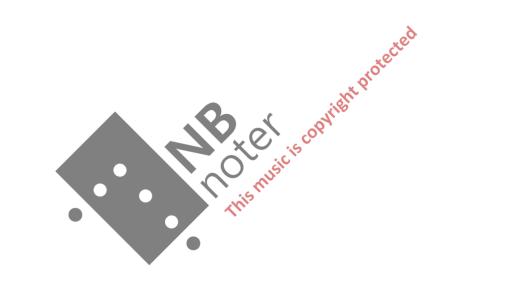
Kjell Samkopf

Amelioration Études No. 1 - 5 Triegre protectée de la confidence de la c

No. 1 - 5

for percussion players of all levels

Score and parts



Kjell Samkopf

Amelioration Études No. 1 - 5

amelioration → noun

the act of making something better; improvement: progress brings with it the amelioration of the human condition; change for the better, betterment, enhancement, help, benefit, boost, raising, amendment, refinement, reform; relief, easing, mitigation; rectification, correction, righting, putting right, setting right, putting to rights, sorting out, clearing up, remedy, repair, fix, cure, healing, mending, making good, resolution, settlement, redress; informal tweaking, patching up. opposite: worsening.

Amelioration Études is a set of nine études for percussion players on all levels.

Amelioration Étude No. 1 - Hitting

Amelioration Étude No. 2 - Moving

Amelioration Étude No. 3 - Rubbing

Amelioration Étude No. 4 - Shaking, dragging, bowing or rolling

Amelioration Étude No. 5 - Seven Actions

Amelioration Étude No. 6 - Solo for Circular Shaped Instrument

Amelioration Étude No. 7 - Solo for Polygon Shaped Instrument

Amelioration Étude No. 8 - Quartet for keyboard percussion instruments

Amelioration Étude No. 9 - Trio for one marimba

Amelioration Études was commisioned by Sisu Percussion Trio with financial support from the Arts Counsil Norway.

Work Comments

Amelioration Études are written with the intention to help the player develop attention and awareness; to explore the connection between movement and sound, and to inspire the player to focus on subtle sound properties, in traditional percussion instruments as well as everyday objects. It is also a hope that the études can function as an aid to develop the skill of listening; to oneself, to the fellow players and to the surroundings.

Amelioration Études consists of nine études: Études 1 - 5, which can be played by any number of players, Étude 6 and 7 for solo instruments, Étude 8 for a keyboard percussion quartet, and Étude 9 for three players playing on one 5-octave marimba.

The études can be performed seperately. They can also be combined, overlapped, or played simultaneously, to create a larger work. The duration of the études are left to the performers.

Amelioration Études 1 - 5 can be played by any number of players, also by a single performer. When performed by an ensemble, the players do not have to stand together, or on the stage.

Any traditional percussion instrument can be used, but also any soundmaking object, site spesific objects and everyday objects not usually connected with sound production.

The Count

Amelioration Études 1 - 5 are organized according to a series of numbers, derived from converting the 18 letters in the title *Amelioration Études* into numbers:

Α	М	Е	L	ı	0	R	Α	Т	I	0	N	É	Т	U	D	Е	S
1	4	5	3	9	6	9	1	2	9	6	5	5	2	3	4	5	1

These 18 numbers are used as an underlying structure, organizing the various actions of the études.

