

Gabriel Mălăncioiu

Katharythmos

for five percussion players

Ensemble

Percussion 1: Glockenspiel, Crotali, Wood-blocks (2), Tamburino, Bongos

Percussion 2: Timpano, Crotali, Blocco di Metallo, Piatti, Simantra (2),
Timbales

Percussion 3: Timpano, Vibrafono, Triangolo, Tom-Toms (4)

Percussion 4: Marimba, Tam-Tam, Castagnetti, Tamburo Rulante

Percussion 5: Gong, Temple blocks (5), Conga, Gran Cassa

Both player 1 and 5 must have each wire brushes.

Symbols used:  - normal position

 - in the center

 - on the rim

Duration 9 min.

This score is registered by U.C.M.R.-A.D.A.
Before any public performance a declaration must be sent to your national
author's society.

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to ensemble Percutissimo

Katharythmos

Gabriel Mălăncioiu

2009

♩=40 ♩=80

Percussion I
Crotali

Percussion II
Timpani

Percussion III
Triangolo

Percussion IV
Tam-Tam

Percussion V
Gong

CROTALI trem. con spazzole

CROTALI on TIMPANI trem.

TRIANGOLO

TAM-TAM

GONG

muta in TAMBURINO

muta in TIMBALES

TOM-TOM con le mani

ppp

mf

pp

muta in GRAN CASSA

6

Perc. III
Tom-Tom

Perc. V
G. C.

GRAN CASSA con spazzole

11

Perc. III
Tom-Tom

Perc. V
G. C.

con le mani

15

Perc. III
Tom-Tom

Perc. IV
T. rulante

Perc. V
G. C.

TAMBURO RULANTE

con le mani

con spazzole

21

Perc. III
Tom-Tom

Perc. IV
T. rulante

Perc. V
G. C.

con le mani

26

Perc. I
T-ino

Perc. III
Tom-Tom

Perc. IV
T. rulante

Perc. V
G. C.

TAMBURINO

ppp

33 $\frac{9}{8}$ $\frac{3}{4}$ $\frac{5}{8}$ $\frac{2}{4}$ $\frac{7}{8}$ muta in BONGOS $\frac{2}{4}$

Perc. I T-ino

Perc. II Timb.

Perc. III Tom-Tom

Perc. IV T. rulante

Perc. V G. C.

TIMBALES con le mani

ppp

39 $\frac{2}{4}$ $\frac{5}{8}$ $\frac{8}{8}$ BONGOS con le mani $\frac{4}{4}$ $\frac{9}{8}$

Perc. I Bongos

Perc. II Timb.

Perc. III Tom-Tom

Perc. IV T. rulante

Perc. V G. C.

ppp

43 $\frac{9}{8}$ $\frac{2}{4}$ $\frac{5}{8}$ $\frac{2}{4}$ $\frac{6}{8}$ $\frac{3}{4}$

Perc. I Bongos

Perc. II Timb.

Perc. III Tom-Tom

Perc. IV T. rulante

Perc. V G. C.

muta in CONGA

48 $\frac{3}{4}$ $\frac{8}{8}$ $\frac{6}{8}$ $\frac{5}{8}$ $\frac{2}{4}$

Perc. I Bongos

Perc. II Timb.

