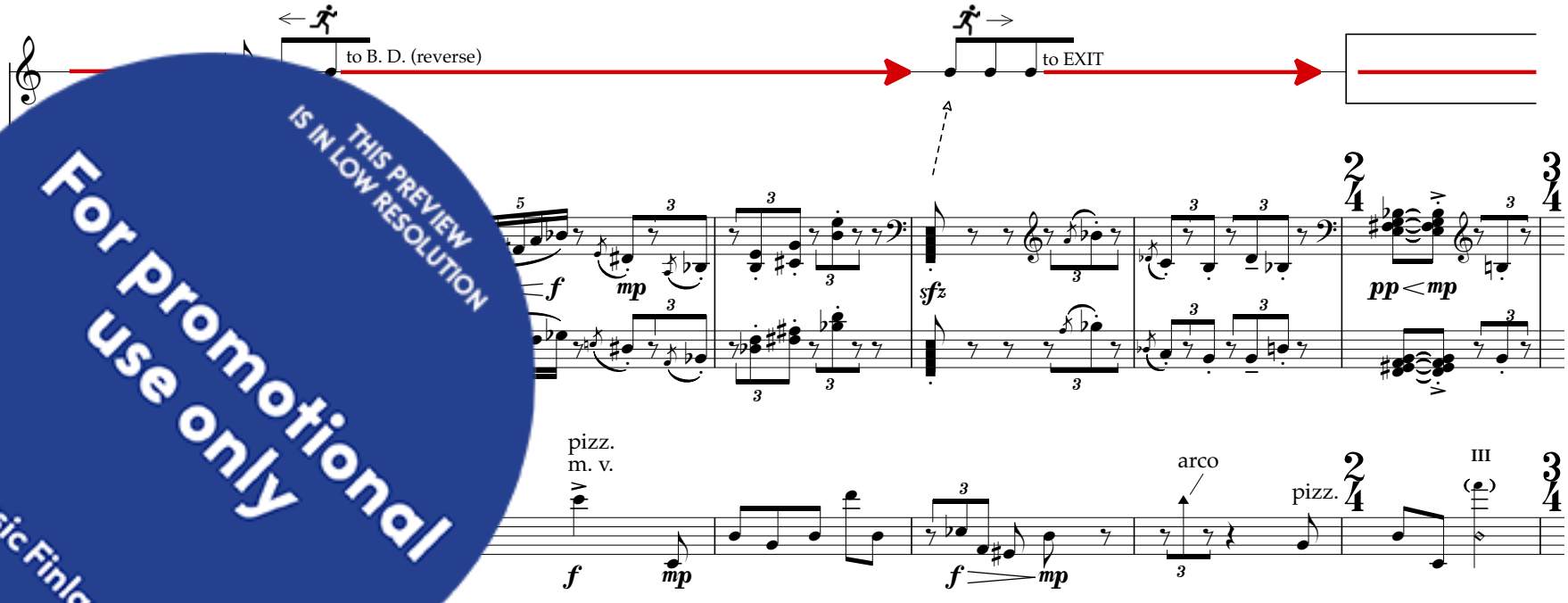

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[OFFSTAGE]

poco rit.

(repeat if necessary, Runner should exit the stage before music stops completely)

poco rit.

(repeat if necessary, Runner should exit the stage before music stops completely)

2 A tempo (♩ = 73)

c. 5 sec

to B. D.

Look at the door!

c. 5 sec

CUE: Runner enters the stage.

Look at the door!

c. 5 sec

CUE: Runner enters the stage.

3

jump!

continue to B. D.

CUE: Runner jumps

arco

pizz.

CUE: Runner jumps

arco

back to B. D.

pizz.
m. v.

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4 **Slightly faster (♩. = 79)**

B. D.

ff

to Cymb.

back to EXIT

CUE: Bass drum

mf

mp < *f*

CUE: Bass drum
pizz.

III

mf

body percussion *ad lib.*

[OFFSTAGE]

(repeat until
Runner offstage)

p *f* *mf*

mp < *f*

mf

III

(repeat until
Runner offstage)

III II

f

5

♩ = 79

c. 5 sec

to B. D.

CUE: Runner enters
the stage.

p *mf*

mp < *f*

c. 5 sec

CUE: Runner enters
the stage.

c. 5 sec

pizz.

p *mf*

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jump!

to EXIT (reverse)

to EXIT (forward)

A

arco

pizz.

arco

pizz.

[OFFSTAGE]

Take the earphones. Put on some running music so that it leaks from the earphones to the audience when on stage.

(with earphones)

rit.

rit.

arco

pizz.