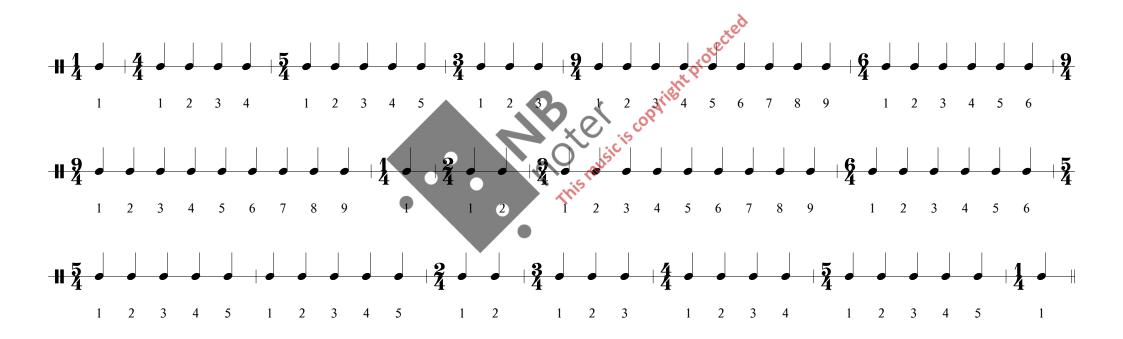
The 18 numbers are to be counted in a slow and even pace, in the following manner, and are repeated for the entire length of the étude:

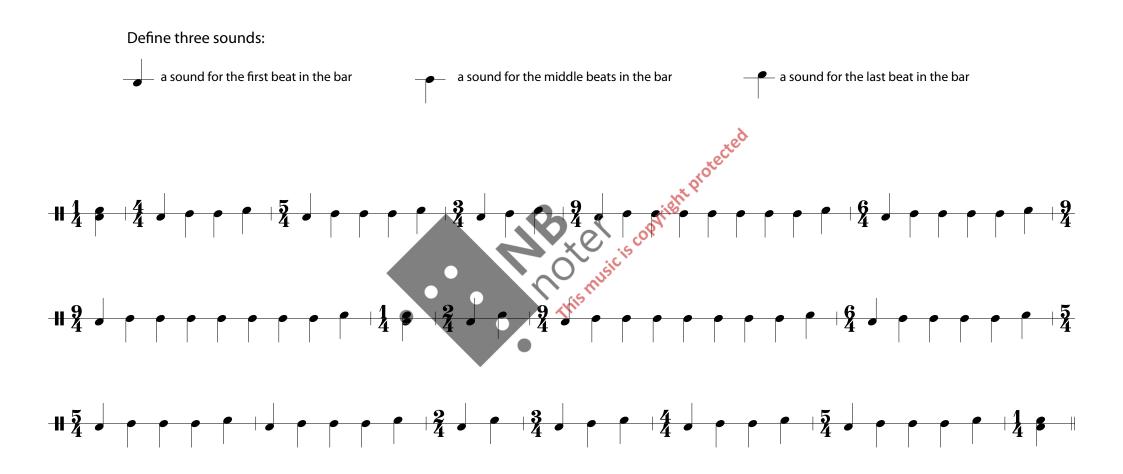
1,1234,12345,123,123456789,123456,123456789,1,12,123456789,123456712345,12345,12345,12345,12345,12345,1

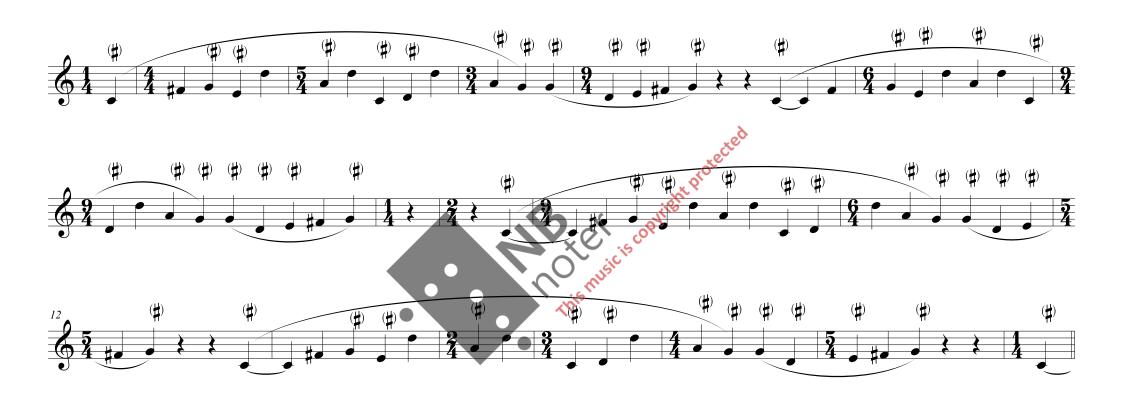
The intention of the number sequence is as a guiding track for the various actions of the études. It should allways be in the background, and never be a dominating part of the sound picture.

