

Jessica Rudman

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# Laws of Entropy

*for Solo Percussion*

2010  
ca. 7:30

# Laws of Entropy

## Equipment

D4:	Pedal Bass Drum
F4-G4:	Low Drums
B4:	Ringling Metal Instrument (Suspended Cymbal, Tam-tam, etc.)
D5-E5:	Wooden Objects or High Drums
G5-A5:	Metal (or Non-Wood, Non-Drum Objects)

Four mallets are required. Choice of mallets is left up to the player based upon the instruments selected.

The ringing metal instrument should be allowed to ring whenever struck and should never be dampened (not even at the end of the piece).

## Program Notes

Entropy is a measure of the disorganization in a given “system”. The second law of thermodynamics states that entropy will never decrease, but rather will increase until a uniform state of disorganization is reached. It seems to me that such a process will ultimately result in a stasis whose chaos is perfectly organized.

In the *Laws of Entropy*, I use various processes to transform the opening drum groove into a large-scale polyrhythmic ostinato that ultimately decays completely. The rules governing those changes include the systematic deletion of notes from the original pattern, the addition of subdivisions to that pattern, the intrusion of repeated pulses that conflict with the main meter, and the insertion of silence.

*Laws of Entropy* was written in 2010 for Cory Hills. He commissioned the work after my *Napoleon Complex* was awarded first prize in his 2009 Con/un/drum Solo Percussion Composition Competition.

## Composer Contact Information

Jessica Rudman

Email: [jessica\\_rudman@yahoo.com](mailto:jessica_rudman@yahoo.com)

Website: [www.jessicarudman.com](http://www.jessicarudman.com)