Perc. III Tom-Tom

Perc. IV T. rulante

Perc. V Conga

CONGA con le mani

ppp

52 $\frac{2}{4}$ $\frac{5}{8}$ $\frac{7}{8}$ $\frac{5}{8}$ $\frac{5}{8}$

Perc. I Bongos *ppp*

Perc. II Timb. *ppp*

Perc. III Tom-Tom *ppp*

Perc. IV T. rulante *ppp*

Perc. V Conga *ppp*

56 $\frac{5}{8}$ $\frac{4}{4}$ *accel.* $\frac{7}{8}$ $\frac{9}{8}$

Perc. I Bongos *sf p* with voice pitch not important

Perc. II Timb. *sf p* with voice pitch not important

Perc. III Tom-Tom *trem* *ppp* *ord.* *bacch. di legno* *sf* *ppp*

Perc. IV T. rulante *sf* *ppp*

Perc. V Conga *ppp*

60 $\frac{9}{8}$ $\frac{4}{4}$ $\frac{3}{4}$ $\frac{2}{4}$

Perc. I Bongos

Perc. II Timb. *ppp*

Perc. III Tom-Tom *ppp*

Perc. IV T. rulante

Perc. V Conga

63 $\frac{2}{4}$ *bacch. di legno* $\frac{5}{8}$ $\frac{7}{8}$ $\frac{5}{8}$ $\frac{2}{4}$

Perc. I Bongos *ppp* *ppp*

Perc. II Timb. *ppp*

Perc. III Tom-Tom *ppp*

Perc. IV T. rulante *ppp*

Perc. V Conga *ppp*

[illegible]

80

Perc. I
Bongos

Perc. II
Timb.

Perc. III
Timp.

Perc. IV
T. rulante

Perc. V
Conga

7/8

8/8

5/8

7/4

3

R

N

3

muta in CASTAGNETTI

R

R

R

83

Perc. I
Bongos

Perc. II
Timb.

Perc. III
Timp.

Perc. IV
Cast.

Perc. V
Conga

5/4

8/8

2/4

5/8

7/8

accel.

♩ = 120

© trem.

p

p

ord.

p

with voice pitch not important

sf

p

with voice pitch not important

sf

p

87

Perc. I
Bongos

Perc. II
Timb.

Perc. III
Timp.

Perc. IV
Cast.

Perc. V
Conga

7/8

2/4

8/8

7/8

3

R

CASTAGNETTI

p

90

Perc. I
Bongos

Perc. II
Timb.

Perc. III
Timp.

Perc. IV
Cast.

Perc. V
Conga

7/8

3/4

8/8

7/8

R

N

3

N

3

p

6

93 $\frac{7}{8}$ $\frac{8}{8}$ $\frac{7}{8}$

Perc. I Bongos *p*

Perc. II Timb. *p*

Perc. III Timp. *gliss.* *sf*

Perc. IV Cast. *p*

Perc. V Conga *p*

muta in SIMANTRA

96 $\frac{7}{8}$ $\frac{8}{8}$ $\frac{5}{8}$ $\frac{2}{4}$ $\frac{4}{4}$

Perc. I Bongos *sf p*

Perc. II Sim. solo

Perc. III Timp. *with voice pitch not important* *a*

Perc. IV Cast. *p*

Perc. V Conga *sf p*

100 $\frac{4}{4}$ parlando *hu hu hu hu hu hu hu hu* $\frac{5}{8}$

Perc. I Bongos *p*

Perc. II Sim. *parlando hu hu hu hu* *p*

Perc. III Timp. *with voice pitch not important* *a*

Perc. IV Cast. *sf p*

Perc. V Conga *sf p*

103 $\frac{5}{8}$ $\frac{7}{8}$ $\frac{2}{4}$

Perc. I Bongos *p* *SIMANTRA* bacch. di legno

Perc. II Sim. *p*

Perc. III Timp. *gliss.* *sf* *p*

Perc. IV Cast. *p*

Perc. V Conga *p*

107 $\frac{2}{4}$ $\frac{5}{8}$ muta in WOODBLOCKS $\frac{7}{8}$ $\frac{4}{4}$

Perc. I
Bongos

Perc. II
Sim.

Perc. III
Timp.

Perc. IV
Cast.

Perc. V
Conga

111 $\frac{4}{4}$ $\frac{8}{8}$ $\frac{7}{8}$ $\frac{8}{8}$

Perc. I
W. bl.

Perc. II
Sim.

Perc. III
Timp.

Perc. IV
Cast.

Perc. V
Conga

114 $\frac{8}{8}$ $\frac{9}{8}$ WOODBLOCKS bacch. di legno $\frac{3}{4}$ $\frac{7}{8}$

Perc. I
W. bl.

