

to ensemble Percutissimo

Percussion I

CROTALI trem. con spazzole

Katharythmos

Gabriel Mălăncioiu

2009

$\text{♩} = 40$ $\text{♩} = 80$ muta in TAMBURINO

15 *ppp*

8

15

22 *ppp* TAMBURINO

29

36 muta in BONGOS con le mani *ppp*

43

48 *ppp*

53

58 *accel.* $\text{♩} = 90$ *sf p* with voice pitch not important

Percussion I

2

63 *bacch. di legno*

69 *with voice pitch not important* *parlando*
hu hu hu hu hu

76

80

83 *accel.* $\text{♩} = 120$

88

93 *with voice pitch not important*
a

99 *parlando*
hu hu hu hu hu hu hu hu

104 *muta in WOODBLOCKS*

111 *WOODBLOCKS* *bacch. di legno*

117

Percussion I

3

122

p

127

p

132 solo

135

p

140

p

145

p

149

p

154 *accel.*

with voice pitch not important

$\text{♩} = 150$

sf p

159

mp

Percussion I

4

166

mp

171

mp *p*

176

with voice pitch not important *parlando*
α *hu hu hu hu* *parlando*
hu hu hu hu

sf p *mf* *f*

180

mp *f*

186

trem. ord. trem. ord.

mp

192

197

in rilievo *mp*

202

mp

Percussion I

207 5

212 **GLOCKENSPIEL**

218 **bacch. di metallo solo**
mp

222 trem. ord. mp in rilievo mp

229 mp

235 pp

241 pp

246 pp

250 ff

253 **poco a poco accel.**
repeat pattern **25 sec.** **10 sec.** **10 sec.**
stop all movements
p f fff

*each player will accelerate to the maximum tempo(! different tempos)

Percussion II

to ensemble Percutissimo

Katharythmos

Gabriel Mălăncioiu

2009

♩ = 40 ♩ = 80

CROTALI on TIMPANI muta in TIMBALES

trem. pp

9

17

25

34 TIMBALES con le mani

40

45

51

56

with voice pitch not important

♩ = 90

sf p

Percussion II

2

61 *ppp* with voice pitch not important *a* with voice pitch not important *a*

66 *sf p* with voice pitch not important *a* *sf p*

73 *p* *ppp* *ppp* *ppp* *ppp*

79 *3* *R*

83 *accel.* *p* *♩ = 120*

88 *3* *R* *N*

93 *p* *R* *muta in SIMANTRA*

99 *p* *parlando* *hu hu hu hu* *SIMANTRA* *bacch. di legno* *p*

105

110 *p* *3* *3*

114

118 *p* *3*

124

129

with voice pitch not important

136

parlando
hu hu

142

147

151

154

accel.

♩ = 150

with voice pitch not important

160

166

170

4

175 parlando hu hu hu hu *a* *parlando* hu hu hu hu

with voice pitch not important

p *sf p* *mf*

179 parlando hu hu hu hu

f *mp*

184 *f* muta in BLOCCO di METALLO

191 BL. di METALLO bacch. di metallo *mp*

197 *in rilievo* *mp*

202 trem. ord. *mp non cresc.* *mp*

Piatti *f*

207 *mp* Piatti *f*

212 trem. ord. *in rilievo* *mp*

218 parlando hu hu hu hu hu hu hu hu hu hu hu hu hu hu

mp

Percussion II

5

223 trem. ord. trem. ord. *in rilievo*

228

234 Piatti *f*

240 *pp*

245 trem. ord. trem. ord.

250 *ff*

253 *p* *poco a poco accel.* **25 sec.** *presto possibile* **10 sec.** **10 sec.** stop all movements *f* *fff*

*each player will accelerate to the maximum tempo(! different tempos)

Percussion III

to ensemble Percutissimo

Katharythmos

Gabriel Mălăncioiu

2009

$\text{♩} = 40$
 TRIANGOLO mf

$\text{♩} = 80$
 TOM-TOM con le mani ppp

7

12

16

22

28

34

40

45

51

$\tilde{ppp}$

58 trem *accel.* ord. $\text{♩} = 90$

ppp

63

ppp

68 muta in TIMPANI

3

77 (C) TIMPANI bacch. di legno

ppp

82 (R) *accel.* (C) trem. (N) ord. $\text{♩} = 120$

p

88 (R) (N) 3

3

93 solo

gliss. sf p

97

101 (R) (C)

p p sf p

106 (R) (C)

111 **(N)** **(R)** **(N)**

115 **(R)** **(C)**

121 **(N)**

127

132 parlando hu hu hu hu hu hu hu hu a _____ parlando hu hu

138

143

148 muta in VIBRAFONO

151 accel.

