

LOURDES SARAIVA

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***The Path of the Thousand Doors***

FOR THREE SNARE DRUMS

(2010)

# ***The Path of the Thousand Doors***

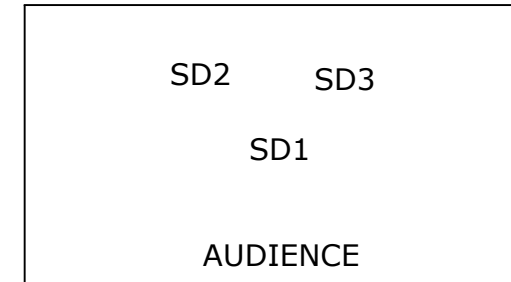
## key





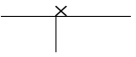



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(2010)

Material required:


- 3 pairs of drum sticks
- 3 pairs of brushes
- 3 crotales
- superball drum stick

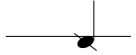
### SETUP PLAN

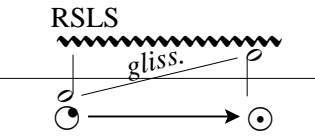



- 1)  = near the edge.
- 2)  = in the centre.
- 3)  →  = change gradually from near the edge to the centre.
- 4)  = striking on the rim with the **tip** of the stick.
- 5)  = striking on the rim with the **shoulder** of the stick.
- 6)  = striking on the rim with the **shaft** of the stick.
- 7)  = glissando on the rim, gradually moving from the tip to the shaft of the stick and vice-versa.


8)  **Single** rim shot.


9)  **Stick Shot 1** = lay the left stick tip on the drum head at a 45 degree angle to the drum as right stick strikes on the **shoulder** on the left stick.


10)  **Stick Shot 2** = lay the left stick tip on the drum head at a 45 degree angle to the drum as right stick strikes on the **shaft** on the left stick.


11)  **Stick scrape** = lay left stick tip at a 45 degrees angle near the edge of the head drum. The right stick scrapes the area between the shoulder and the shaft on the left stick (RSLs) as gradually pressing and dragging the left stick from the edge to the centre of the drum head.

12)  = free bounce in accelerando until next beat.

13)  = free bounce in ritardando until next beat.

14)  = glissando produced by gradually pressing left elbow on the head, from the low to the high register, as right hand play bounces as convenient.

15)  = drag brushes in slow and circular movement.

16)  = drag brushes in fast and short movement.

17)  = buzz roll

# The Path of the Thousand Doors

for three snare drums

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♩ = ca. 76

SD 1 *snare off* 24 16 32

SD 2 *snare off* 16 24

SD 3 *snare off* 32

*sfz* *ppp* *sfz* *ppp* *sfz* *ppp* *sfz* *ppp*

SD 1 10 32 *mf* *ppp* *mf* *ppp* *sfz* *mf* *pp* *mf* *ppp* *sfz* *ppp* *sfz* *mf* *ppp*

SD 2 32 *mf* *ppp* *mf* *ppp* *sfz* *mf* *pp* *mf* *ppp* *sfz* *ppp* *sfz* *mf* *ppp*

SD 3 *mp* *pp* *mf* *ppp* *mf* *ppp* *fp* *mf* *ppp* *fp* *pp* *f* *ppp* *fp* *ppp* *sfz*

SD 1 16 *mf* *ppp* *p* *ppp* *mp* *ppp* *fpp* 32 *A* *ff* *pp*

SD 2 *fp* *ppp* *mp* *ppp* *mf* *ppp* *fpp* 32 *ff*

SD 3 *mf* *ppp* *f* *ppp* *fpp* 32 *ff* *SOLO*

SD 1

(20)

(24)

SD 2 & 3 TACET

*f* *pp* *f* *pp* *f* *pp* *f* *pp*

SD 1

(25)

*p* *pp* *p* *pp* *p*

**B**

32 16

SD 2

16 24

*p* *f*

SD 3

24 16

*p* *f* *p*

SD 1

(33)

32

*f* *p*

*gliss.*

*p* *f* *p* *f* *p*

SD 2

*p* *p* *f* *p*

*gliss.*

*p* *f* *p*

SD 3

32

*pp* *f* *p*

*gliss.*

*p* *f* *p* *f*

SD 1

SD 2

SD 3

41

32

*f*

*p*

*gliss.*



SD 1 (46) *fsub.* *ppp* *sfz* *sfz* *ff* *f* *pp* *f* *f* *fp*

SD 2 (16) *pp* *f* *ppp* *f* *ppp* *f* *ppp* *mf* *mf* *fp*

SD 3 (32) *ppp* *f* *pp* *sfz* *ppp* *f* *ppp* *sfz* *mf*

**C**

SD 1 (51) *sfz p* *mf* *f* *f* *p* *f* *mf* *f p* *f p* *f p* *sfz* *mf*

SD 2 *p* *fp* *fp* *pp sfz* *f* *pp* *mf* *mp* *f p* *f p* *f p* *f p* *p* *fp* *fp* *pp sfz*