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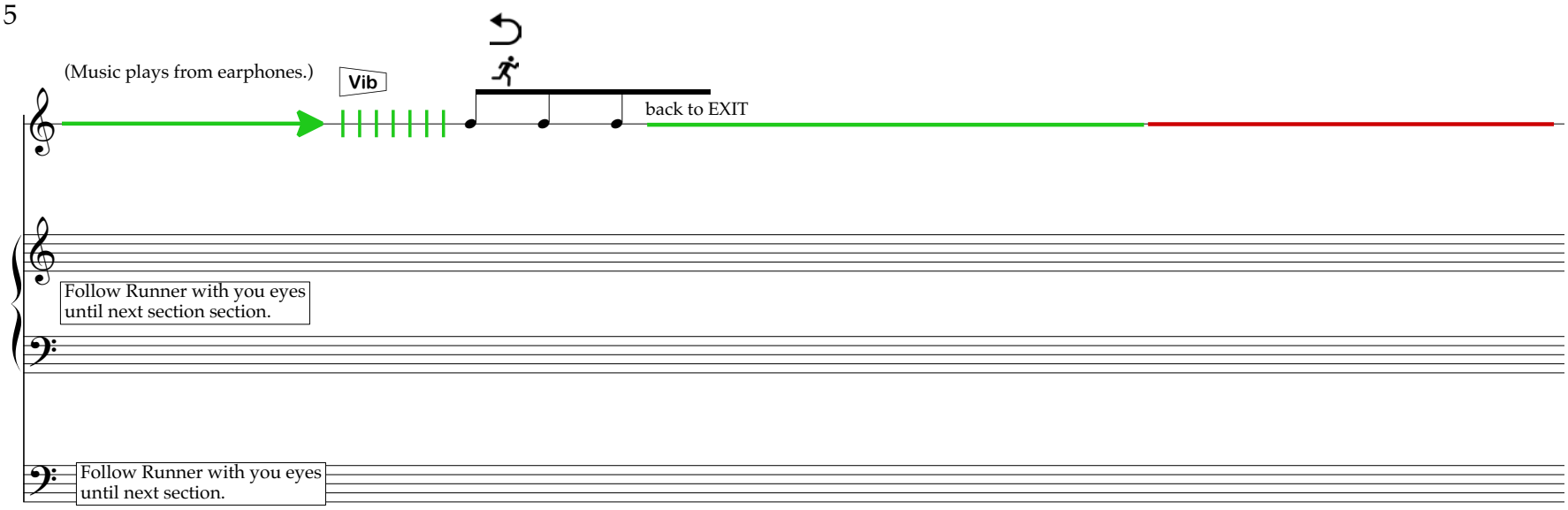

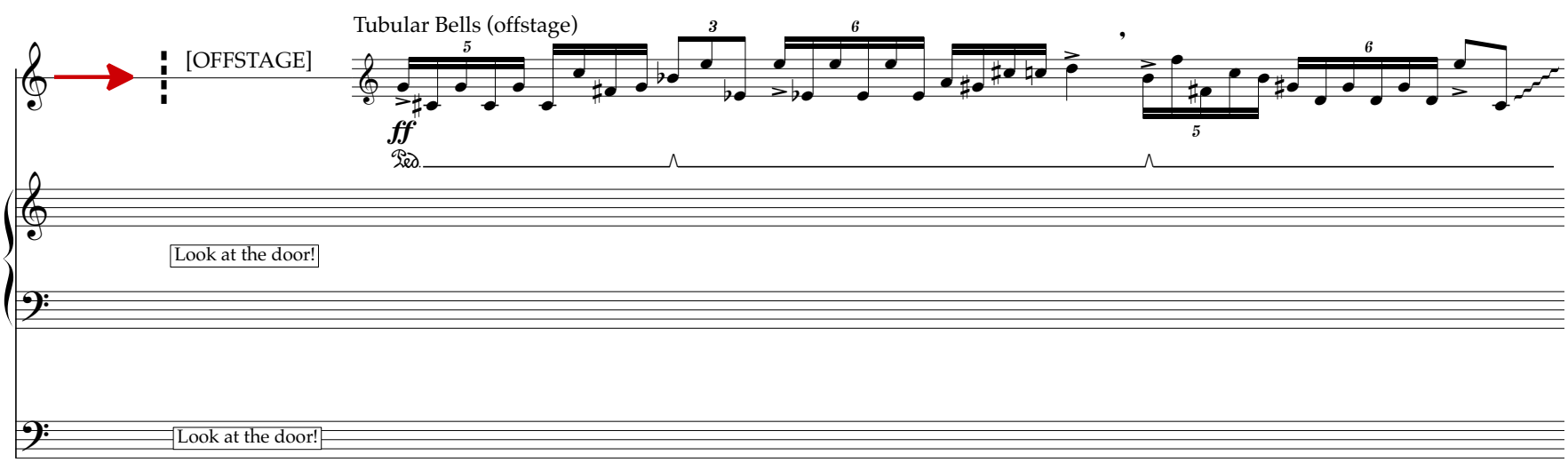

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Cymb.
(Just pretend to hit, don't actually hit!!)

(Accented step)

6 ♩ = 79

to B. D. (reverse)

B. D.

CUE:
Accented step

CUE:
Accented step

arco

pizz.

arco

*Accordion & Double Bass:
When Runner kicks the drum, stop playing for 5 seconds. Then D.B. starts playing from the previous VERTICAL RED ARROW (*), accordion joins playing after few beats.

to EXIT

(repeat only if still waiting for B.D. kick, otherwise continue without repetition)

(repeat only if still waiting for B.D. kick, otherwise continue without repetition)

pizz.

arco

pizz.

7

(with one drum stick)

Take the drum stick.

to Cymb.

