Vito Žuraj

Top Spin

for percussion trio
Vito Žuraj (*1979):

**Top Spin** for percussion trio (Karlsruhe 2011, revised 2013)

Duration: approx. 12 min.

World première: 7th February 2013
Festival Eclat Stuttgart
Kunstmuseum Stuttgart, Germany
Ensemble Modern

The percussion instruments are divided into two categories:

I. The following instruments should be placed on a circular table with a minimum diameter of 80 cm. No obstacles near the table should prevent the players from moving freely around the table during the performance.

- **9 metal tubes** (3 for each player)
  in ascending order of pitch, from lowest to highest:
  SETUP 3 → SETUP 2 → SETUP 1

- **9 wooden bars** (3 for each player)
  in ascending order of pitch, from lowest to highest:
  SETUP 1 → SETUP 3 → SETUP 2

- **9 hand drums** (3 for each player)
  in ascending order of pitch, from lowest to highest:
  SETUP 1 → SETUP 2 → SETUP 3

II. Each of the following instruments should be mounted on a separate gong-stand, positioned equidistantly around the circular table behind each player and played with the handle of a teaspoon:

- **3 spring drums of different sizes** (1 for each player),
  in ascending order from smallest to largest:
  SETUP 1 → SETUP 2 → SETUP 3

**Mallets**

Each player should only use a pair of teaspoons throughout the whole piece.

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*Sp.dr.* abbreviation for „Spring drum“
Rehearsal setup as implemented by the Ensemble Modern:

Position of players on stage:

Players' movement:

clockwise / counter clockwise movement around the table while playing the instruments placed upon it

clockwise / counter clockwise movement between percussion stands with spring drums while playing the spring drum or instruments for improvisation

approximate indications for the speed of players' movement

Player changes position:

\( \frac{1}{2} \) by one setup 1 by one complete revolution around the table (= 3 setups)

\( \frac{3}{2} \) by two setups 2, 3... by two, three... complete revolutions around the table

For playing instruments in other players' setups:

<table>
<thead>
<tr>
<th>SETUP 1 (S.I)</th>
<th>abbreviations for percussion setups</th>
</tr>
</thead>
<tbody>
<tr>
<td>SETUP 1 \rightarrow SETUP 2</td>
<td>positions at the beginning and end of a given revolution</td>
</tr>
<tr>
<td></td>
<td>play the instruments in the next setup to the right / next setup to the left</td>
</tr>
<tr>
<td></td>
<td>play the instruments two setups to the right / two setups to the left</td>
</tr>
<tr>
<td></td>
<td>repeat pattern(s) in the box while playing only those instruments made of the material(s) indicated in the box; the pitch and succession of tubes/bars/drums should be chosen by each player individually</td>
</tr>
</tbody>
</table>

Example of the movement code:

Starting from SETUP 2 and finishing at SETUP 1, the player should move, as quickly as possible, by two complete revolutions plus two additional setups in a counter clockwise direction around the table.
Notation for those percussion instruments on the circular table:

- metal tubes (METAL)
- wooden bars (WOOD)
- hand drums (SKIN)

Notation for spring drum

*In playing the spring drums, the teaspoon-handle should be held in the right hand and the spring drum muted with the left:*

- pluck a single coil of the spring in the indicated direction (use both thumbs for accurate control of the teaspoon handle’s movement)
- scratch 2-4 coils of the spring in the indicated direction (use both thumbs for accurate control of the teaspoon handle’s movement)
- scratch 1-2 cm of the spring in the indicated direction (release the left thumb from the teaspoon handle, hold the spring at the bottom end)
- scratch 1-2 cm of the spring, direction to be freely chosen by the player (release the left thumb from the teaspoon’s handle, hold the spring at the bottom end)
- strike the spring
- strike the frame of the drum (irrespective of whether the spring is muted or not)
- holding the spring at the lower end, twirl it with rapid, circular motions of the left hand

- scratch appr. 5 cm of the spring, direction and position to be freely chosen by the player; hold the spring at the bottom end

- rapid glissando vertically over as much of the spring as possible (min. 15 cm), direction and position to be freely chosen by the player; hold the spring at the bottom end