♩=150

VIBRAFONO

Percussion III

155 senza motore bacch. di gomma



160



164



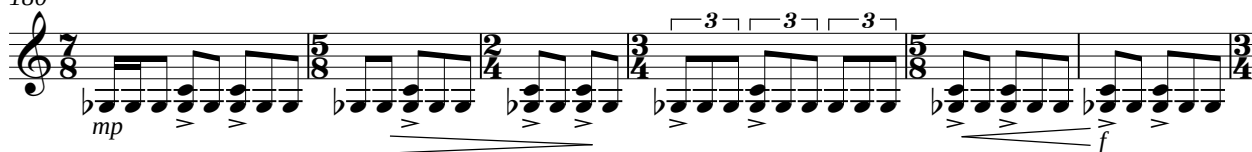
170



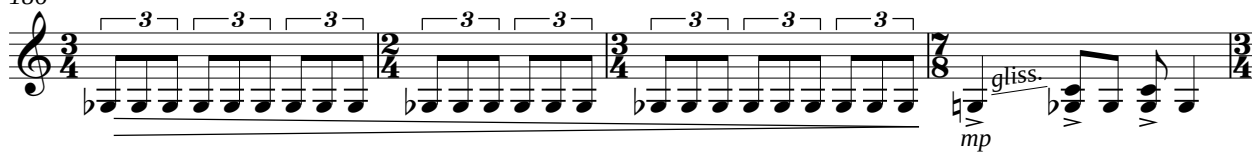
parlando



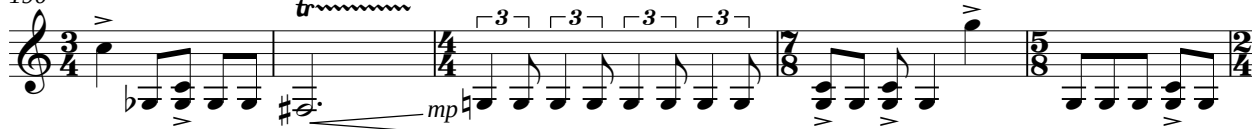
180



186



190



195



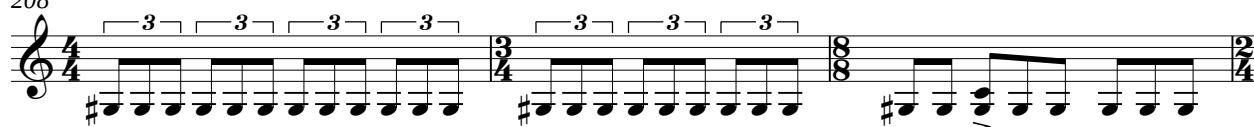
200



204



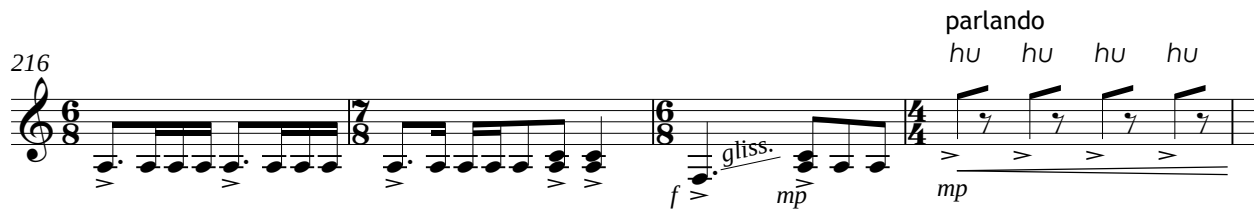
208



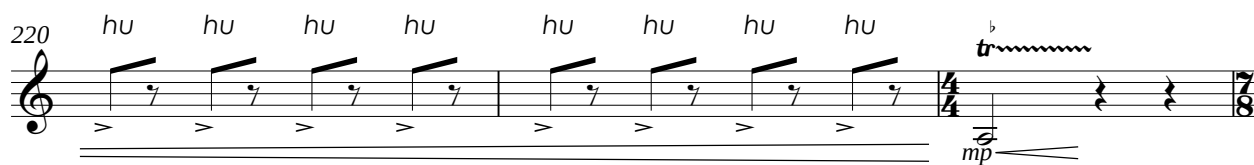
211



216



220



223

mp *f* *mp*

227

232

mp

236

f *mp*

241

pp

246

f

249

tr *ff*

253

p *poco a poco accel. repeat pattern* *presto possibile* *f* *fff*

25 sec. 10 sec. 10 sec. stop all movements

*each player will accelerate to the maximum tempo(! different tempos)

Percussion IV

to ensemble Percutissimo

Katharythmos

Gabriel Mălăncioiu
2009

11 **TAM-TAM** $\text{♩} = 40$ $\text{♩} = 80$
mf

9

16 **TAMBURO RULANTE** con le mani
ppp

22

28

34 3

39

44

50 *ppp*

54 3 2

Percussion IV

2

accel.

