

# Fans

for 3 players

Andrew Byrne

## About the piece:

Fans is built on the simplest of ideas. Five different rhythms form a 60-beat cycle which is fixed for the whole piece (part 1 two-quaver beats, part 2 three beats, part 3 four beats, part 4 five beats, part 5 six beats). Beginning together, the rhythms fan out and then come back together over a 60-quaver beat cycle (which corresponds to a system in the score).

Overlaid on top of this cycles are hocketing rhythms or rhythmns that are shared between the five parts and which highlight the 'fan' features of this rhythmic idea. For example, in bar 3, the five parts accent the second note in the cycle with a new sound to create a quaver 'fan' across the parts; in bar 5, the third note in all parts is accented results in a crotchet fan, and so on.

Over the piece, five different fans are presented in systematic combinations gradually moving for one fan in each 60-beat cycle to all five. The rehearsal letters show the progression: one fan perc cycle (rehearsal letter A), 2 fans at B, 3 at C, and finally all 5 at D. In case you were wondering, I made a decision to not include 4 fans because it is no sufficiently different perceptively from 3 and 5 and I felt including 4 fans section muddies the listener's ability to follow the progression of the piece.

Fans is available in two versions, one for 5 players and one for 3 players.

## Performance notes:

Player 1 has 1 unique sound (for 2-beat rhythm); players 2 & 3 two unique sounds (for 3 and 5 beat rhythms and 4 and 6 geat rhythms respectively). In addition, five sounds shared by all three performers (used for the composition rhythms of the fans).

Only one type of instrument should be used in a performance of *Fans*. A midi version for woodblocks can be heard on my website.

## Setup

Player 1

Player 2

Player 3

Audience

Players 2 and 3 should face each other. Performers should be placed as far away from each other to emphasise the spatial effect.

# Fans

for 3 players

Andrew Byrne

$\text{♩} = 70$

Player 1

Player 2

Player 3

Player 1

Player 2

Player 3

A

Player 1

Player 2

Player 3

5

Player 1

Player 2

Player 3

7

Player 1

Player 2

Player 3

9

Player 1

Player 2

Player 3

11

Player 1

Player 2

Player 3

B

Player 1

Player 2

Player 3

16

Player 1

Player 2

Player 3

18

Player 1

Player 2

Player 3

20

Player 1

Player 2

Player 3

22

Player 1

Player 2

Player 3

Musical score for measures 22-23. Player 1 has a melodic line with eighth notes and accents. Player 2 has a similar melodic line with accents. Player 3 has a bass line with eighth notes and accents.

24

Player 1

Player 2

Player 3

Musical score for measures 24-25. Player 1 has a melodic line with eighth notes and accents. Player 2 has a similar melodic line with accents. Player 3 has a bass line with eighth notes and accents.

26

Player 1

Player 2

Player 3

Musical score for measures 26-27. Player 1 has a melodic line with eighth notes and accents. Player 2 has a similar melodic line with accents. Player 3 has a bass line with eighth notes and accents.

28

Player 1

Player 2

Player 3

Musical score for measures 28-29. Player 1 has a melodic line with eighth notes and accents. Player 2 has a similar melodic line with accents. Player 3 has a bass line with eighth notes and accents.

30

Player 1

Player 2

Player 3

Musical score for measures 30-31. Player 1 has a melodic line with eighth notes and accents. Player 2 has a similar melodic line with accents. Player 3 has a bass line with eighth notes and accents.

32

Player 1

Player 2

Player 3

This system contains measures 32 through 36. It features three staves: Player 1 (top), Player 2 (middle), and Player 3 (bottom). Player 1 plays a continuous eighth-note melody with occasional accents. Player 2 plays a similar eighth-note melody, often in a lower register than Player 1. Player 3 provides a bass line with eighth notes and rests, also featuring accents. The music is in a 3/4 time signature.

C

Player 1

Player 2

Player 3

This system contains measures 37 and 38. It features three staves: Player 1 (top), Player 2 (middle), and Player 3 (bottom). Player 1 continues the eighth-note melody with accents. Player 2 continues the eighth-note melody. Player 3 continues the bass line with eighth notes and rests, including accents. The music is in a 3/4 time signature.

37

Player 1

Player 2

Player 3

This system contains measures 39 and 40. It features three staves: Player 1 (top), Player 2 (middle), and Player 3 (bottom). Player 1 continues the eighth-note melody with accents. Player 2 continues the eighth-note melody. Player 3 continues the bass line with eighth notes and rests, including accents. The music is in a 3/4 time signature.

39

Player 1

Player 2

Player 3

This system contains measures 41 and 42. It features three staves: Player 1 (top), Player 2 (middle), and Player 3 (bottom). Player 1 continues the eighth-note melody with accents. Player 2 continues the eighth-note melody. Player 3 continues the bass line with eighth notes and rests, including accents. The music is in a 3/4 time signature.

41

Player 1

Player 2

Player 3

This system contains measures 43 and 44. It features three staves: Player 1 (top), Player 2 (middle), and Player 3 (bottom). Player 1 continues the eighth-note melody with accents. Player 2 continues the eighth-note melody. Player 3 continues the bass line with eighth notes and rests, including accents. The music is in a 3/4 time signature.

43

Player 1

Player 2

Player 3

This block contains the musical notation for measures 43, 44, and 45. It is arranged in three staves labeled Player 1, Player 2, and Player 3. Player 1's part consists of a continuous eighth-note melody. Player 2's part features a similar eighth-note melody with occasional rests. Player 3's part provides a rhythmic accompaniment with eighth notes and rests. The notation includes various note values, rests, and dynamic markings such as accents (>) and hairpins (> and <).

45

Player 1

Player 2

Player 3

This block contains the musical notation for measures 46, 47, and 48. It is arranged in three staves labeled Player 1, Player 2, and Player 3. Player 1's part continues with a steady eighth-note melody. Player 2's part has a more complex rhythmic pattern with some sixteenth notes. Player 3's part maintains a consistent eighth-note accompaniment. The notation includes various note values, rests, and dynamic markings such as accents (>) and hairpins (> and <).

47

Player 1

Player 2

Player 3

This block contains the musical notation for measures 49, 50, and 51. It is arranged in three staves labeled Player 1, Player 2, and Player 3. Player 1's part continues with a steady eighth-note melody. Player 2's part has a more complex rhythmic pattern with some sixteenth notes. Player 3's part maintains a consistent eighth-note accompaniment. The notation includes various note values, rests, and dynamic markings such as accents (>) and hairpins (> and <).

49

Player 1

Player 2

Player 3

This block contains the musical notation for measures 52, 53, and 54. It is arranged in three staves labeled Player 1, Player 2, and Player 3. Player 1's part continues with a steady eighth-note melody. Player 2's part has a more complex rhythmic pattern with some sixteenth notes. Player 3's part maintains a consistent eighth-note accompaniment. The notation includes various note values, rests, and dynamic markings such as accents (>) and hairpins (> and <).

51

Player 1

Player 2

Player 3

This block contains the musical notation for measures 55, 56, and 57. It is arranged in three staves labeled Player 1, Player 2, and Player 3. Player 1's part continues with a steady eighth-note melody. Player 2's part has a more complex rhythmic pattern with some sixteenth notes. Player 3's part maintains a consistent eighth-note accompaniment. The notation includes various note values, rests, and dynamic markings such as accents (>) and hairpins (> and <).

53

Player 1

Player 2

Player 3

D

Player 1

Player 2

Player 3

58

Player 1

Player 2

Player 3

60

Player 1

Player 2

Player 3

62

Player 1

Player 2

Player 3