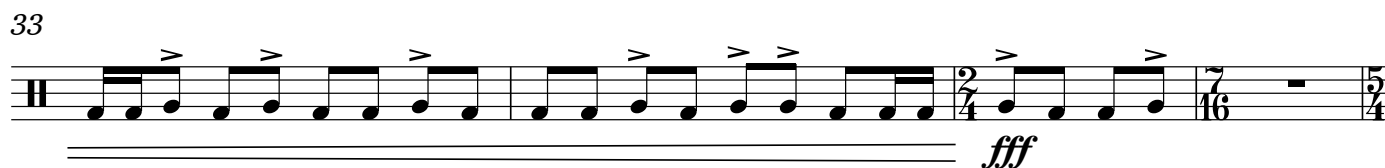
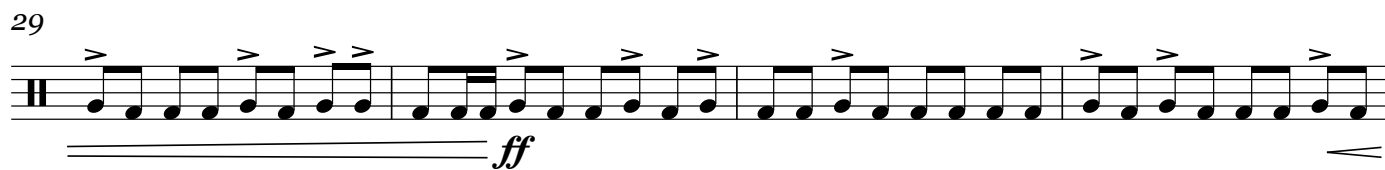
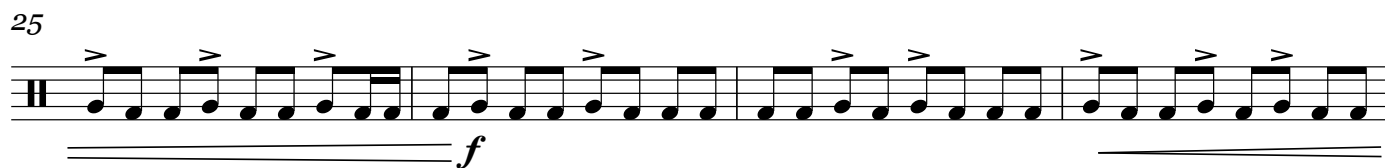
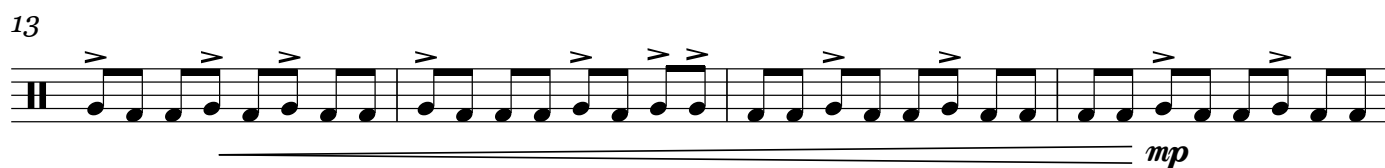
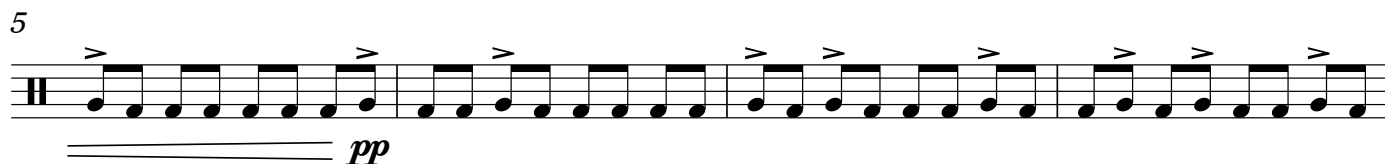
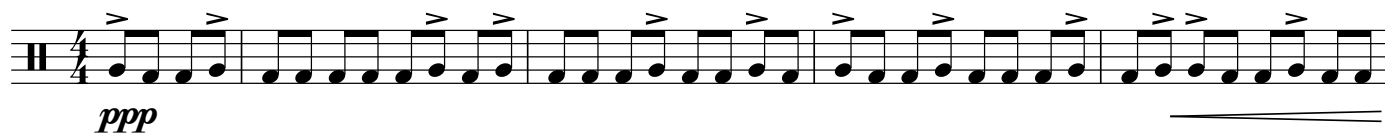
Commissioned by Cory Hills  
through the 2009 Con/un/drum Solo Percussion Composition Competition

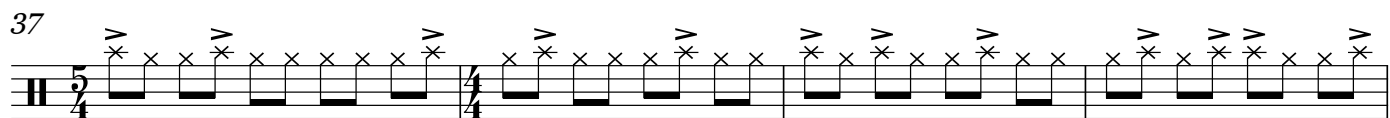
# Laws of Entropy

for Solo Percussion

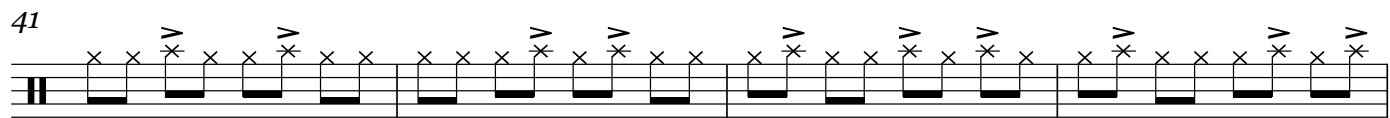
Jessica Rudman (b. 1982)