[OFFSTAGE]

arco

pizz.

arco

gliss.

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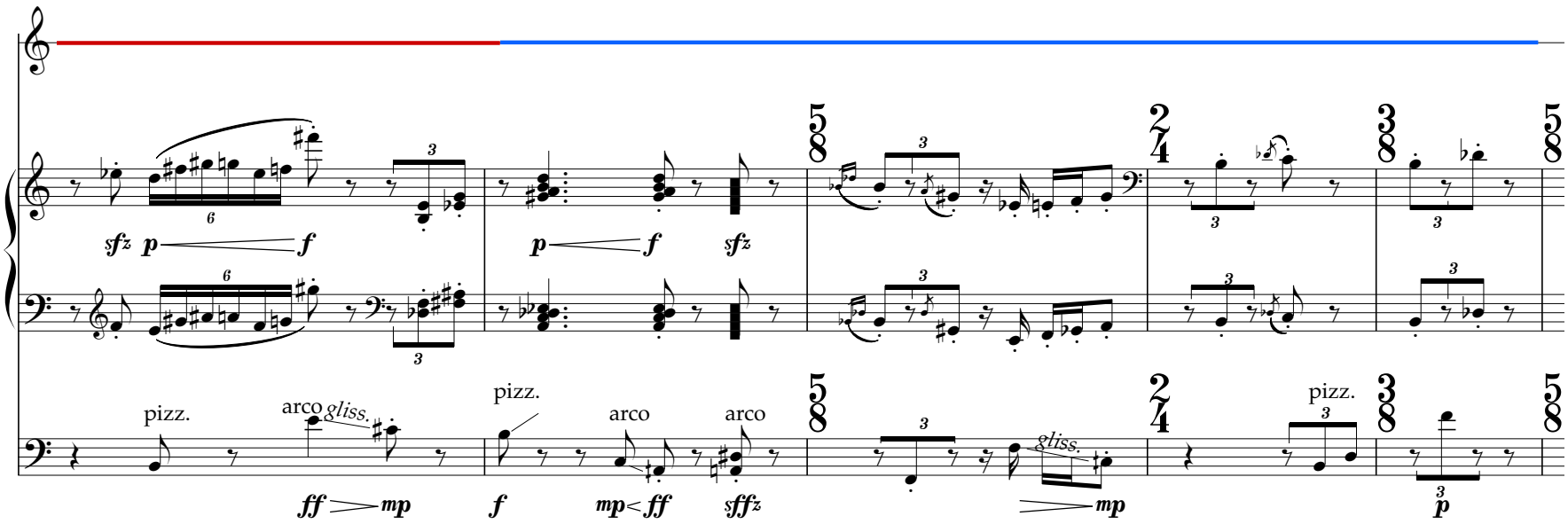

