## Guarded Hearts

for percussion (two performers)
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## Performance Notes

This piece requires two performers. One plays the drums: either one drum capable of producing both low (bottom line) and high sounds (top line), or two drums tuned so that one sounds considerably lower than the other. The other performer plays a shaker with a soft, low sound, and a bell or a triangle which too has a soft sound, of medium range. Although its notes have durations specified, the performer should let them fade out by themselves. The shaker must not be too loud, and it should also be of a type that allows fast sequences of short bursts (e.g. bars 51 and 79) and extended trills, indicated in the score by "buzz roll" notes.

The structure of the piece is that of an ecosystem. One creature is a pattern of seven bars that evolves slowly and mostly in insignificant ways. The other is a loud animal that evolves quickly and incorporates patterns from the outside world. Both species depend on a food source - patterns produced by the shaker (one such pattern is particularly prominent. It first appears in bars 7-9). After a crisis, the second creature eventually wins, taking the remains of the first creature's shell as its structure. However, due to innate limitations, it cannot evolve any further, and its development is limited to a cycle of three stages. The ecosystem also includes a third creature, which does not depend on the food source mentioned, and is only visible in rare bell sounds.

The performers may want to attempt to articulate this knowledge. If so, they may do as they like with the final loop (bars 67-81) and the segment directly after it (bars 82-88).

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$2$


$4$


$6$