The Count can be performed and combined in various ways:

- The number sequence can be read silently and individually by every performer.
- It can be spoken softly, as if talking to oneself, individually or in unison, by some of, or all, the performers.
- It can be spoken out, clearly audible, by one central player.
- The number sequence can also be played, using three different percussive sounds, by a single player or a group of players.
- The number sequence can also be played as a melody.
- The melodies and the bass notes may be transposed up or down one or two octaves.
- Any instrument can be used to play the melodic lines (melodic percussion, piano, strings, wind or electronic instruments).

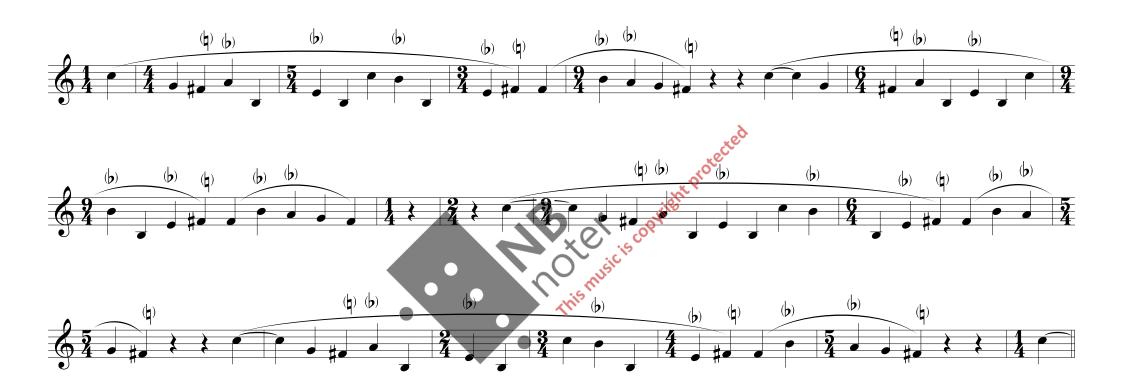






Sharps in parenthesis over a note indicate that the note may be altered.

It is advised that the player(s) make frequent use of alterations, in order to create variation in the melody line.



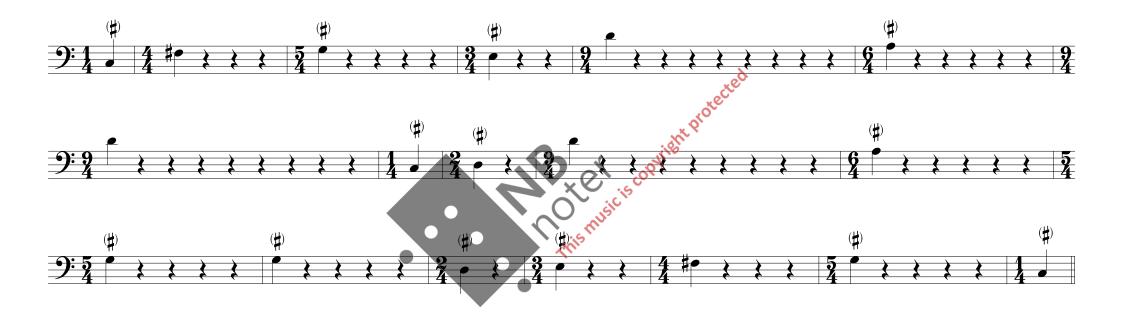
Flats and naturals in parenthesis over a note indicate that the note may be altered.

It is advised that the player(s) make frequent use of alterations, in order to create variation in the melody line.