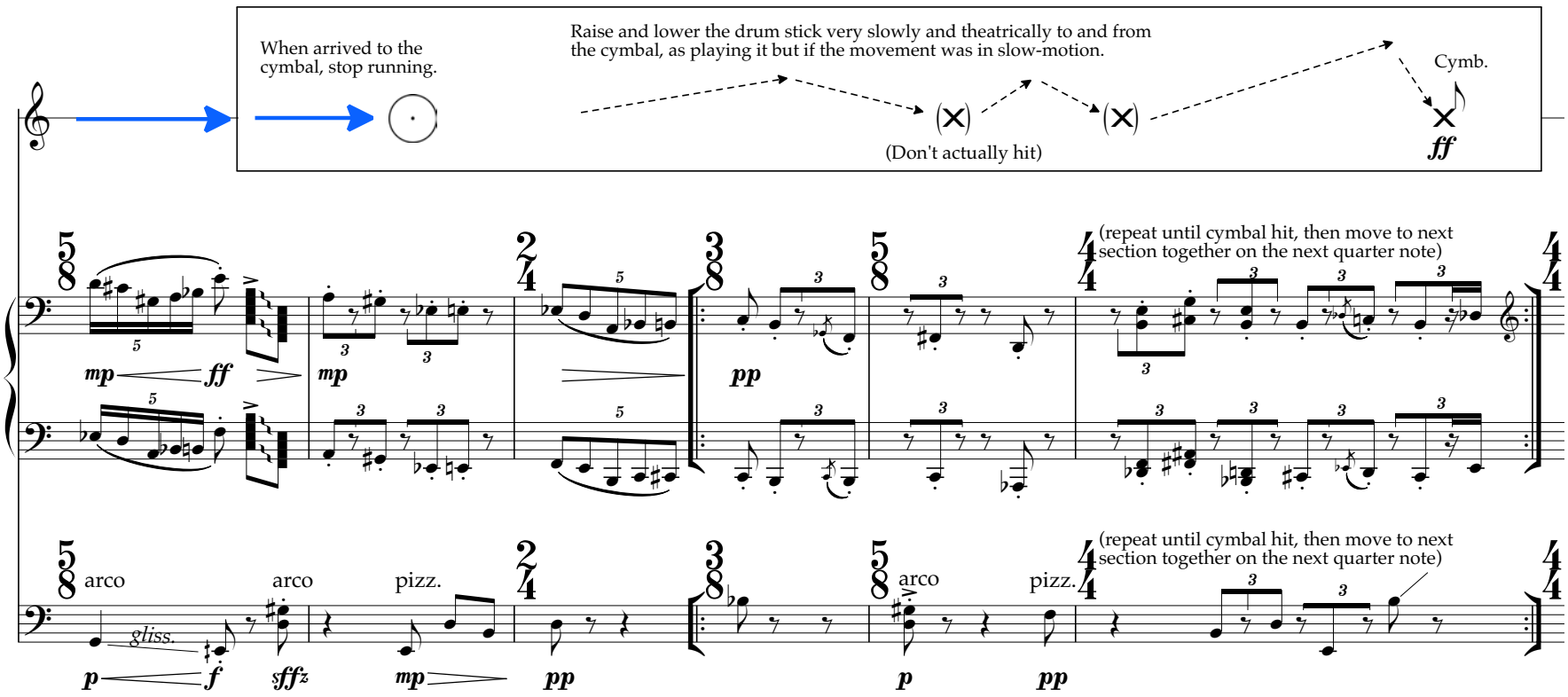

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Accordion & Double Bass:
Make the page turn independently during the repetition.

8 **Molto maestoso (♩ = 79)**

(Leave the drumstick to the cymbal.)

to B. D.

to EXIT

CUE: Cymbal

ff

CUE: Cymbal

arco

ff

[OFFSTAGE]

gliss.

tr

mp

niente

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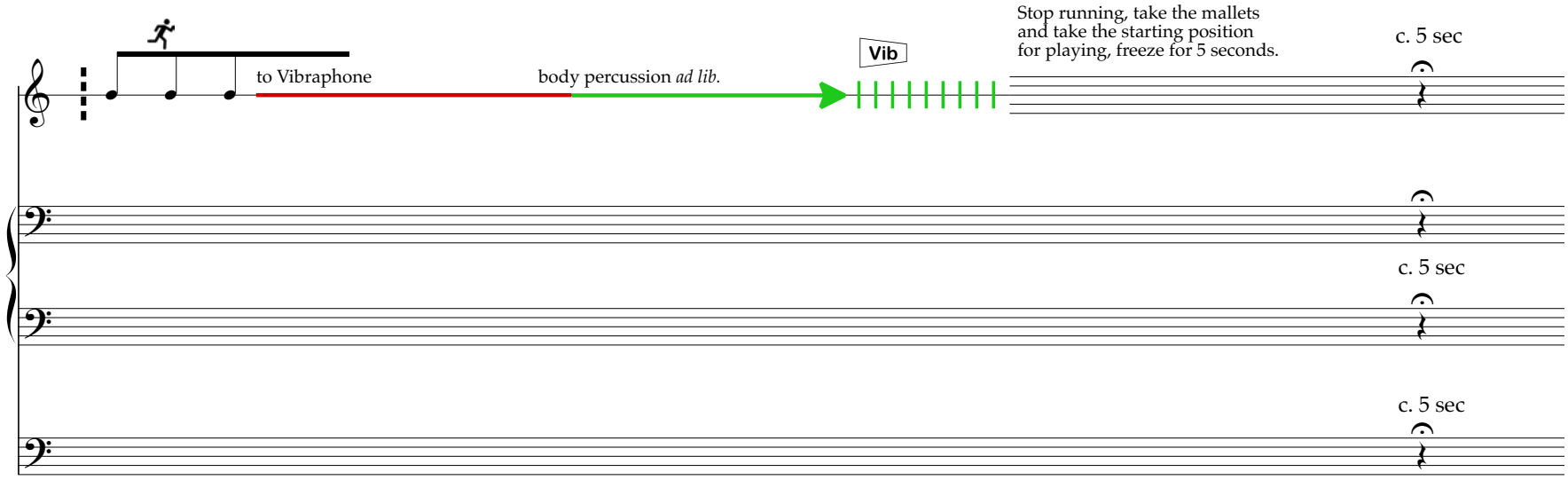

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9 **A tempo (♩. = 79)**

Put mallets back and start running.

to EXIT

CUE: Runner puts mallets back

CUE: Runner puts mallets back

(When close to the door.)

to B. D.

poco accel.

poco accel.

B. D.

10 **A tempo (♩. = 79)**

to Cymb.

Take the drum stick.

CUE: Bass Drum

CUE: Bass Drum

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Cymb.

f

Repeat until Cymb. If needed, go back to rehearsal number 10 and repeat again.

arco

mf > *p*

Repeat until Cymb. If needed, go back to rehearsal number 10 and repeat again.

pizz.

arco

gliss.

11 **Molto maestoso** (♩. = 79)

to EXIT

CUE: Cymbal

ff

CUE: Cymbal

ff

[OFFSTAGE]

gliss.

(to Tubular Bells)

gliss.