♩ = 160

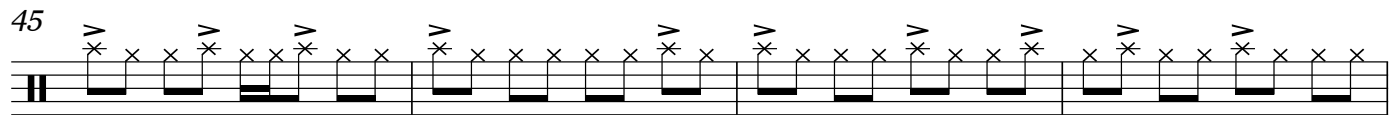




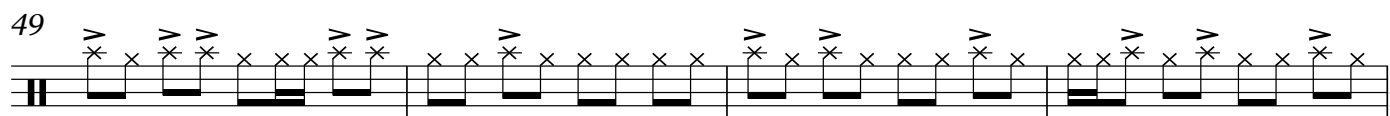
*pp*



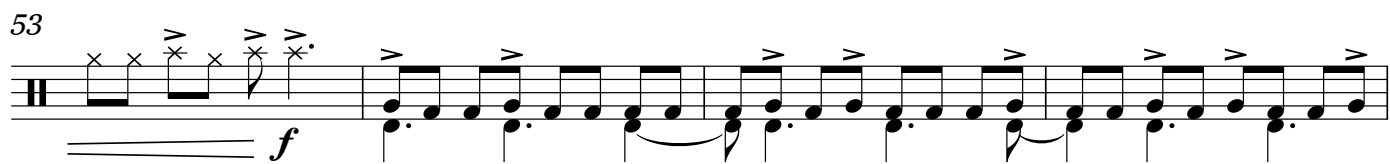
*p*



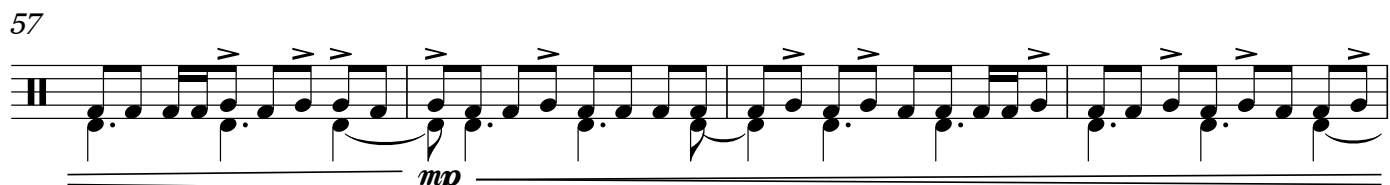
*mp*



*mf*



