

SCORING AND PERFORMANCE NOTES

VIBRAPHONE

For example: Musser M75LH – Lionel Hampton Signature Century or Musser M55 – Pro-Vibe.

AMPLIFIER

Choose a fine tube power amp that you are able to turn up loud enough to produce some degree of power-stage saturation and get more dynamic depth and greater tonal richness. The amp should already sound good without effects, effects without a good amp sound bad. A 50watt amplifier will prove loud enough in most situations.

PEDALS

For the performance, all pedals should be powered by batteries in order to avoid parasitic noise and interference between power adapters. Loop sampler output is cabled directly into the amplifier's input. The pedals are listed as they should be arranged on the floor from #1 to #6 as follow:

#1 Wah-wah pedal

I recommend: CRY BABY

Through rocking your foot back and forth on the pedal you can change the effect. Toe down produces more treble, heel down produces more bass.

#2 Distortion pedal

I recommend: MXR M-104 DISTORTION

In the middle ranges of the output and distortion controls, you'll find soft-clipped distortion tones that sound quite retro-authentic. Turning the distortion up higher produces classic fuzz tones. Suggested settings: *output* (95%), *distortion* (65%).

#3 Volume-Distortion pedal

I recommend: TC ELECTRONIC: GRAND MAGUS DISTORTION

This combination of pedals allows the player to varying different amounts of distortion and volume simultaneously.

Suggested settings: *gain* (48%), *volume* (70%) and *tone* (48%).

#4 Delay pedal

I recommend: TC ELECTRONIC: THE PROPHET DIGITAL DELAY

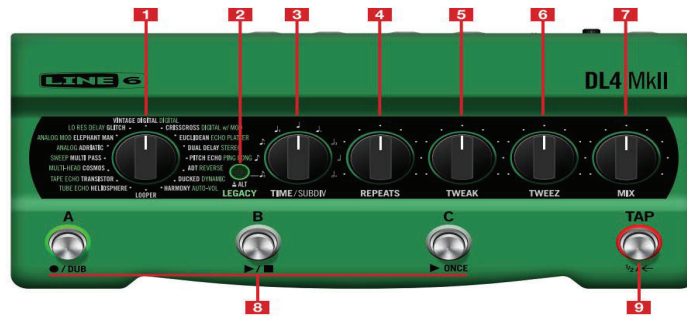
Suggested settings: use this pedal by switching 1/8 delay range. *Time* (100%), *mix* (25%) and *repeats* (25%).

#5 Loop-sampler (optional pedal)

I recommend: LINE 6 DELAY MODELER (this device includes a programmable delay and a 14 second loop sampler).

Suggested settings: first select the *loop sampler* mode of operation. While using this mode, you can have programmed a *pre-loop echo* with the four knobs in the middle (*delay time*, *repeats*, *tweak* & *tweeze*).

Advertence: for "Holograms" you won't need pre-loop echo so therefore make sure that the *tweeze-knob* (which functions as a volume control for the pre-loop echo) is turned to **zero**.



MALLETS

- 4 medium mallets
- 4 hard mallets
- 4 medium-hard mallets with small rattles attached
(e.g. matchboxes with c.7-8 matches inside)
- 3 rod sticks (e.g. ProMark Hot Rod Sticks)
- 2 hard rubber mallets (with very flexible rattan)

OTHER OBJECTS

- A triangle beater
- Two double-bass bows
- A metal sponge (the type which has a layer of abrasive green material)
- A full bag of ping-pong balls (50 to 60)
- A trombone plunger mute
- Two tables (to order mallets & objects)
- A very thin wood sheet (or another wood surface)
- A dice (large as possible)
- A snare drum (or any number of snare drums)