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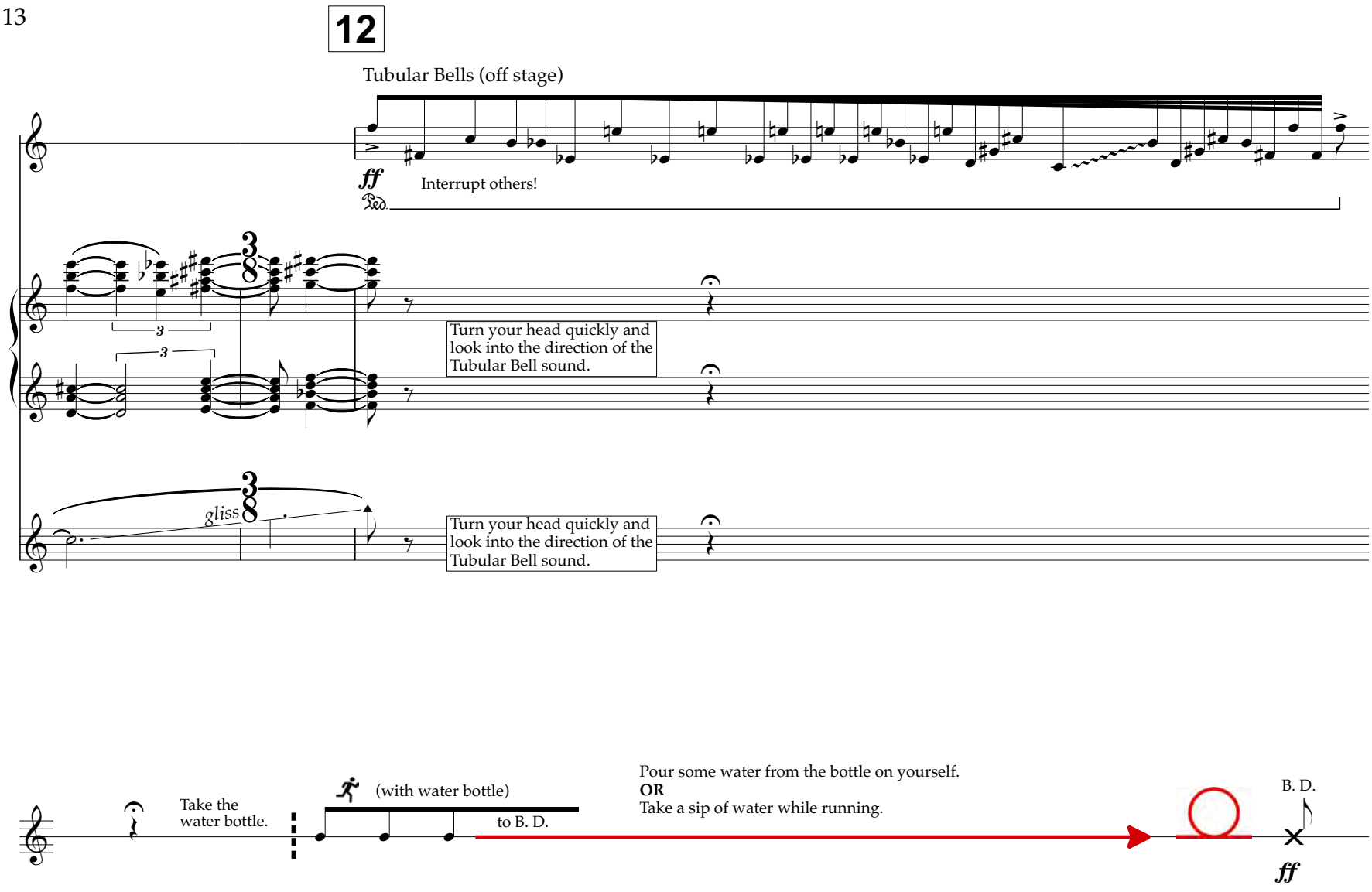

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13 **Very intense, but not too fast! (♩. = 92)**

to Vibraphone

CUE: Bass Drum

CUE: Bass Drum

pizz.

arco

gliss.

Vib

When arrived to Vibraphone, stop running, put the bottle on the mallet stand, take the mallets and prepare to start playing.

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Start playing the next section at any moment during these bars.

arco pizz. arco pizz. arco

Accordion & Double Bass: When vibraphone starts, stop playing immediately!

(repeat until Vibraphone starts)

arco pizz. arco

(repeat until Vibraphone starts)

14 As fast as possible, molto rubato

Vib

Look at the Runner and freeze!

Look at the Runner and freeze!