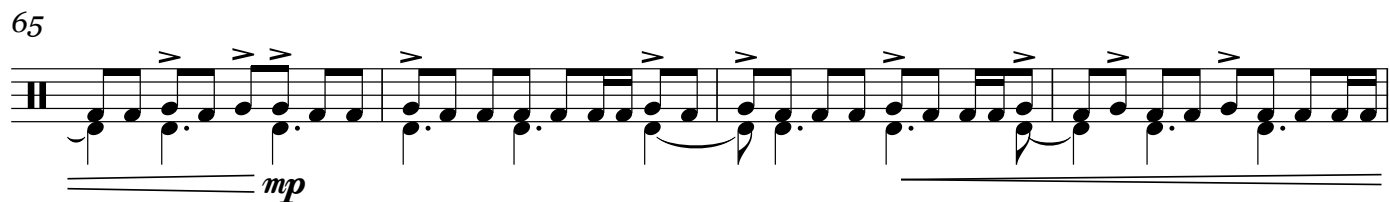
*f*  
*pp sub.*



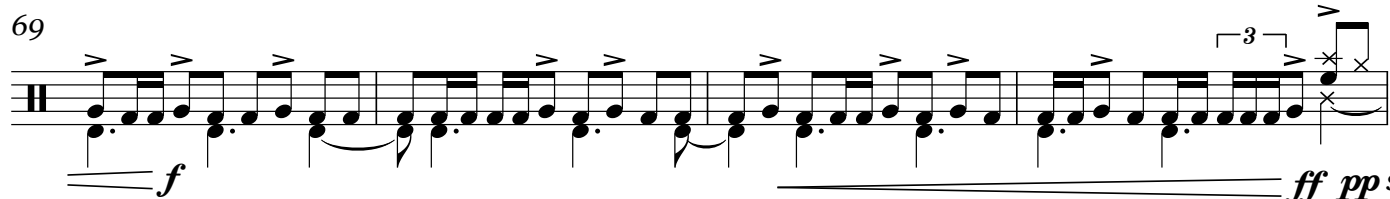
*mp*



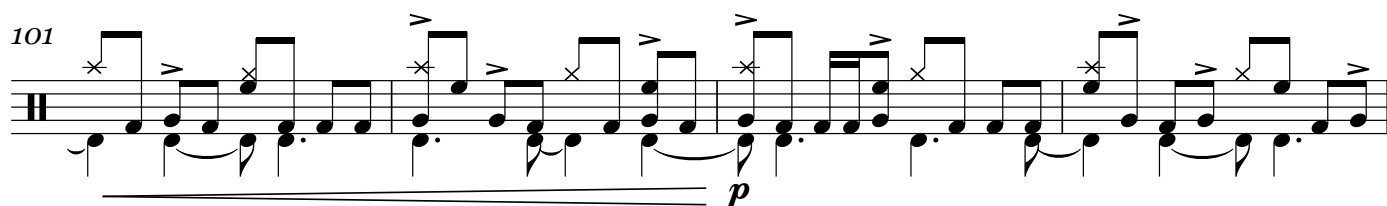
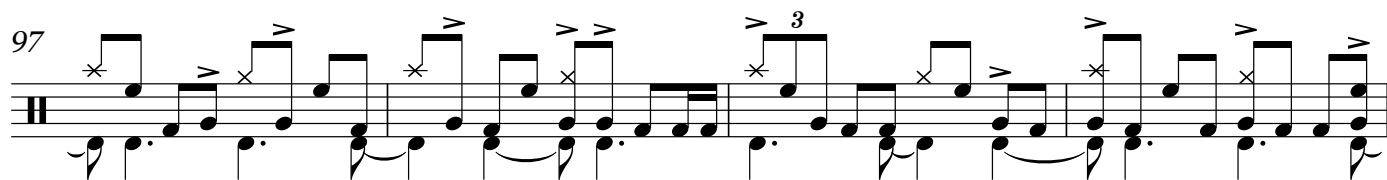
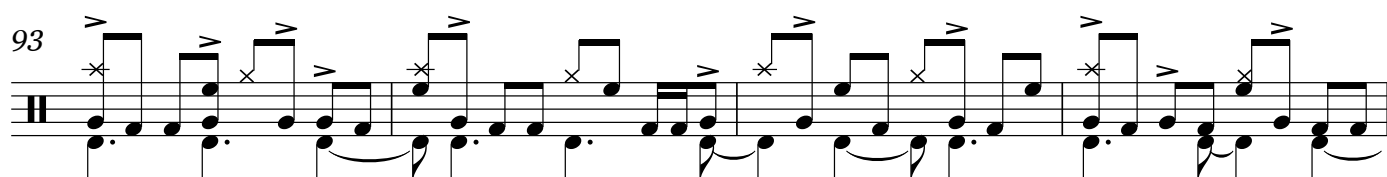