Perc. II
Sim.

Perc. III
Timp.

Perc. IV
Cast.

Perc. V
Conga

117 $\frac{7}{8}$ $\frac{8}{8}$ $\frac{3}{8}$ $\frac{5}{8}$ $\frac{5}{8}$

Perc. I
W. bl.

Perc. II
Sim.

Perc. III
Timp.

Perc. IV
Cast.

Perc. V
Conga

121 $\frac{5}{8}$ $\frac{3}{4}$ $\frac{7}{8}$

Perc. I
W. bl.

Perc. II
Sim.

Perc. III
Timp.

Perc. IV
Cast.

Perc. V
Conga

gliss.
sf
muta in TEMPLE BLOCKS

124 $\frac{7}{8}$ $\frac{3}{8}$ $\frac{2}{4}$ $\frac{8}{8}$ $\frac{3}{4}$

Perc. I
W. bl.

Perc. II
Sim.

Perc. III
Timp.

Perc. IV
Cast.

Perc. V
Temple bl.

p
p
p

128 $\frac{3}{4}$ $\frac{5}{8}$ $\frac{2}{4}$ $\frac{5}{8}$ $\frac{8}{8}$

Perc. I
W. bl.

Perc. II
Sim.

Perc. III
Timp.

Perc. IV
Cast.

Perc. V
Temple bl.

gliss.
sf
muta in MARIMBA

132 $\frac{8}{8}$ $\frac{4}{4}$ $\frac{7}{8}$ $\frac{3}{8}$

Perc. I
W. bl.

Perc. II
Sim.

Perc. III
Timp.

Perc. IV
Cast.

Perc. V
Temple bl.

solo
with voice pitch not important
a
p
parlando
hu hu hu hu
hu hu hu hu
hu hu hu hu
hu hu hu hu
with voice pitch not important
a
sf
p
with voice pitch not important
a
sf
p

136 $\frac{3}{8}$ $\frac{2}{4}$ $\frac{4}{4}$ $\frac{5}{8}$ $\frac{7}{8}$

Perc. I
W. bl.

Perc. II
Sim.

Perc. III
Timp.

Perc. IV
Mar.

Perc. V
Temple bl.

parlando
hu hu

mf parlando
hu hu

mf parlando
hu hu

TEMPLE BLOCKS bacch. di legno

p

141 $\frac{7}{8}$ $\frac{3}{4}$ $\frac{2}{4}$ $\frac{5}{8}$ $\frac{4}{4}$

Perc. I
W. bl.

Perc. II
Sim.

Perc. III
Timp.

Perc. IV
Mar.

Perc. V
Temple bl.

sf p

MARIMBA bacch. di gomma

p

3

3

145 $\frac{4}{4}$ $\frac{3}{4}$ $\frac{7}{8}$

Perc. I
W. bl.

Perc. II
Sim.

Perc. III
Timp.

Perc. IV
Mar.

Perc. V
Temple bl.

gliss.

sf

3

3

3

p

sf p

p

148 $\frac{7}{8}$ $\frac{4}{4}$ $\frac{7}{8}$ $\frac{8}{8}$

Perc. I
W. bl.

Perc. II
Sim.

Perc. III
Timp.

Perc. IV
Mar.

Perc. V
Temple bl.

non cresc.

p

3

3

3

3

gliss.

sf

gliss.

sf

p

muta in VIBRAFONO

10

151

Perc. I
W. bl.

Perc. II
Sim.

Perc. III
Vibr.

Perc. IV
Mar.

Perc. V
Temple bl.

8 2 5 6 8

accel.

sf *p*

3 *3* *3*

155

Perc. I
W. bl.

Perc. II
Sim.

Perc. III
Vibr.

Perc. IV
Mar.

Perc. V
Temple bl.

8 5 2 7 2

with voice pitch not important
a

sf *p*

VIBRAFONO *senza motore* *bacch. di gomma*

mp

mp

mp

159

Perc. I
W. bl.

Perc. II
Sim.

