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The Creatures in Room 642

Frank Proto

1. The Room

Percussionist Speaks:

Everybody knows about room 642. It's up there on the top floor all the way down at the end of the hallway. It's that room where you're sent when you're causing too many problems in your regular class. 642 can be quiet & peaceful or wild and chaotic. It just depends on who inhabits it on any given day.

Right now we're going to do something really unusual. We're going to visit room 642 in a way that lets us see and hear what's going on in there without the people in the room knowing that we're observing them. It's as if we'll be behind one of those two-way mirrors where we can see what's happening but those on the other side can't see us. Oh, and one more little thing. For this visit we're going to have to "see" with our ears rather than our eyes.

As we walk down the hall we already start to hear some strange sounds.....

The musical score is written for a percussionist and consists of three systems of music. The first system begins with a tempo marking of **Allegro molto** and a metronome marking of $\text{♩} = 70$. The music is in 2/4 time and features a melodic line in the right hand and a bass line in the left hand. The right hand starts with a **pp** dynamic and a **cup mute** instruction. The left hand also starts with a **pp** dynamic. The score includes various percussion techniques such as **improvise same patterns**, **senza sord.**, **ppp**, **pizz.**, and **col leg.**. The second system begins at measure 10 with a **turn around** instruction and a **tr^b** marking. The dynamics are **sfz** and **sfz**. The percussion part includes **cymbal**, **cow bell**, **snare**, **tom-tom**, and **kick drum**. The third system begins at measure 16 with a **Shout** instruction and the text **Put what down?** and **I did not**. The dynamics are **sfz** and **p**. The percussion part includes **arco** and **sfz**. The fourth system begins at measure 23 with a **tr^h** marking and the text **Stop what?**, **You!**, **No You!**, **It's mine mine! mine! gim-me mine!**, **Stop it**, **You!**, **No You!**, **I want my pen cill**, **It's mine! mine! mine! mine!**, and **Shout Qui et!**. The dynamics are **cresc.** and **ff**. The percussion part includes **arco** and **sfz**.

Percussionist Speaks:

Well I warned you that there could be real some nut-cakes here. Let's see who else is in the room today.