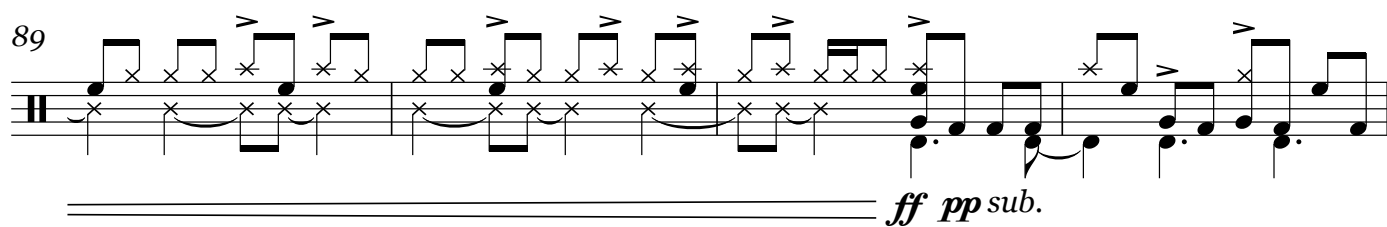
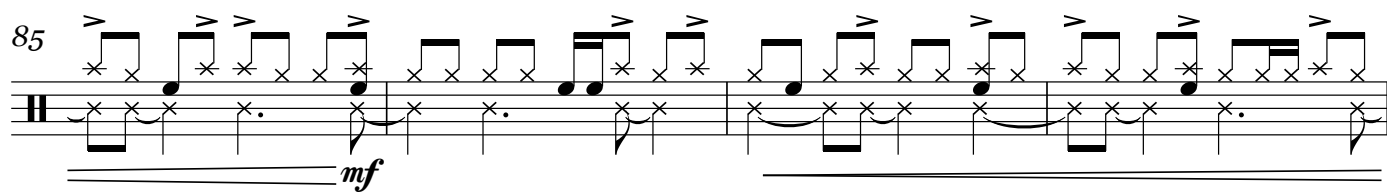
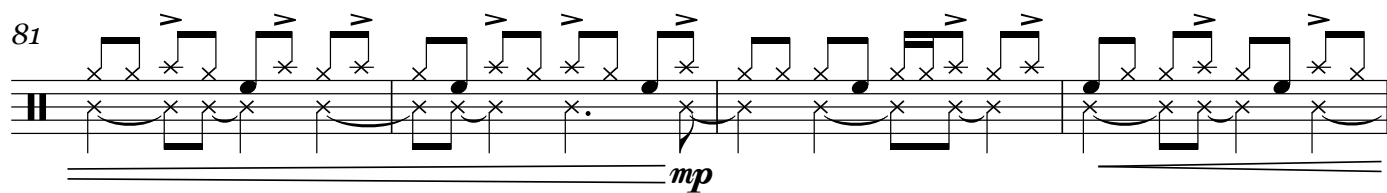
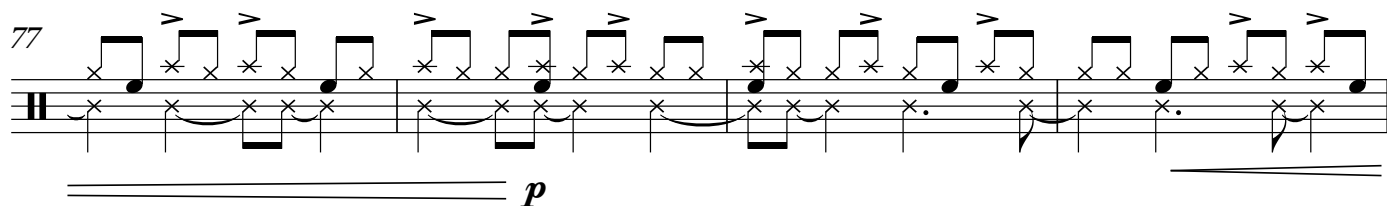
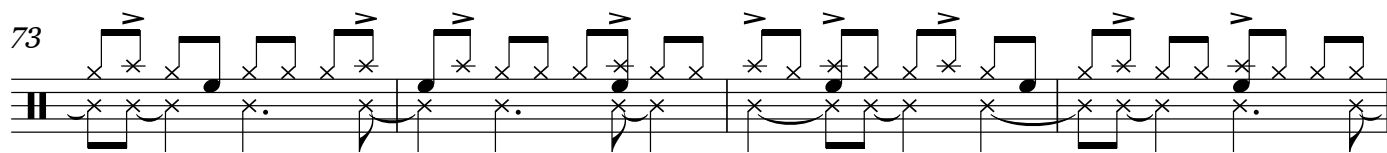
*f* *p sub.* *ff* *pp sub.*