Perc. III
Vibr.

Perc. IV
Mar.

Perc. V
Temple bl.

2 6 4 3 4

mp

mp

mp

non cresc.

non cresc.

mp

163

Perc. I
W. bl.

Perc. II
Sim.

Perc. III
Vibr.

Perc. IV
Mar.

Perc. V
Temple bl.

4 7 3 3 6

mp

194 $\frac{5}{8}$ $\frac{2}{4}$ $\frac{8}{8}$ $\frac{7}{8}$ $\frac{3}{4}$

Perc. I
W. bl.

Perc. II
Bl. di met.

Perc. III
Vibr.

Perc. IV
Mar.

Perc. V
Temple bl.

BL. di METALLO bacch. di metallo
mp

198 $\frac{2}{4}$ $\frac{6}{8}$ $\frac{7}{8}$ $\frac{4}{4}$

Perc. I
W. bl.

Perc. II
Bl. di met.

Perc. III
Vibr.

Perc. IV
Mar.

Perc. V
Temple bl.

in rilievo mp

in rilievo mp

in rilievo mp

202 $\frac{4}{4}$ $\frac{3}{4}$ $\frac{5}{8}$ $\frac{8}{8}$

Perc. I
W. bl.

Bl. di met.

Perc. II
Piatti

Perc. III
Vibr.

Perc. IV
Mar.

Perc. V
Temple bl.

mp trem.

ord.

mp non cresc.

Piatti

mp

f

mp

mp

mp

205 $\frac{8}{8}$ $\frac{7}{8}$ $\frac{6}{8}$ $\frac{4}{4}$

Perc. I
W. bl.

Perc. II
Bl. di met.

Perc. III
Vibr.

Perc. IV
Mar.

Perc. V
Temple bl.

gliss.

14

208 **4/4** **3/4** trem. **8/8** ord. **2/4**

Perc. I
W. bl.

Bl. di met.
Perc. II
Piatti

Perc. III
Vibr.

Perc. IV
Mar.

Perc. V
Temple bl.

mp

mp

f

211 **2/4** **6/8** muta in GLOCKENSPIEL **2/4**

Perc. I
W. bl.

Perc. II
Bl. di met.

Perc. III
Vibr.

Perc. IV
Mar.

Perc. V
Temple bl.

in rilievo

in rilievo

trem.

ord.

mp

in rilievo

mp

215 **2/4** **6/8** **7/8** **6/8** **4/4**

Perc. I
Glk.

Perc. II
Bl. di met.

Perc. III
Vibr.

Perc. IV
Mar.

Perc. V
Temple bl.

f

gliss.

mp

219 **4/4** **4/4** **4/4**

GLOCKENSPIEL bacch. di metallo

Perc. I
Glk.

Perc. II
Bl. di met.

Perc. III
Vibr.

Perc. IV
Mar.

Perc. V
Temple bl.

solo

mp

parlando

hu hu hu hu

mp

parlando

hu hu hu hu

mp

parlando

hu hu hu hu

mp

parlando

hu hu hu hu

mp

parlando

hu hu hu hu

mp

Musical score for Percussion I (Glk.) and Percussion II (Bl. di met.). The score is written for two staves. Percussion I (Glk.) is in treble clef, and Percussion II (Bl. di met.) is in bass clef. The time signature is 3/4. The key signature has one flat (B-flat). The score consists of four measures. The first measure has a 239 measure number. The second measure has a 4 measure number. The third measure has a 4 measure number. The fourth measure has a 9 measure number. The Percussion I (Glk.) part has a melodic line with eighth and sixteenth notes, and rests. The Percussion II (Bl. di met.) part has a rhythmic line with eighth and sixteenth notes, and rests.

243 244 245 246 247 248

Perc. I
Glk.

Perc. II
Bl. di met.

Perc. III
Vibr.

Perc. IV
Mar.

Perc. V
Temple bl.

pp

trem.

ord.

9/8 2/4 6/8 7/8

247 **7** **6** **8** **3**
4 **8** **4** **4**

Perc. I
Glk.

