

Pursuit

for four players plus optional drum set

Grade 4

Duration: 4' 00" or less!

Pursuit is a four-part canon for four instruments plus an optional drum set. All players play the same music but with staggered entrances. Parts are provided for all transposing instruments and various clefs, but other than that all parts are identical. The piece will work with any combination of instruments, but it seems to work best if the lowest instrument plays either Part 4 or Part 1. I encourage you to experiment with different instruments and orders to discover your favorite!

At the beginning of the piece, players will be four bars (16 beats) apart, but at specific moments the trailing players will close the gap by either not taking repeats or skipping over select bars. By the end of the piece, the trailing players are hot on the lead player's heels, playing only one beat behind.

1. The numbers in triangles indicate when the succeeding parts begin. Part 2 begins when the lead player (Part 1) reaches triangle "2." The player on Part 3 begins when the lead player reaches triangle "3," and so on.
2. Rehearsal letters are provided as a convenience. If players agree to begin at rehearsal letter "A," then the player on Part 1 begins at "A1," Part 2 at "A2," and so forth.
3. The first "acceleration" by trailing players begins at "A1." Part 1 must play all three repeats; the following Parts ignore the repeats as directed to make up ground.
4. The other "catch up" moments occur in the measures between double bar lines. Parts 2, 3, and 4 will play only two, one, or none of those bars. It may help the trailing players to gently pencil out the measures they will skip, because it can be a little tricky to jump ahead without losing a beat!
5. The last "catch up" moment begins three bars after "F4." Part 1 plays all four beats, Part 2 plays three, Part 3 plays two, and Part 4 plays only one. Another way to think about it is Parts 2, 3, and 4 play a 3/4 bar, a 2/4 bar, and a 1/4 bar, respectively.
6. Part 1 plays all the way to the last note. The other players stop as soon as they hit the "stop sign" with their number on it!
7. The accelerando is optional. Approximate metronome markings are included, but keep in mind players reach the written accelerando at different times. The most important thing is to stay together and finish together!
8. The drum set part stays with the lead player; therefore, only the rehearsal markings with "1" are included. I encourage adapting, even changing, it for whatever instruments you might have on hand.

Thanks for choosing this music—have fun with it!

Scott McKenzie, 31 July 2020

Part in C (lower octave)

Pursuit

for four players plus optional percussion

J. Scott McKenzie

♩ = 120

2

mp

3

6

4

11

16

fp *f* *fp* *f* *fp*

A4

22

f *fp* *f*

A3

27

A2

32

A1

Part 4 - do not repeat

Parts 2, 3, & 4 - do not repeat

Parts 3 & 4 - do not repeat

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Pursuit--Part in C (lower octave)--page 2

41

45

B4

50

B3 B2

56

B1 C4

61

C3 C2

These three bars:
Part 2 skip the first
Part 3 skip the first and second
Part 4 skip all three

68

C1

73

sfz *sfz*

78

D4 D3 D2

Pursuit--Part in C (lower octave)--page 3

D1

accel. poco a poco

88

These three bars:
 Part 2 skip the first
 Part 3 skip the first and second
 Part 4 skip all three

(♩ = 130)

93

These three bars:
 Part 2 skip the first
 Part 3 skip the first and second
 Part 4 skip all three

E4

E3

E2

101

E1 (♩ = 138)

110

These three bars: (♩ = 142)
 Part 2 skip the first
 Part 3 skip the first and second
 Part 4 skip all three

F4

F3

F2

F1

121

Part 1 play as written
 Part 2 play 6 eighth notes and jump ahead
 Part 3 play 4 eighth notes and jump ahead
 Part 4 play 2 eighth notes and jump ahead (at this point, each part should be one beat behind the previous one)

(♩ = 148)

130

④ ③ ②

137