*mp*



*f* *ff pp sub.*



105

105

109

*mp*

109

113

*mf*

*f pp sub.*

113

117

117

120

*p*

*mp*

120

123

*mf*

123

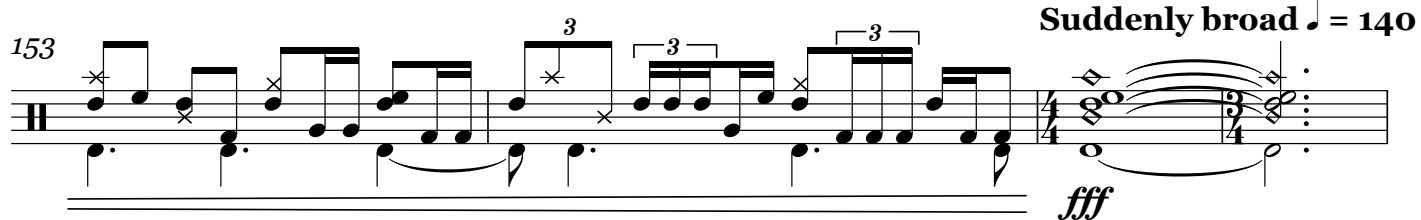
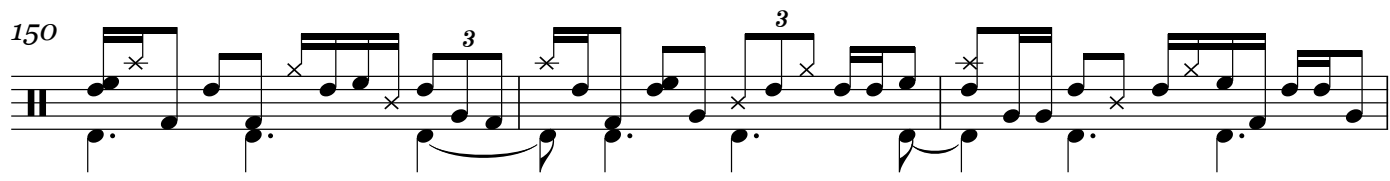
