

My Broken Machines

for COMA

Ed Bennett

Calm with Interruptions

Part 1 (in C) *pp*

Part 2 (in C) *pp*

Part 3 (in C) *pp*

Part 4 - Piano *sffz*

Percussion

High drum (all played with hard sticks)

Low drum

Metallic sounding object (iron bar or scaffolding - not cowbell!)

Pt. 1 *fff*

Pt. 2 *fff* *port.*

Pt. 3 *fff*

Pno. *sffz* *sfz* *sfz* *sffz*

Perc. *fff*

10" 5" 8" 5" 11" 5" 12"

5" 12" 5" 1" 3" 1"

sffz *fff* *fff* *fff* *fff* *fff*

port. *port.*

(Highest note possible)

Sample page only

2 [9] 27" [10] 5" [11] 1" [12] 5"

Pt.1 *pp* *fff*

Pt.2 *pp* *fff* *port.*

Pt.3 *pp* *p* *ff* *fff* *p* *ff*

Pno. *sfz* *fffz* *sfz* *fffz* *sfz* *fffz* *sfz* *fffz*

Perc. *v* *v* *v* *v* *v* *v* *v* *v*

[13] 20" [14] 4" 6"

Pt.1 *p* *fffz* *fffz*

Pt.2 *p* *fffz* *fffz*

Pt.3 *fffz* *ff*

Pno. *f* *Leg.* *fffz* *fffz* *sfz*

Perc. *v* *v* *v* *v* *v* *v* *v* *v*