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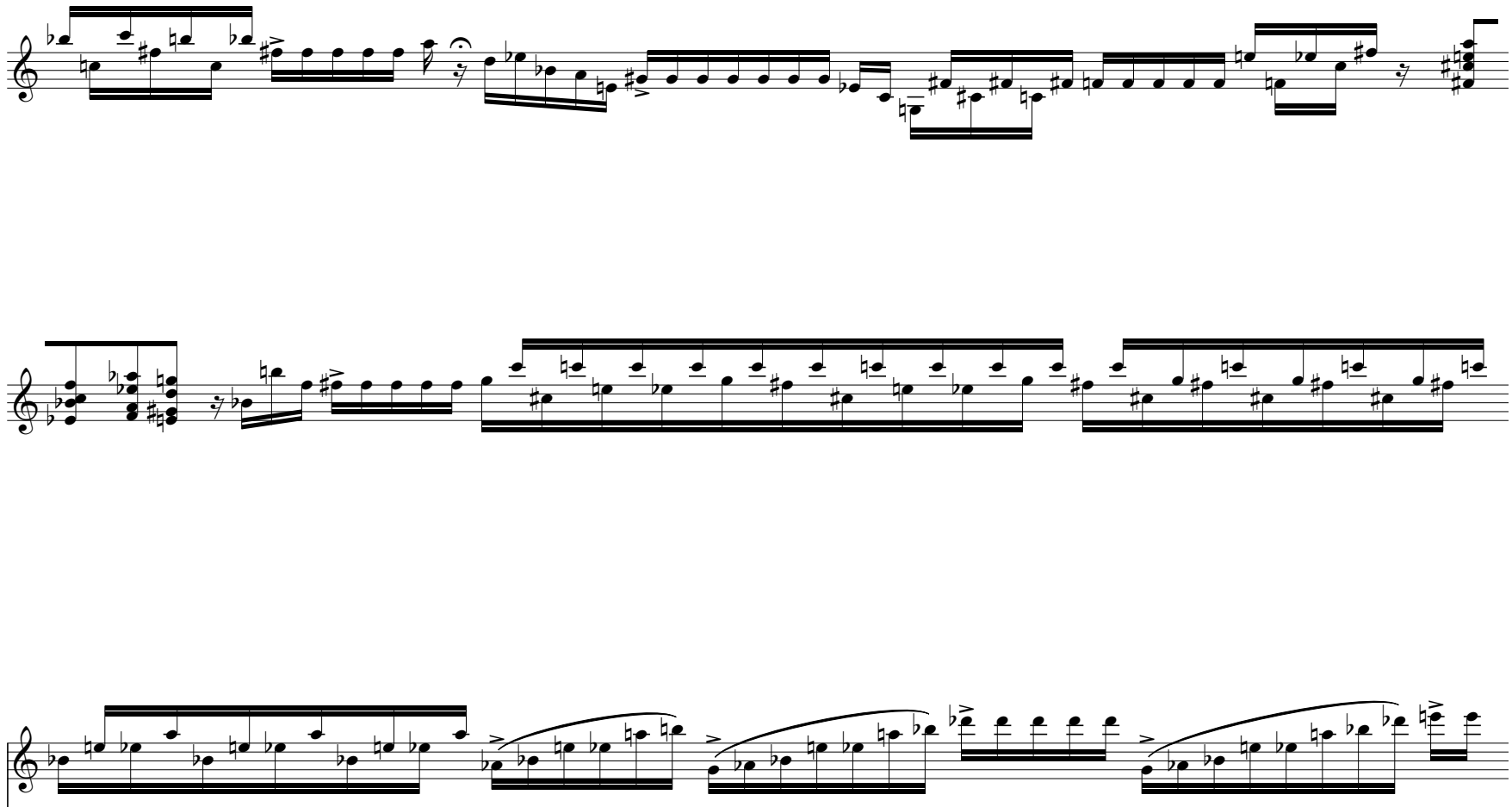
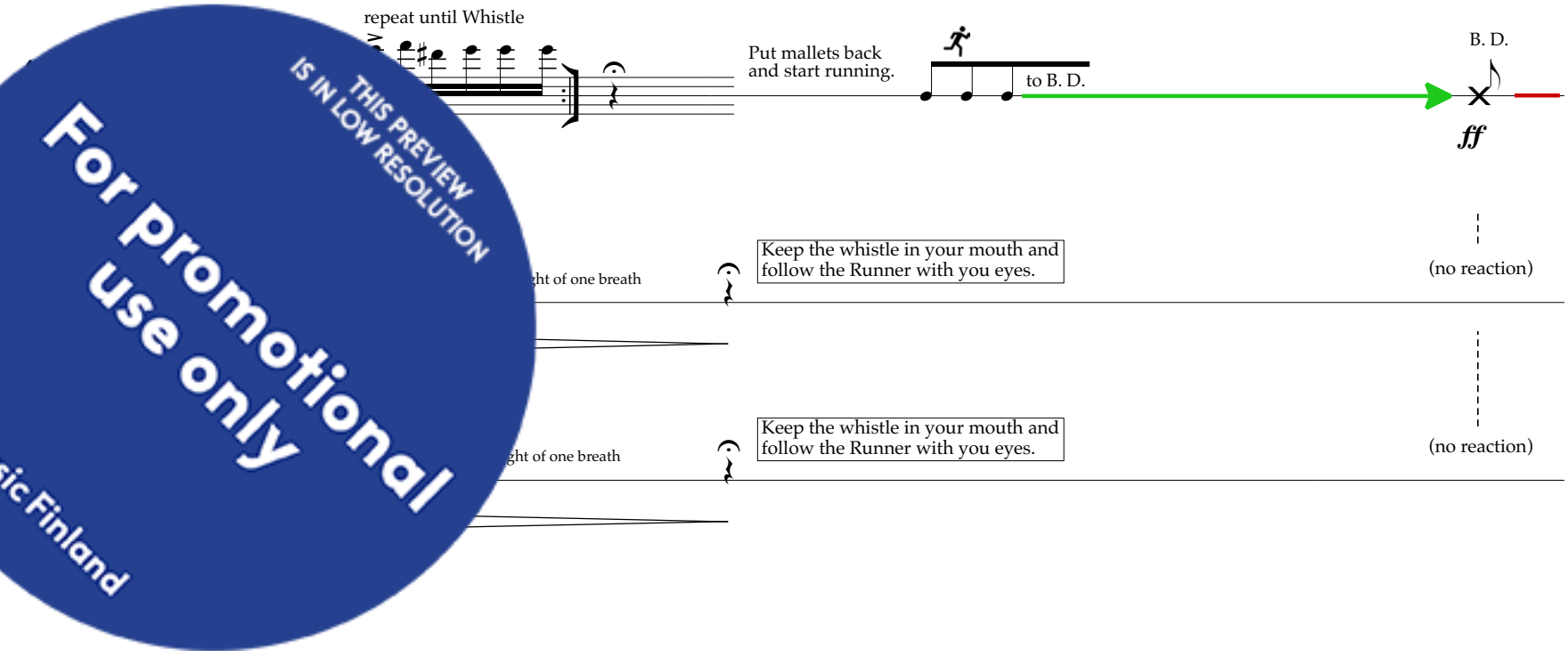