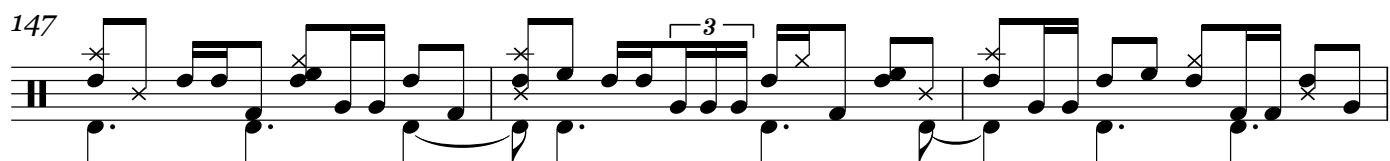
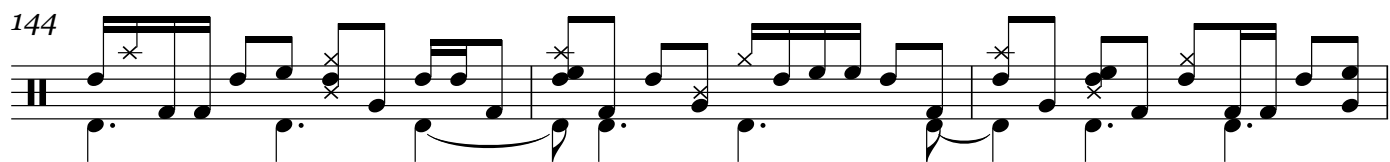
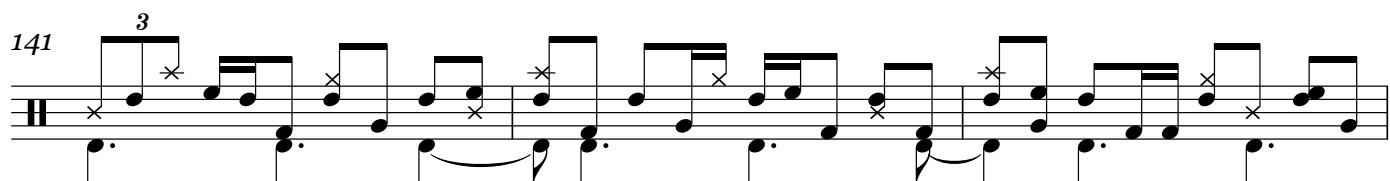
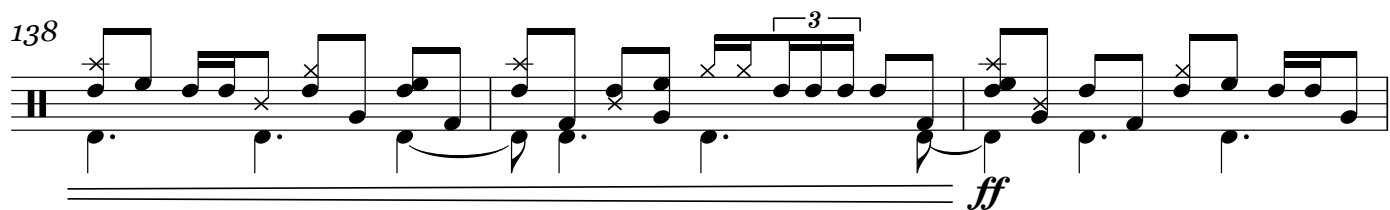
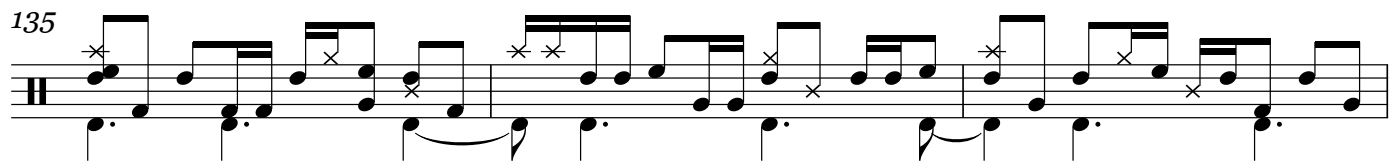
126