- sudden change of register on the spring: quickly shift the position of the dampening left hand (a short scratching noise will result)

**I.v.**

- open - *lasciare vibrare* (leave spring swinging freely)
- mute the spring (grasp very tightly with left hand)
- rapid succession of blows or scratches back and forth (*tremolo*)

Example of notation for spring drums and wound piano strings:

For further explanation of all extended playing techniques for the spring drum, see the enclosed video-tutorial on the Data-CD attached to the back cover.
Top Spin
for percussion trio
(2011, revised 2013)

\( \frac{4}{4} \) \( \frac{3}{4} \) = 120

**Setup 1**

**SETUP 1**

**PLAYER 1**

**Setup 2**

**SETUP 2**

**PLAYER 2**

**Setup 3**

**SETUP 3**

**PLAYER 3**

\( \approx \)"
<table>
<thead>
<tr>
<th>Setup 1</th>
<th>Setup 2</th>
<th>Setup 3</th>
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</thead>
<tbody>
<tr>
<td>l.v.</td>
<td>l.v.</td>
<td>l.v.</td>
</tr>
<tr>
<td>p</td>
<td>p</td>
<td>p</td>
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<tr>
<td>mmpf</td>
<td>mfp</td>
<td>mfp</td>
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<tr>
<td>p</td>
<td>mf</td>
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<td>mp&lt; f</td>
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<tr>
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**FREEZE**

Setup 1

<table>
<thead>
<tr>
<th>Setup 1</th>
<th>Setup 2</th>
<th>Setup 3</th>
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</thead>
<tbody>
<tr>
<td>4/4</td>
<td>3/4</td>
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</tr>
<tr>
<td>p f</td>
<td>p f</td>
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**FREEZE**

Setup 2

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<th>Setup 3</th>
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<tbody>
<tr>
<td>p f</td>
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**FREEZE**

Setup 3

<table>
<thead>
<tr>
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<th>Setup 2</th>
<th>Setup 3</th>
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<tbody>
<tr>
<td>p f</td>
<td>p f</td>
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<tr>
<td>p f</td>
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</tbody>
</table>

**FREEZE**

**PLAYER 1**

Setup 1

<table>
<thead>
<tr>
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</thead>
<tbody>
<tr>
<td>3/4</td>
<td>4/4</td>
<td>3/4</td>
</tr>
<tr>
<td>pp f</td>
<td>pp f</td>
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**FREEZE**

Setup 2

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<thead>
<tr>
<th>Setup 1</th>
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<tbody>
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<td>f pp f</td>
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**FREEZE**

Setup 3

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<td>pp f</td>
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<tr>
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</tbody>
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**FREEZE**

**Mc. DSS 80**
Players 1, 2, and 3 are shown in the diagrams. The text is not readable due to the image quality.

**Player 1**

**Player 2**

**Player 3**

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**MEDIUM**

\( \frac{\infty}{3} \) (SETUP 1 \rightarrow SETUP 3)

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**SETUP 2**

\( \frac{\infty}{3} \) (SETUP 2 \rightarrow SETUP 1)

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**SETUP 3**

\( \frac{\infty}{3} \) (SETUP 3 \rightarrow SETUP 2)
METAL+SKIN

f

METAL+WOOD

ff

METAL

ritardando for the rhythmic pattern, while the movement speed around the desk remains unchanged

change to spring drum
3 4 4

Setup 1

Setup 2

Setup 3

177

Mc. DSS 80
start at SETUP 1: sempre accelerando
execute a continuously accelerando which affects the playing tempo as well as the movement around the table

SLOW → FAST

Mc. DSS 80
Player 1 gradually starts to remove the instruments from the table, until there is a single METAL TUBE left.

Player 3 circles the table, successively hitting all (remaining) instruments and subsequently accelerating his movement. He should change the direction of his circling every time player 2 hits the wire of the spring drum. With a single metal tube left on the table, player 3 should circle the table as fast as possible for several more times, hitting that remaining metal tube each time he passes it. After the last circle he strikes the spring drum to finish the piece.