

Oslo Hardcore vol. IV

Version for percussion duo

**Trio version commissioned by SISU
in collab with
ny-Musikk komponistgruppe**

Jakob Thonander Glans (2024)

**Supported by the Norwegian
Council of Culture**

Program note / dedications

Oslo Hardcore vol. IV is dedicated to:

Stocken (Jonas Gren), for teaching me the fundamentals of Dbeat punk, as well as for being fucking badass.

Thorvald Bugge Helle (DJ Bobr), for introducing me to true hardcore techno, as well as for being fucking badass.

Rolf Wallin, for teaching me his box-notation system, as well as for being fucking badass.

SISU percussion trio, for commissioning the piece, as well as for being fucking badass.

Instrumentation

Percussion I:

1 empty aluminum can, xylophone (shared among the duo), djembe, crash cymbal, snare drum, bass drum with 1 pedal and 1 leather jacket (shared among the duo).

Percussion II:

1 empty aluminum can, xylophone (shared among the duo),
2 plastic bongos (one lower and one higher pitch),
1 leather jacket (shared among the duo), 1 gran cassa + lots of chains.

You will also need one percussion stand to hang the leather jacket on.

Durata

Open duration, but please dont take too long.
If you go over 8 minutes then you are doing too much.

Ideally play from memory only.

Performance notes

Box system:

Oslo Hardcore vol. IV is partially written utilizing a box system similiar in style to the system used by Rolf Wallin in his percussion piece "Frap".

ORD

= play as written, ordinary.

SYNC

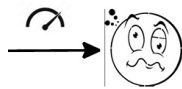
= play individually, but in the assigned tempo.

FREE

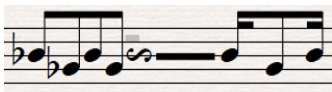
= play individually, without any unified pulse.



= continue assigned action.



= gradually speed up action until its so fast its impossible to play.



Return-symbol = repeat the previous material an optional number of times.

Aluminum can notation:



Triangle = snap the bottle cap.

Line = stroke the side of the can.



Accent = violently strike the can with your whole hand.

Djembe notation:



Top line = RH fingertips close to the edge

Middle line = RH thumb on sweet spot

Bottom line = LH fingertips close to the edge

Leather jacket Cadenza

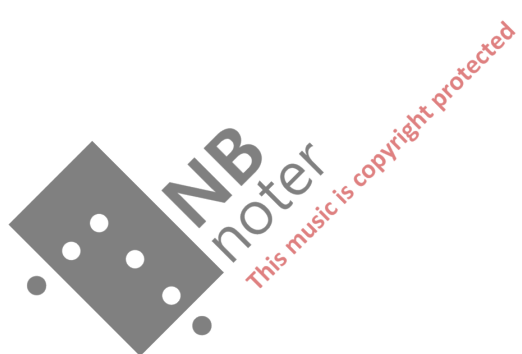
One person, ideally someone from the audience, should wear a leather jacket during the entire concert and appear on stage for the Cadenza. If this is not possible, then one of the players has to assume the role.

If a leather jacket is not available, then sub with another kind of jacket.

Performance style and stage presence

The piece should be performed with extreme energy and over-acting. Take the dynamics to the absolute max in both directions. Scream properly.

hit me up: jakob.t.glans@gmail.com
www.jakobglans.com



Attempt to reach the 180 bpm that the piece asks for. But if it becomes impossible then slow down the overall tempo to what is needed.

Oslo Hardcore vol. IV

5

Jakob Thonander Glans (2024)
Dedicated to Stocken, Thorvald, Rolf and SISU

Extremely slow

Percussion. I

aluminum can.

2

3 Djembe.

agressively throw can on the floor.

Percussion. II

aluminum can.

START IN SYNC, BECOME FREE

SYNC ♩ = 180

f

Perc. I

4

X5

5

X6

Perc. II

ORD

X5

agressively throw can on the floor.

Spoons.

X6

f

f

f

f

Perc. I

6

ppp

fff

To Xylophone.

Perc. II

Free variation of these rythms.

ppp

fff

Scream: XYLOPHONE!
Then agressively roll the xylophone out to the middle of the stage.

6

Perc. I

7

8

SYNC Xylophone

ff

Perc. II

8

SYNC

ff

9

SYNC

Perc. I

10

ORD

8^{va}

Gradually become.

X9

Perc. II

ORD

X9



11

Perc. I

ffff

Perc. II

ffff

Perc. I

Perc. II

15 SYNC

Perc. I

8^{va}

To C+S+BD.

7

Perc. II

16 FREE Plastic bongos.

pp ————— *fff*

17 ORD C+S+BD

Perc. I

18 SYNC X5 Add free variations and fills.

19 FREE gradually go completely apeshit.

Perc. II

ORD X5 Add free variations and fills.

gradually go completely apeshit.

fff

Leather Jacket Cadenza

20

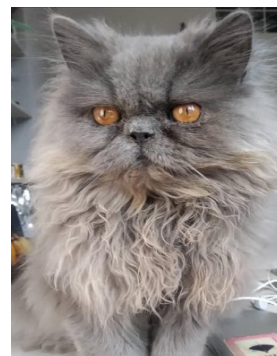
The one with the jacket screams/yells "AAAAH!", moves to the middle of the stage and hangs their jacket on a stand. They then leave the stage. The players watch in silence with great interest.

21



Tutti

Stroke and pet the jacket as if it was Puszkin. This is Puszkin →



22 Tutti

"Explore" the jacket with drum sticks.

23

Play absolute total chaos on the jacket. Insane, ridiculous.

pp

fff

24

Perc. II

Scream and run away with the jacket.

26 SYNC C+S+BD

Perc. I

Perc. II

25 SYNC Smash the jacket against a gran cassa.

27 Agressively throw the jacket out to the middle of the stage. Bonus if its a tall throw!

fff

fff

PAUSE

31

28 ORD

Perc. I

Perc. II

ORD Gran cassa with lots of chains.

fff

fff

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Perc. I

Perc. II

37 uncomfortably long pauses. 9

Perc. I

Perc. II

remove chains.

42

Perc. I

Perc. II

Gran cassa without chains

45

Perc. I

Perc. II

Slow

48 scream: AH!

Perc. I

Perc. II

FREE

scream: AH!

FREE

scream:

OS LO HARD CORE!