Skin Heads (1998)
For Percussion Trio and Electronic Sounds

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Skin Heads Sets

1. Bass Drum 34''
2. Timpani 30''
3. Roto Toms 16'', 16''
4. Toms 12'', 10'', 8'', 6''
5. Snare Drum
6. Kick Drum 22''

Accessory:
- Kalimba
- Cymbal and Bow

1. Bass Drum 34''
2. Timpani 26''
3. Toms 16'', 14'', 12'', 10''
4. Congas
5. Snare Drum
6. Kick Drum 24''

Accessory:
- Tibetan Bowl
Instruments:

P1
1-Timpani 30"
2-Toms 18", 16"
3-RotoToms 10", 8", 6"
4-Congas
5-Snare Drum
6-Kick Drum 22"
Accessory: cymbal and bow

P2
1-Bass Drum 36"
2-Timpani 28"
3-RotoToms 18", 16"
4-Toms 12", 10", 8", 6"
5-Snare Drum
6-Kick Drum 20"
Accessory: kalimba (see tuning on next page)

P3
1-Bass Drum 34"
2-Timpani 25"
3-Toms 16", 14", 12", 10"
4-Bongos
5-Snare Drum
6-Kick Drum 24"
Accessory: Tibetan bowl

Notes:
• Unless otherwise indicated, the tempo is \( \frac{4}{4} \) = 60
• Events longer than a quarter or half note are written using proportional notation and their duration is indicated in seconds (this applies especially to drum rolls but also to other types of events).
• N indicates paying in the “normal” playing area of the drum head.
• e indicates paying in the “edge” (near the rim) of the drum head.
• c indicates paying in the “center” of the drum head.
• ! (exclamation mark) indicates a “cue” the player needs to give to the other two.
• indicates an action in one of the lines “triggers” the others.
• **Mallets:**

![Mallets]

- Soft
- Medium
- Hard
- Bass Dr.
- Superball
- Snare Dr. Sticks

- hands
- use handle

• **Fermatas** (their actual length depends on context):

![Fermatas]

- Short
- Medium
- Long

• **Timpani:**

![Timpani]

- lowest pitch (inverted arrow indicates highest pitch)

• **Others:**

- from or to silence (niente)
- rim shot.

![Drum Techniques]

- rub drum's head with indicated mallet (superball, brushes, etc.)
- rub drum's head following design.

**Kalimba Tuning:**

![Kalimba Tuning]
Skin Heads

Juan Pampin
Timpani's always in the background, cross fade with tape

Quiet, as homogeneous as possible, try to gradually crossfade
Balance level with tape

Timp

B Dr.

Timp
start rubbing bowl lightly... high pitch should gradually appear... keep bowl singing...

<table>
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<tr>
<th>15&quot;</th>
<th>9&quot;</th>
<th>8&quot;</th>
<th>3&quot;</th>
<th>4&quot;</th>
<th>4&quot;</th>
<th>5&quot;</th>
<th>20&quot; min.</th>
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Timp

B Dr.

Timp
place cymbal on timp, get brushes

Rub S Dr. Head

Bongos

Toms

Sdr

B Dr.

SDr

Rub S Dr. Head

superball

Rub S Dr. Head

superball

*1. Rub S Dr's head with brushes following design over the written duration.
Distant, try to create a continuous line

Play timp always in the background

leave mallets
Congas
Kick

(f/ P3)

Timp

Play timp always in the background

Toms
Roto
Kick

(w/ P3)

Bongos
Toms
Kick

(w/ P2)

get sticks

get sticks
Flexible time, play as improvising

Toms
Roto
(set snare on) Snare

Timp

B Dr.

Timp

ca. 16"
Irregular dynamics disappears little by little...

set snares off Place Cym on Timp with bow Improvise:

Improvise on Kalimba, bend pitch with timp's pedal, not too fast (imitate tape)

Improvise playing bowl on timp, use pedal to bend pitch, quiet (sporadic actions)

play cym w/ bow on timp, use pedal to bend pitch, quiet (sporadic actions)

gradually disappears...

Stanford, 23 / 7 / 98- Juan Pampin