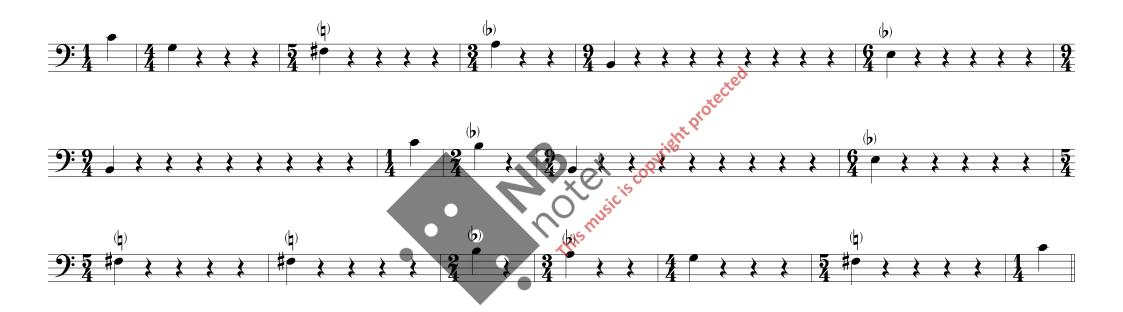
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Practicing and performing suggestions

Concentrate and focus on your own sound.

Observe the connection between the body movement needed to produce the sound, and the sound itself. Notice how small adjustments in your body movement affect the sound.

Avoid unnecessary and additional movements.

Keep your eyes (and your attention) on the sound making object (do not look around)

Try to balance the sound level of your sound to the sound level of the sounds of your fellow players.

Divide your listening to listen to your own sound (detail) and the total sound picture (the whole).

Try to present the full sonic potential of the sound object.

Make an effort to produce an expressive and beautiful sound

Hitting

Α	1								
М	1	2	3	4					
E	1	2	3	4	5				
L	1	2	3						
I	1	2	3	4	5	6	7	8	9
0	1	2	3	4	5	6		69	
R	1	2	3	4	5	6	7,e ^C	8	9
Α	1					×	K Pro		
T	1	2		%	2	OPYTIE	7 Trect		
I	1	2	3	4×	5.6	6	7	8	9
0	1	2	3	CA)	MUSIC	6			
N	1	2	3	Anis	5				
É	1	2	3	4	5				
Т	1	2							
U	1	2	3						
D	1	2	3	4					
E	1	2	3	4	5				
S	1								
	-								

Hitting

Playing instructions:

Α	М	Е	L	I	0	R	Α	Т	I	0	N	É	Т	U	D	Е	S
1	4	5	3	9	6	9	1	2	9	6	5	5	2	3	4	5	1

Select a sound making object.

Any sound making object may be used, as well as traditional instruments.

For pitched instruments: choose one pitch, and stick to this pitch for the entire piece. Choose a different pitch for each pitched instrument.

Count the number sequence slowly in your head in an even pace.

Read through all the numbers and hit the sound object on every 9.

On the next reading through hit the sound object on every 8,

then continue in this manner, hitting on every 7, then en every 6, then on every 5, 4, 3, 2, untill 1.

Then keep on hitting on 1 and start counting aloud in your native language, softly, as if you are talking to yourself. After doing this one, two or three times, start hitting the sound object on every number and stop counting aloud. Make a long diminuendo to a complete fade out.

Do not try to play in the same tempo as someone else. Count independently, in your own pace. It does not have to be in a strickt tempo. Do not overplay.

The players do not have to sit together, or on the stage.

The players do not have to start or stop together.

