

# Dit-Dah

For tenor trombone and snare drum

James A. Fox

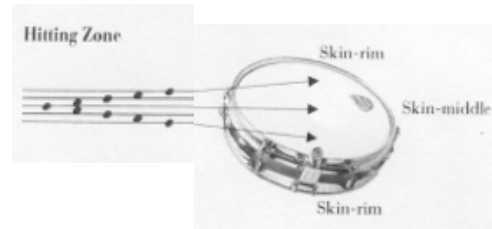
## Snare Drum Performance Notes

The form and design of the piece was created by translating a two-word sentence into morse code. This output a rhythmic passage comprising of morse code units, which were then realised as semiquaver rhythms, adhering to the morse code system. This created cells with unique time signatures which were then placed within a single time signature to create a global structural framework. For this piece, the process completes one cycle, with the final bars making the closing section clear. The phrase appears nine times in total and can be traced in the heavily accented solitary semiquaver on the snare, which is mimicked afterwards by the trombone in each iteration.

### Snare Drum

The snare drum skin has been split up into different sections and represented on five-line staff notation, offering an intuitive system for stick and skin positioning. This aims to take advantage of different nodes on the skin but does not require any form of altered tuning.

Hitting zone guide:



Preference: Wooden drums sticks may be preferable, as is a stick of an average weight, but a longer stick might provide more reach for faster rim passages, so a 3A stick could be worth a consideration.

Play on the rim furthest away from the player



### Drum and Rim Dynamic

Notated dynamic range of rim work is intended to encourage an approximation of attack and tone for that part of the drum, and should not be compared to the graduation of loudness that is achievable on the skin.

### Sticking

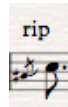
All sticking marks are suggestions only but are notated to encourage certain permutations and accents, if the player considers that the right hand (R) is intended to show the player's strongest hand.

## Trombone Performance Notes

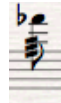
### Trombone

#### Rip

Whipping lip glissando



Flutter tonguing



#### Sang multiphonics

The smaller note head indicates the note to be sang at the pitch and rhythm specified.