Perc. II
Bl. di met.

Perc. III
Vibr.

Perc. IV
Mar.

Perc. V
Temple bl.

trem.

ord.

250 **3** **4**
4 **4** **4**

Perc. I
Glk.

Perc. II
Bl. di met.

Perc. III
Vibr.

Perc. IV
Mar.

Perc. V
Temple bl.

ff

ff

ff

ff

ff

poco a poco accel. **25 sec.** *presto possibile* **10 sec.** **10 sec.** stop all movements

253

Perc. I
Glk.

Perc. II
Bl. di met.

Perc. III
Vibr.

Perc. IV
Mar.

Perc. V
Temple bl.

repeat pattern

repeat pattern

repeat pattern

repeat pattern

repeat pattern

p

p

p

p

p

f

f

f

f

f

fff

fff

fff

fff

fff

fff

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

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 TAMBURINO *ppp*

29

36 muta in BONGOS con le mani *ppp*

43

48 *ppp*

53

with voice pitch not important

58 *accel.* $\text{♩} = 90$ *sf p*

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

132 solo

135

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

parlando
hu hu hu hu

p

176

sf p

mf

f

parlando
hu hu hu hu

180

mp

f

186

mp

trem. ord. trem. ord.

192

197

mp

in rilievo

202

mp

Percussion I

207 *trem.* *ord.* *mp* 5

212 *in rilievo* **GLOCKENSPIEL** *bacch. di metallo solo*

218 *mp*

222 *trem.* *trem.* *ord.* *mp* *in rilievo* *mp*

229 *mp*

235

241 *pp*

246

250 *ff*

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

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

Percussion II

to ensemble Percutissimo

Katharythmos

Gabriel Mălăncioiu

2009

$\text{♩} = 40$
CROTALI on TIMPANI
trem.

$\text{♩} = 80$
muta in TIMBALES

9

17

25

34
TIMBALES
con le mani
ppp

40

45

51
ppp

56
accel.

59
with voice pitch not important
 $\text{♩} = 90$
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* with voice pitch not important parlando hu hu hu hu

p sf p mf

179 parlando hu hu hu hu

f mp

184 muta in BLOCCO di METALLO

f

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

♩=40 TRIANGOLO *mf* *ppp* TOM-TOM con le mani ♩=80

7 12 16 22 28 34 40 45 51

ppp

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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

93 solo

gliss. sf p

97

p

101 (R) (C)

p sf p

106 (R) (C)

p

111 **(N)**

p

(R) **(N)**

115

sf *p*

(R) **(C)**

121

sf *p*

(N)

127

132

parlando hu hu hu hu hu hu hu hu a parlando hu hu

sf *p* *sf* *p* *mf*

138

p *p* *p*

143

sf *p* *p* *p*

148

muta in VIBRAFONO

p *sf* *sf*

151

accel.

