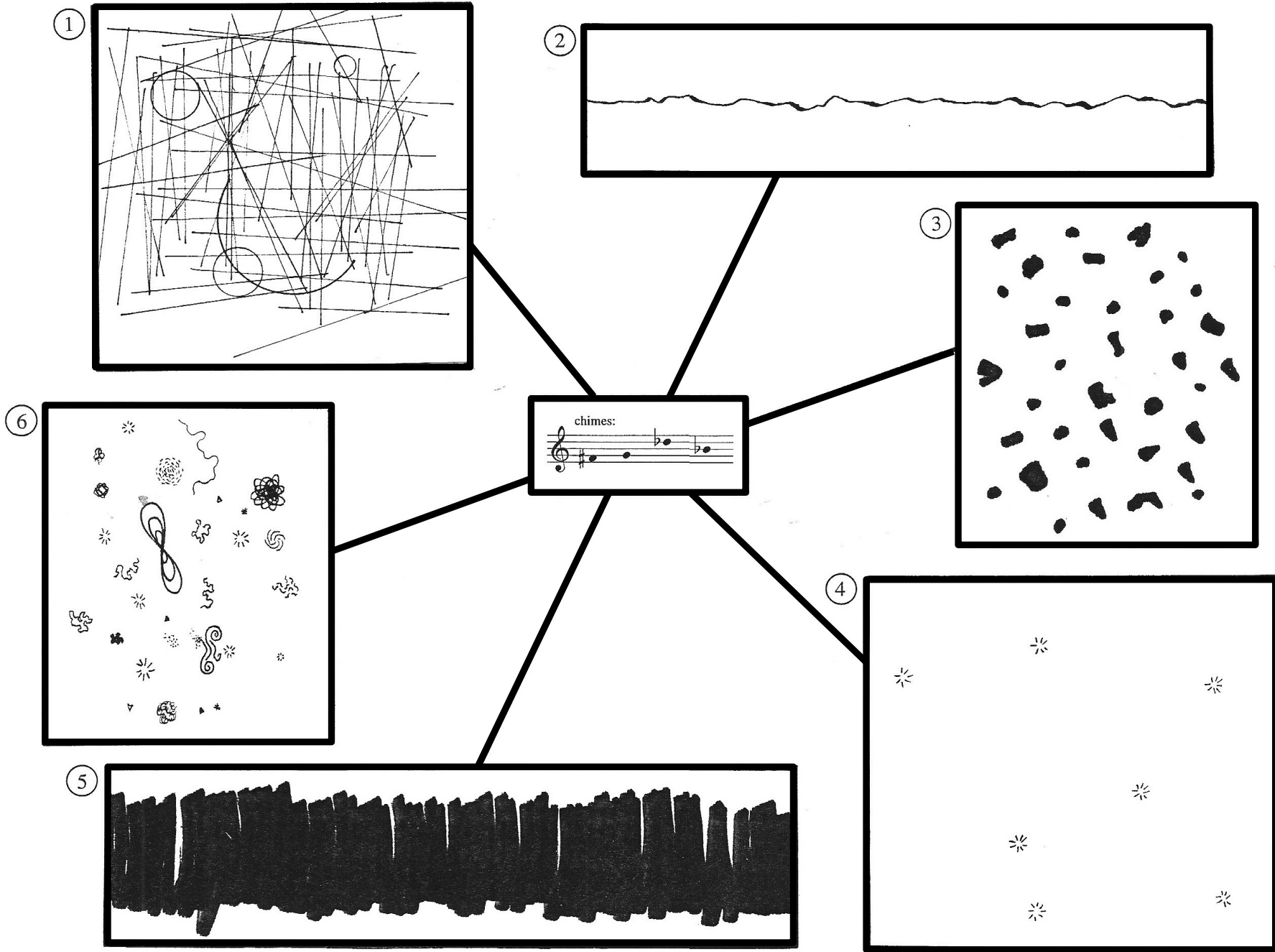


# DEEP TIME AND CEASELESS MOTION

for percussion ensemble

JOSEPH KLEIN

1982



## Performance Notes

*Deep Time and Ceaseless Motion* may be played by an ensemble of five to ten percussionists. Instrumentation is not specified, though one of the performers must play the chimes part located in the center of the score; each of the remaining percussionists should have at least five different instruments, preferably more. It is important that the performers select instruments that will provide the greatest variety of sonic possibilities. The chimes player acts as the ensemble leader, signaling the transition from one event to the next, and thus determining the duration of each.

The piece is to begin and end with the chimes: the four given pitches are always played in the order written; rhythms are *ad libitum*, but in a relatively moderate tempo; dynamics should vary according to the prevailing dynamic level of each event, as long as the chimes are always clearly heard.

The six events may be played in any order; all events must be played, and none may be repeated. Each event should last approximately two minutes, though the exact duration should vary somewhat each time.

The players should be spread out as much as possible across the performance space (front to back as well as side to side). The chimes should be placed in a prominent position (center stage is preferred), approximately equidistant from each of the other players.

—Joseph Klein  
1982