Moving

1	silence	\	silence	\rightarrow	silence	1	silence	\	silence	\rightarrow	silence	1	silence	\	silence	\rightarrow	silence	STOP
1	4	5	3	9	6	9	1	2	9	6	5	5	2	3	4	5	1	
silence	1	silence	1	silence	\rightarrow	silence	1	silence	↓	silence	\rightarrow	silence	1	silence	1	silence	silence	STOP
1	4	5	3	9	6	9	1	2	9	6	5	5	.0 ² C	3	4	5	1	
											-	right	5/		-			
\rightarrow	silence	1	silence	\	silence	\rightarrow	silence	1	silence	⊘	silence	W.	silence	1	silence	1	silence	STOP
1	4	5	3	9	6	9	1	2	9	6ji	5	5	2	3	4	5	1	
					7		•		This									
silence	\rightarrow	silence	1	silence	1	silence	\rightarrow	silence	1	silence	1	silence	\rightarrow	silence	1	silence	silence	STOP
1	4	5	3	9	6	9	1	2	9	6	5	5	2	3	4	5	1	
1	silence	\rightarrow	silence	1	silence	1	silence	\rightarrow	silence	1	silence	1	silence	\rightarrow	silence	1	\	END
1	4	5	3	9	6	9	1	2	9	6	5	5	2	3	4	5	1	

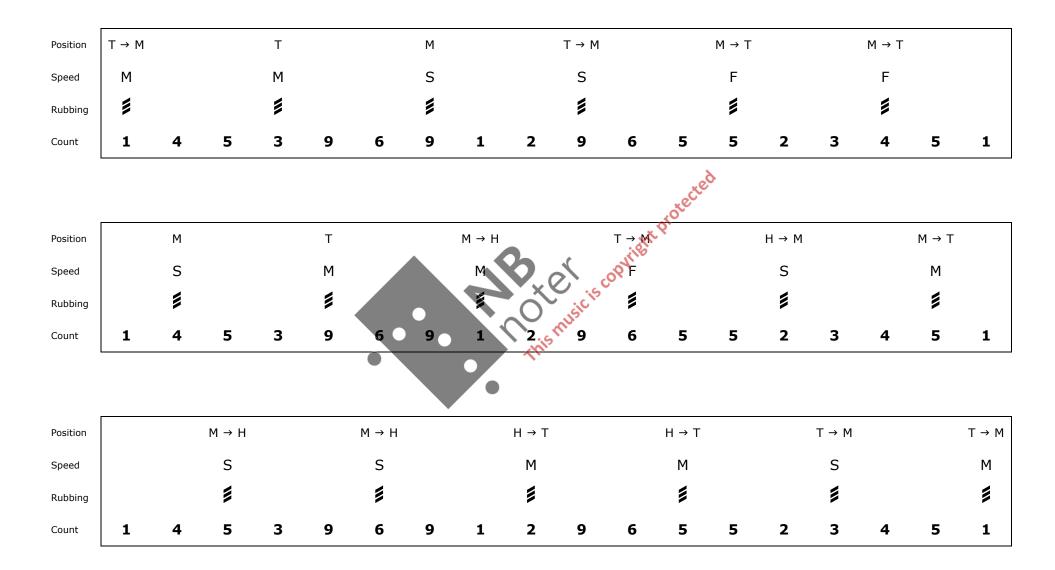
Moving

Explanation of score symbols:

	1	М	Е	L	I	0	R	Α	Т	I	0	N	É	Т	U	D	E	S
-		4	5	3	9	6	9	1	2	9	6	5	5	2	3	4	5	1

↑ lift up object
 ↓ set down object
 → move object across a chosen surface (table, floor; instrument etc.), in one continuous movement
 silence
 sit or stand still while counting the number that make a stop of individual length