Take the whistle slowly from the stand and place it to your mouth.

Take the whistle slowly from the stand and place it to your mouth.



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to EXIT

back to B.D.

B. D.

ff *Angry!*

15 ♩ = 79

to EXIT

CUE: Bass drum

rit.

f

Whistle (one breath)

mp

CUE: Bass drum

gliss.

rit.

f

Whistle (one breath)

mp

[OFFSTAGE]

to B.D.

to Vibraphone

Vib

Notice the audience for the first time with a brief eye contact!

hold until Runner on stage

gliss.

pp

niente

Put the whistle back on the music stand.

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16 **Softly and vividly!** ♩ = 95

with motor

molto vibrato

IV

pizz.

* **Vibraphone:**
Glissandos always as loud as possible.

arco

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arco
III

gliss.

I

17 **Not too fast (♩. = 79)**

Put mallets back
and start running.

to B. D.

CUE:
Runner puts mallets back

pizz.
III

B. D.

to EXIT

Accordion & double bass:

Bass drum = DOUBLE TEMPO (♩. = ♪)

arco

pizz.

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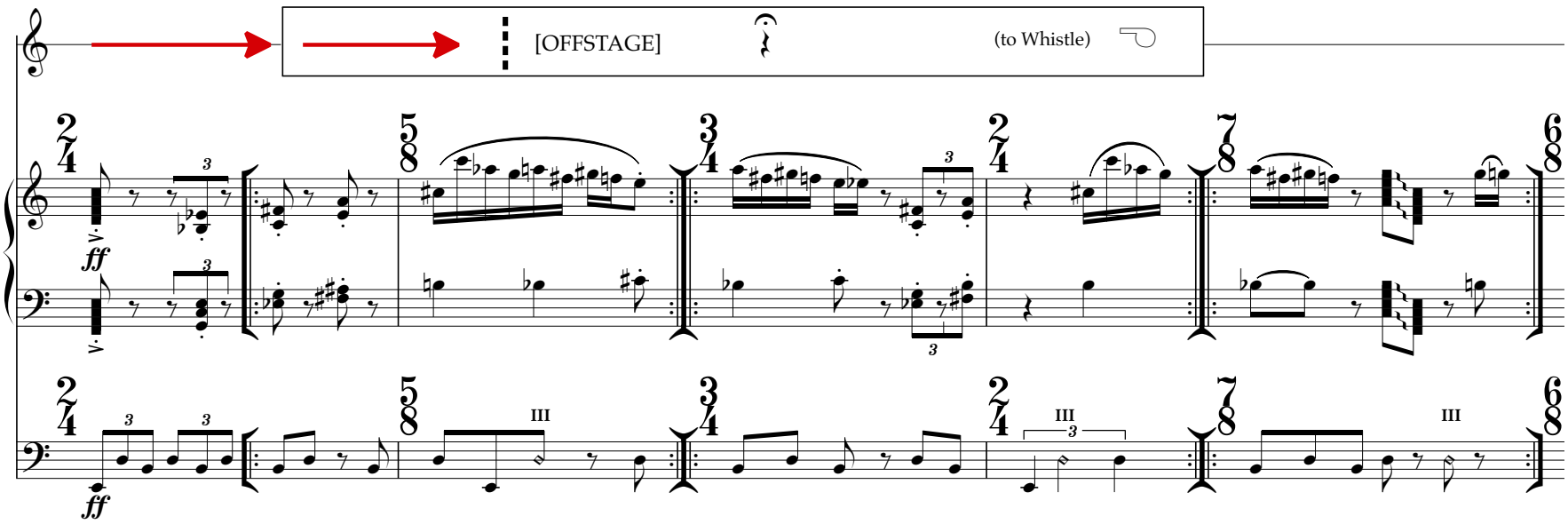