SD 3 *fp* *sfz p* *sfz sfz p* *f* *mp* *mf* *f p* *f p* *f p* *f p* *sfz p* *sfz sfz p*

snare on

snare on

8

SD 1 (56) *mf sf* *fp* *sf* *p* *gliss.* *f* *gliss.* *mf* [put crotale on the head]

SD 2 [take brushes] *mf* *p* *mf* *p* *mf* *fp* *p* *mf* *p* *mf* *fp* *mp*

SD 3 *p* *pp* *ppp* *p* *gliss.* *f* *mf*

elbow

gliss.

gliss.

elbow

gliss.

D

tr

SD 1 IMPROVISE WITH CROTALE ON THE HEAD STRIKING STICKS ON ITS BORDER 2x

SD 2

SD 3

elbow

*p* *mf* *p* *mf* *p*

*f* *sf* *sf* *p* *sf* *mp* *sf*

SD 1

SD 2 IMPROVISE WITH CROTALE ON THE HEAD STRIKING STICKS ON ITS BORDER

SD 3

elbow

*p* *f* *mf*

RSLs

gliss.

*mp* *mf* *mp*

snare on

*mp* *fp* *mp*

*mp* *mf* *p*

[take drum sticks]

RSLs

gliss.

*mp* *mf* *mp*

RSLs

gliss.

*mp* *mf* *mp* *mf*

*sf* *mp* *sf*

*fp* *mp* *fp* *mp* *fp* *mp*

[take drum sticks]



**E**

SD 1

72

*ff* *f* *tr* *sf* *p* *sf* *sf* *mp* *mf* *gliss.* *gliss.* *ff* *f* *mp* *mp*

SD 2

*mf* *p* *mf* *p* *mf*

SD 3

*pp* *mf* *p* *mf* *p* *gliss.* *p* *mf*

RSLs

SD 1

76

*mf* *gliss.* *gliss.* *tr* *sf* *p* *mf* *sf* *mp* *mf* *pp* *fp* *ff* *f* *mp* *ff* *mp*

SD 2

*pp* *mf* *p* *mf* *p* *mf* *p* *mf* *p* *mf* *f*

SD 3

*p* *f* *f*

*gliss.*

RSLs

**F**

SD 1 *f mf < ff* *f mp* *mf >* *f fp < f* *f > p*

SD 2 *p* *pp* *mf >* *f fp < f*

SD 3 *f* *mp* *f* *f* *p* *f*

snare off

snare off

snare off



**G**

SD 1 *mf* *mp* *p* *fp* *f* *p* *gliss.* *mf*

SD 2 *mf > p* *mp* *p* *pp* *pp* *p*

SD 3 *mp* *p* *p* *pp* *ppp*

snare on

SD 1

IMPROVISE ON RHYTHMS FROM PREVIOUS BAR

SD 2

*mf* *mp* *p* *pp* *p* *mp* *mf* *mp*

SD 3

*pp* *p* *mp* *mf* *mf* *pp* *p*



SD 1

(95) *mp* *p* *mf* *p*

SD 2

*pp* *p* *pp* *fp* *f* *p* *gliss.* *mf* *RSLs* *gliss.*

SD 3

*mf* *p < f* *p* *f* *sfz* *p* *pp* *p*

IMPROVISE ON RHYTHMS FROM PREVIOUS 2 BARS  
AND USE A SUPERBALL STICK TO PRODUCE  
"WHALE SOUNDS"

SD 1

101

*p* *pp* *f* *mp* *mf* *mf sub.* *mf*

SD 2

SIMILE

SD 3

*mp* *mf* *f* *sfz* *pp* *mf* *pp* *sfz* *pp*



SD 1

107

*p* *sfz* *mf* *fp* *f* *p* *mf*

SD 2

SIMILE

SD 3

*p* *fp* *f* *p* *mf* *f*

gliss. gliss. RSLs

RSLs

SD 1

SD 2

SD 3

IMPROVISE ON RHYTHMS FROM PREVIOUS 2 BARS

gliss.

fp

f

p

mf

f

gliss.

RSLs

gliss.

IMPROVISE ON RHYTHMS FROM PREVIOUS 2 BARS

IMPROVISE ON RHYTHMS FROM PREVIOUS 2 BARS

I

SD 1

SD 2

SD 3

SOLO

mp

p

mf

p

SD 2 & 3 TACET

123

16

SD 1

SD 2

SD 3

snare on

snare on

ppp

mf

ppp

sfz

mf

ppp

mf

ppp

p

ppp

mp

ppp

fpp

ff

snare on

fp

ppp

sfz

fp

ppp

mf

ppp

mf

ppp

mf

ppp

fpp

ff

mf

ppp

fpp

ff