p *sf* *sf*

♩=150

VIBRAFONO

Percussion III

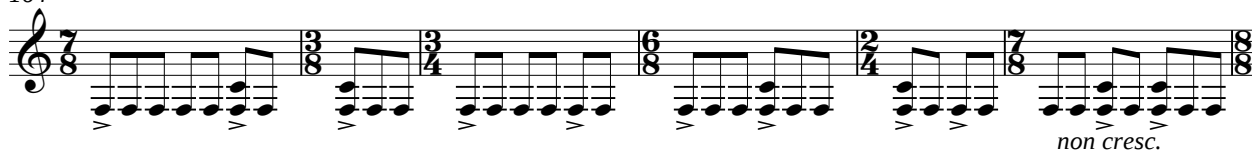
155 senza motore bacch. di gomma



160



164



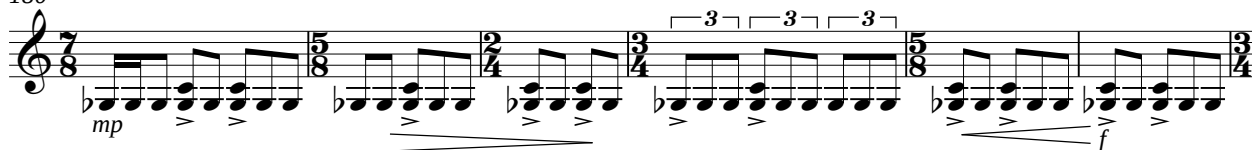
170



parlando



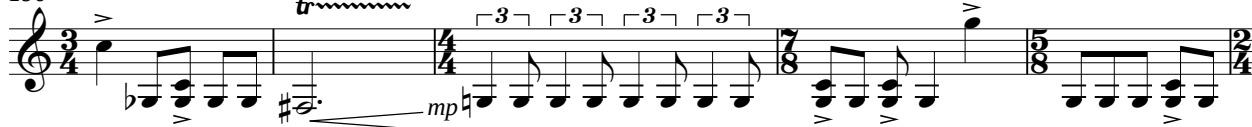
180



186



190



195



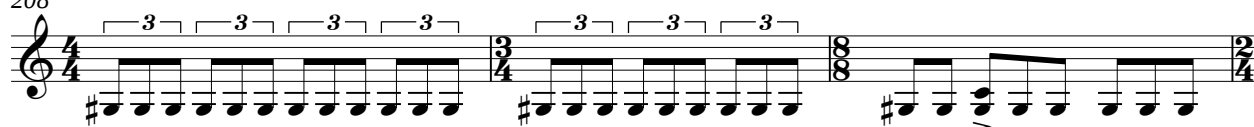
200



204



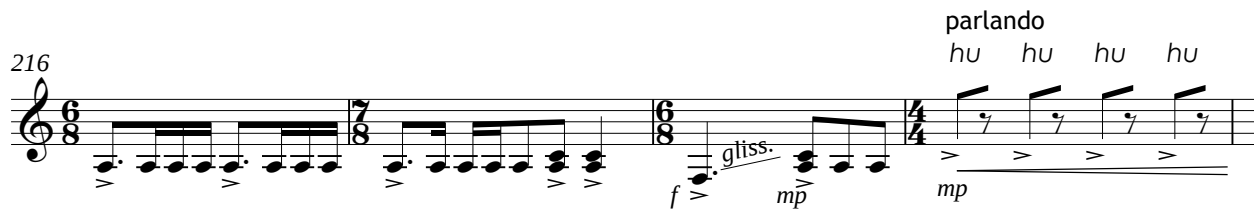
208



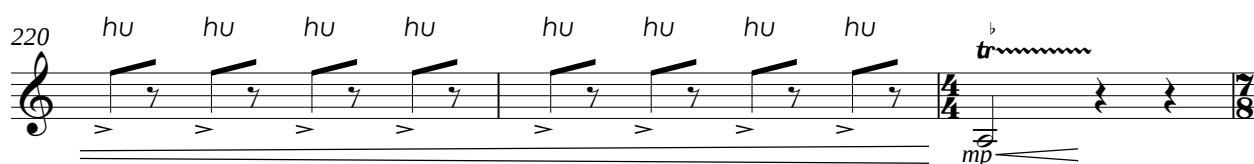
211



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.* $\text{♩} = 90$

58 *bacch. di legno*

63 *ppp*
sf

68 *solo*

72

77 *ppp*

80 *muta in CASTAGNETTI*

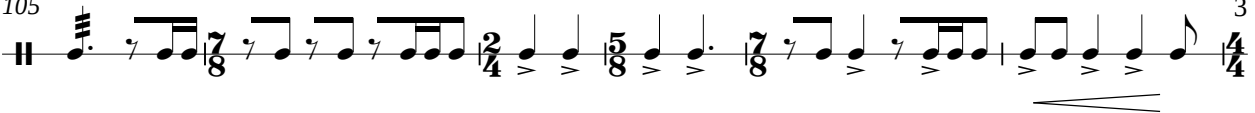
83 *accel.* $\text{♩} = 120$ *with voice pitch not important*
a *CASTAGNETTI*
sf p