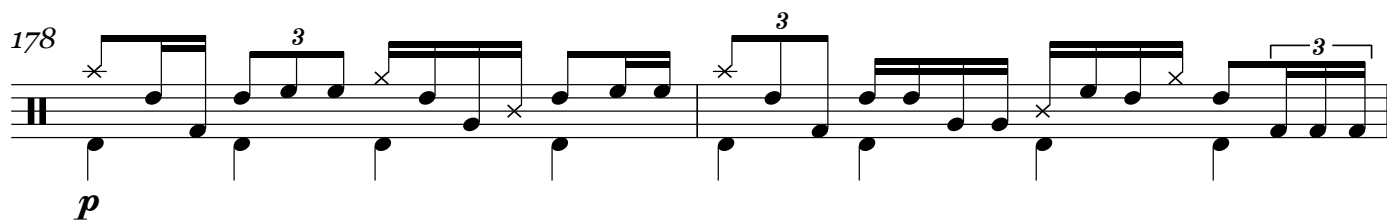
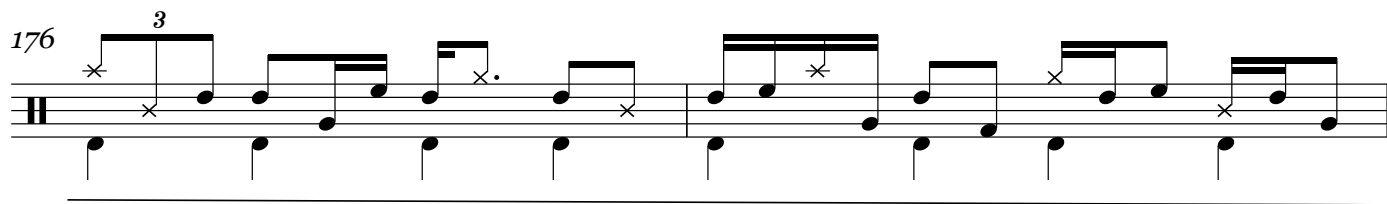
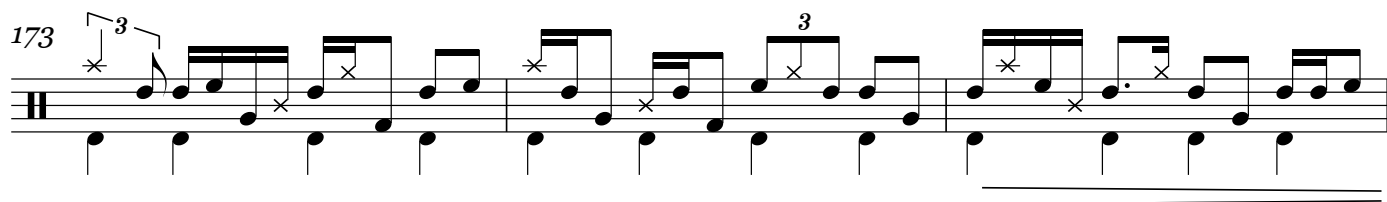
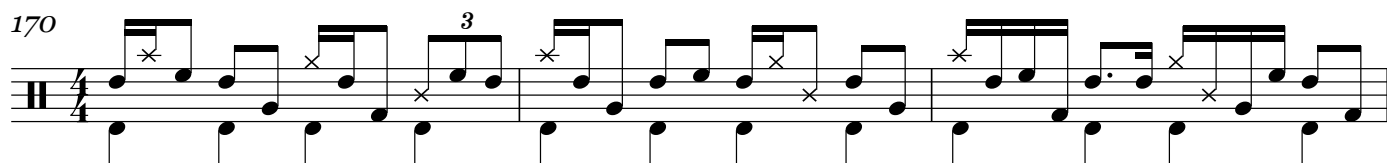
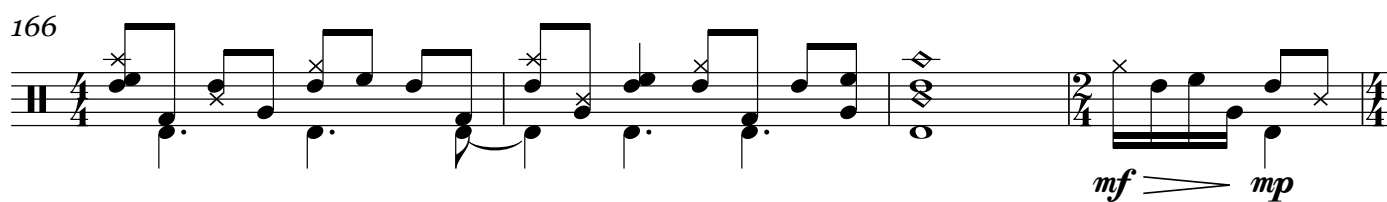
*f*

126

129

129







180

182

184

*mp*

186

188

190

*mf*

192

194

196

198

200

202

206

210