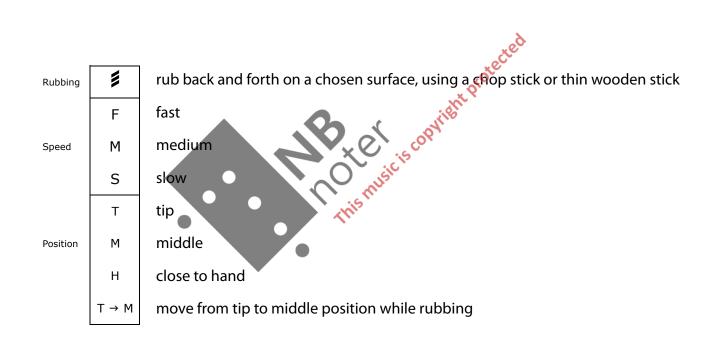
Rubbing



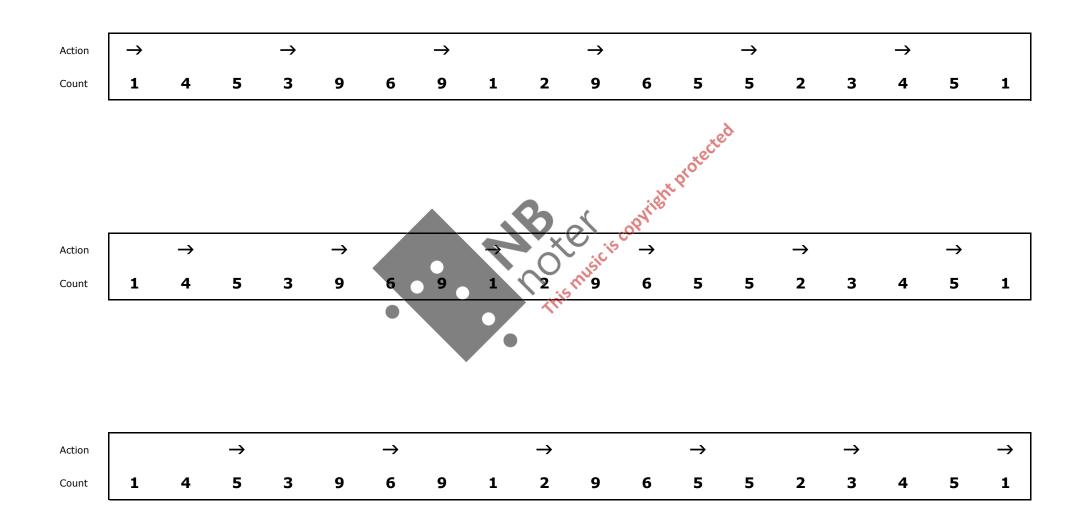
Rubbing

Explanation of score symbols:

Α	М	Е	L	I	0	R	Α	Т	I	0	N	É	Т	U	D	Е	S
1	4	5	3	9	6	9	1	2	9	6	5	5	2	3	4	5	1



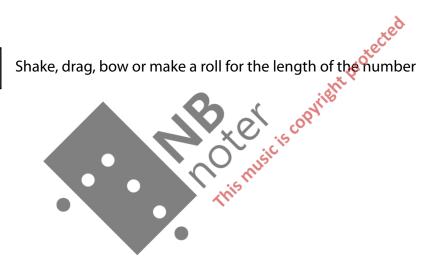
Shaking, dragging, bowing or rolling



Shaking, dragging, bowing or rolling

Explanation of score symbol:

Α	М	E	L	I	0	R	Α	Т	I	0	N	É	Т	U	D	E	S
1	4	5	3	9	6	9	1	2	9	6	5	5	2	3	4	5	1



Seven Actions

Count	1	4	5	3	9	6	9	1	2	9	6	5	5	2	3	4	5	1
Action 1						Х	Х							Х				
Action 2		Х													Х			
Action 3			Х							Х								
Action 4				Х				Х										
Action 5	Х				Х				Х			0	6					Х
Action 6												Xct					Х	
Action 7											Х	orot	Х			Х		
•									%	~	Ovien							

Count	1	4	5	3	9	6	9	1	7	nugg	6	5	5	2	3	4	5	1
Action 1					Х				This			Х	Х					
Action 2				Х													Х	
Action 3									Х							Х		
Action 4											Х				Х			
Action 5	Х									Х				X				X
Action 6		X					X											
Action 7			Х			Х		Х								·		

Seven Actions

Playing instructions:

Α	М	Е	L	I	0	R	Α	Т	I	0	N	É	Т	U	D	Е	S
1	4	5	3	9	6	9	1	2	9	6	5	5	2	3	4	5	1

Define seven actions: i.e. hitting, rubbing, moving, dragging, shaking, rolling or any sound producing action. At least one action should be a silence.

Number the actions gentlement.

Perform the actions gently within the duration of the cou