89 *p*

94 *with voice pitch not important*
a *p*

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

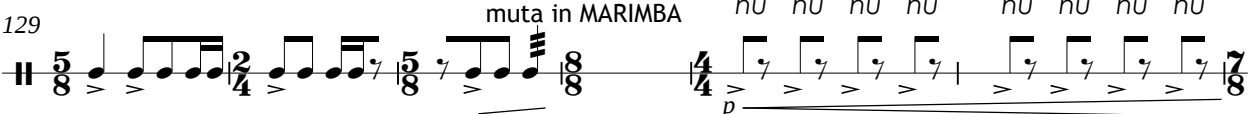
Percussion IV

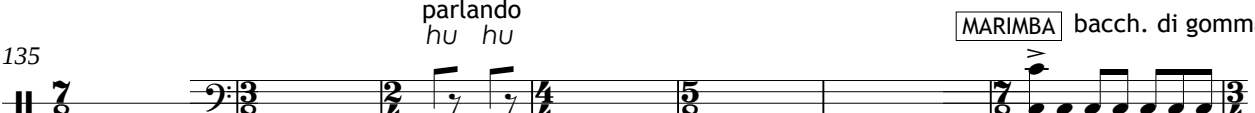
105 

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 hu hu

180

186

191

196

201

205

208

212

217 parlando
hu hu hu hu hu hu hu hu

221 hu hu hu hu

The musical score for Percussion IV consists of nine staves of music. The first staff (measures 175-179) features a series of eighth notes with accents, marked *p*, *mf*, and *f*. The second staff (measures 180-185) includes a glissando and a crescendo leading to *f*. The third staff (measures 186-190) shows a series of eighth notes with accents, marked *mp*. The fourth staff (measures 191-195) features triplets and eighth notes, marked *mp*. The fifth staff (measures 196-200) continues with eighth notes and accents. The sixth staff (measures 201-204) includes triplets and eighth notes, marked *mp*. The seventh staff (measures 205-207) features a glissando and eighth notes. The eighth staff (measures 208-211) includes triplets and eighth notes. The ninth staff (measures 212-216) features eighth notes and accents. The tenth staff (measures 217-220) includes a series of eighth notes with accents, marked *mp*. The eleventh staff (measures 221-224) features eighth notes with accents, marked *mp*.

224

f *mp*

228

mp

233

mp *mf* *mp*

238

mp

243

pp

247

mp

250

ff

253

p *f* *fff*

*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*

143

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

151 *accl.*

155 *♩=150* *mp*

160 *mp*

164 *mp*

169 *mp*

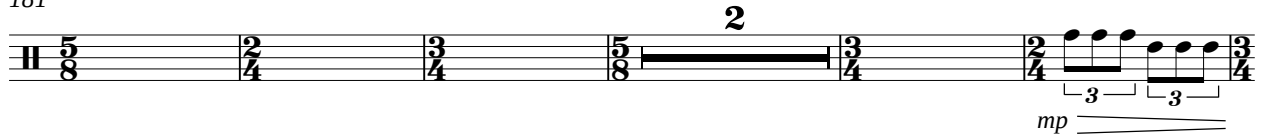
173 *solo* *3* *3*

177 *3* *3* *3* *3*

Percussion V

4

181



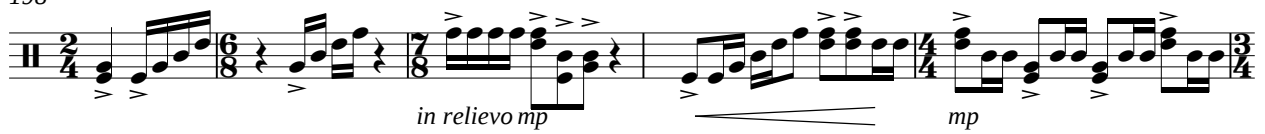
188



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

mp

240

pp

245

mp

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)