♩=90

bacch. di legno

58

ppp

 σf

63

ppp

68

solo

72

77

muta in CASTAGNETTI

80

accel

 $\angle = 120^\circ$

with voice pitch not important

83

CASTAGNETTI

 sf

P

89

P

with voice pitch not important

94

with voice pitch not important

100

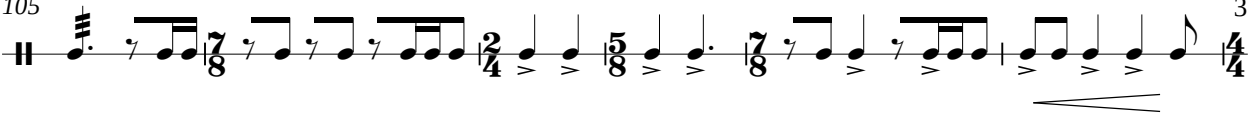
 sf

p

p

A

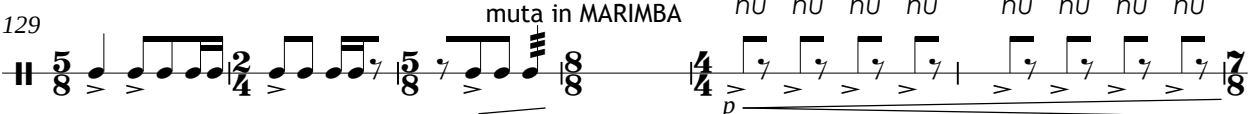
Percussion IV

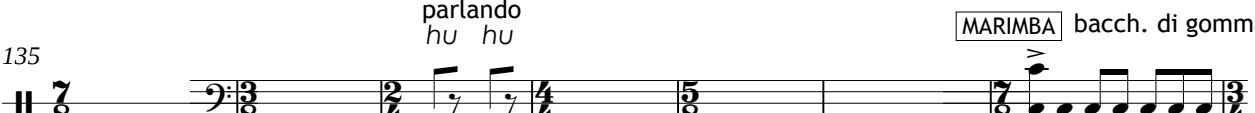
105 

111 

116 

122 

129 

135 

142 

147 

150 

154 

159 

164 

170 

Percussion IV

4

parlando

175 hu hu hu hu

hu hu hu hu

hu hu hu hu

180

186

191

196

201

205

208

212

parlando

217

hu hu hu hu hu hu hu hu

221

hu hu hu hu

$$b$$

$$tr$$
 $mp \leq$ mp

224

f *mp*

228

f *mp*

233

mp *mf* *mp*

238

f *mp*

243

pp

247

f *mp*

250

ff

253

p *f* *fff*

poco a poco accel.
repeat pattern

25 sec.

10 sec.

10 sec.
stop all movements

*each player will accelerate to the maximum tempo(! different tempos)

to ensemble Percutissimo

Katharythmos

Percussion V

Gabriel Mălăncioiu
2009

GONG $\text{♩} = 40$ $\text{♩} = 80$ muta in GRAN CASSA

p

9 **GRAN CASSA** con spazzole *pp* con le mani

15 con spazzole con le mani

22

30

37

43 muta in CONGA

49 **CONGA** con le mani *ppp* *ppp*

54

58 *accel.* $\text{♩} = 90$ *ppp*

62 *ppp*

67 with voice pitch not important *a* with voice pitch not important *a*

p *sf p*

Percussion V

2 74 *bacch. di legno*

ppp *ppp*

79 *(R)* *(N)* *(R)*

83 *accel.* *♩=120* *with voice pitch not important*

sf p

89 *p* *with voice pitch not important* *p*

94 *sf p*

100 *with voice pitch not important* *(R)* *(N)*

sf p *p* *p*

106 *3*

111 *p* *(R)* *(N)*

115 *p*

119 *muta in TEMPLE BLOCKS*

126

Percussion V

with voice pitch not important

132 *a* *sf p* 3

TEMPLE BLOCKS

138 *bacch. di legno*

p *p*

143

147 *p* *non cresc.* *p*

151 *accel.*

155 *♩=150* *mp*

160 *mp*

164 *mp*

169 *mp*

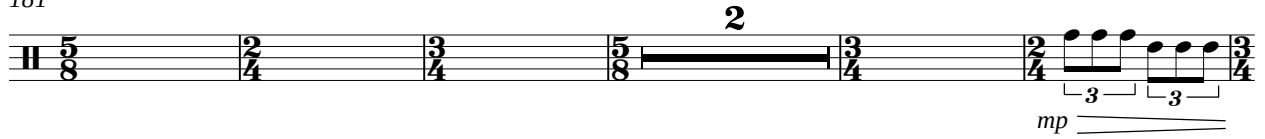
173 *solo* 3 3

177 3 3 3 3

Percussion V

4

181



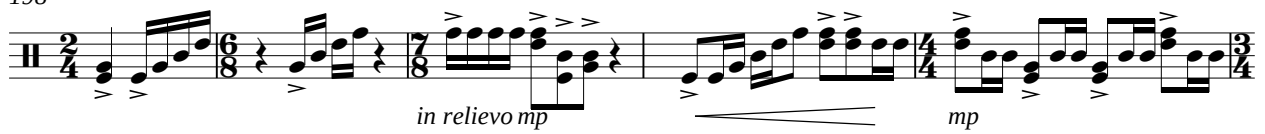
188



193



198



203



207



212



216



219 parlando
hu hu hu hu hu hu hu hu hu hu hu hu hu hu

mp *mp*

224

in rilievo *mp*

229

mp

234

240

pp

245

249

ff

253

p *f* *fff*

poco a poco accel.
repeat pattern

presto possibile

stop all movements

*each player will accelerate to the maximum tempo(! different tempos)