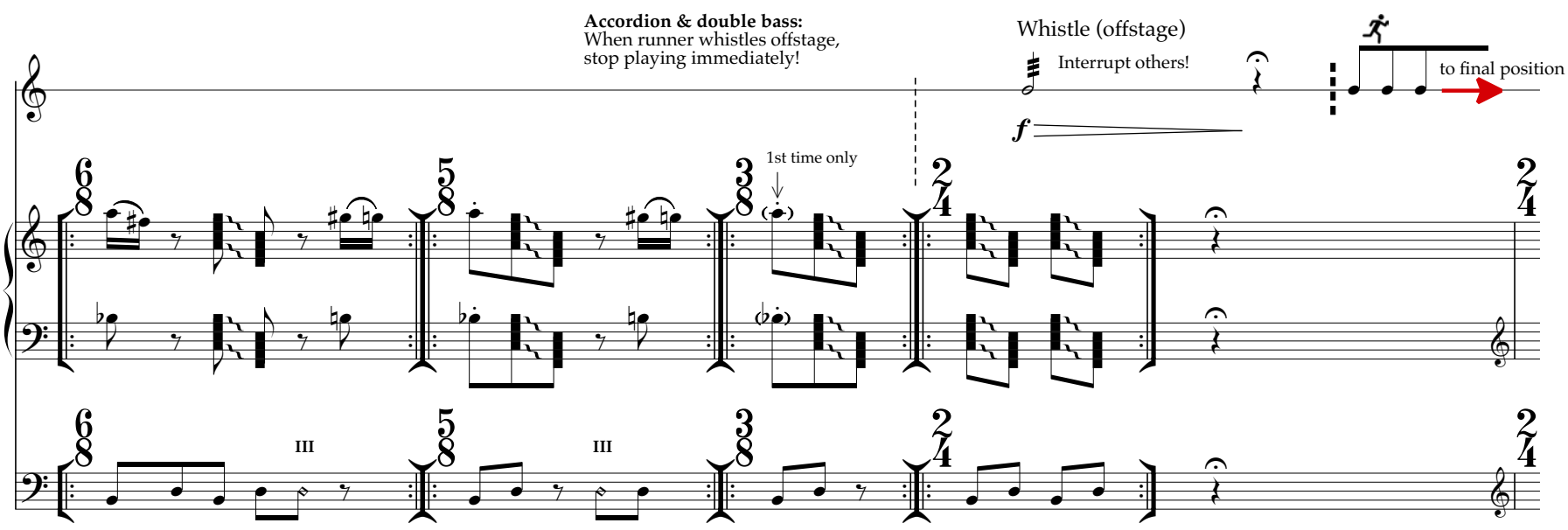

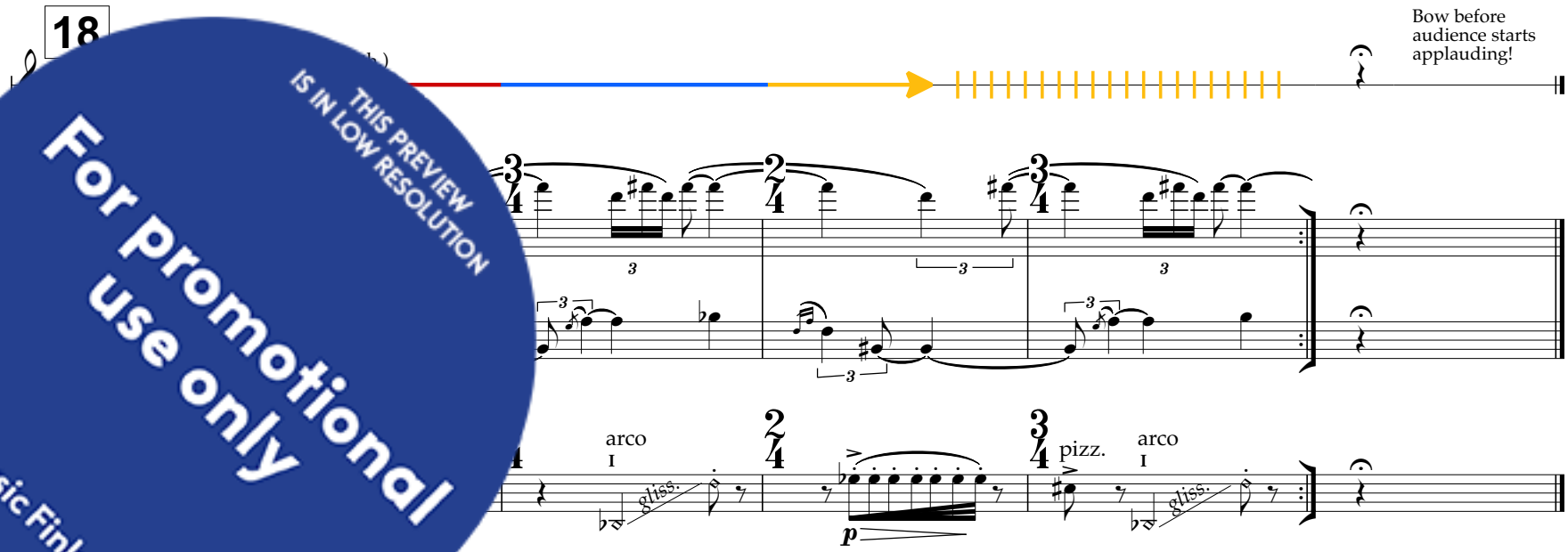

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