

Percussion 2

Version: 12/1/16

Very low Field Drum or Tabor with snare

For on-site live performance,
percussionists must be mobile with
instruments strapped to their bodies.

Hades from Hopscotch

Music: David Rosenboom

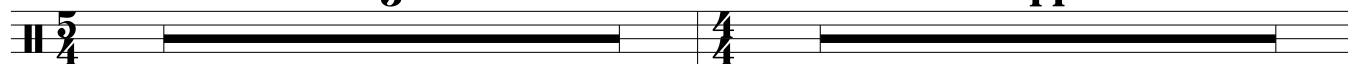
Text: Erin Young

1 Allegretto (M.M. ♩ = c. 98)

3

Andantino (♩ = c. 80)

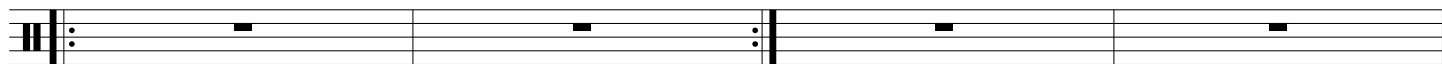
14



2

Repeat as needed

rit.



3 Funky (M.M. ♩ = c. 105)



27



32



37



42



4 Cued by Boatman Out of time

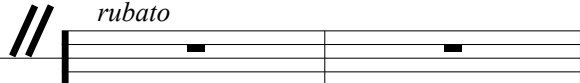
EXPLOSIVE,
TO-THE-WALL,
IMPROVISATION

fff



5 Andante (♩ = c. 76)

rubato



6 Funky (M.M. ♩ = c. 105)

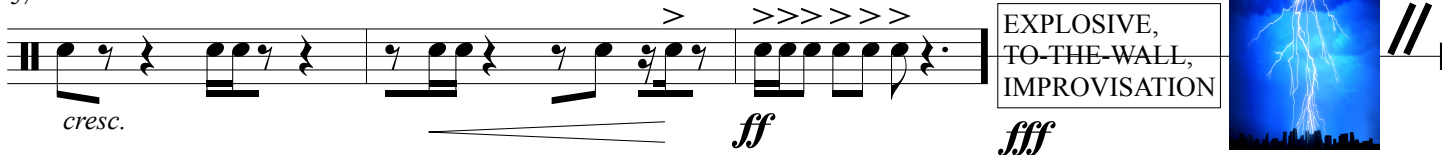
Normal



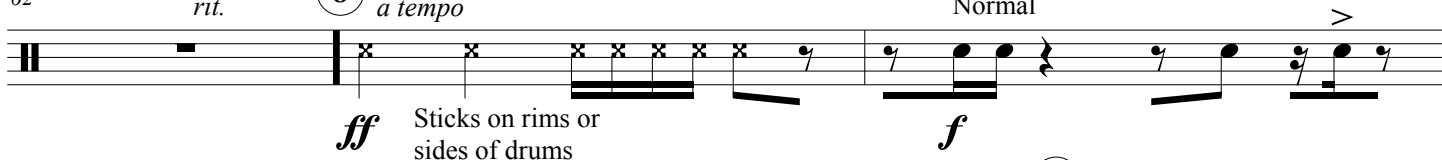
52



57



62



65



10 Sticks on rims or sides of drums



75



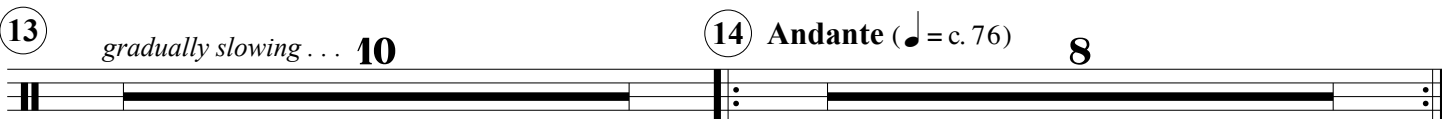
80



95



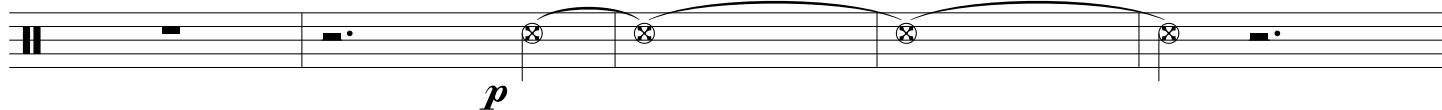
13 gradually slowing . . . 10



15

Follow Jameson

Improvised soft groaning/swishing sounds;
rub Superball mallets, hands, racket sticks, etc.



124

Follow Jameson

Improvised soft groaning/swishing sounds;
rub Superball mallets, hands, racket sticks, etc.

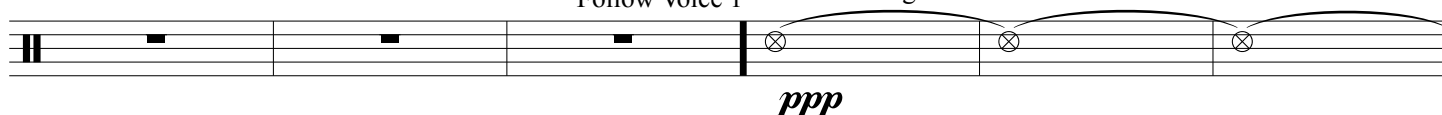


129

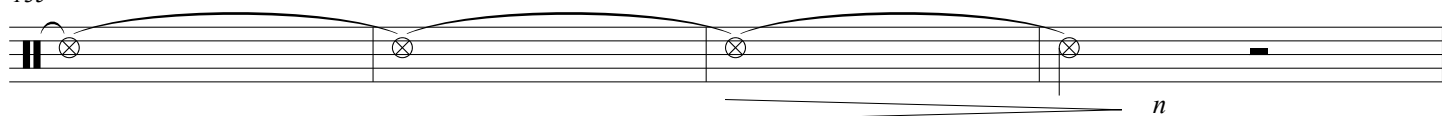
Follow Voice 1

16

Soft swishing sounds with wire brushes and hands



135



17

Funky (M.M. ♩ = c. 105)



142

Repeat as needed

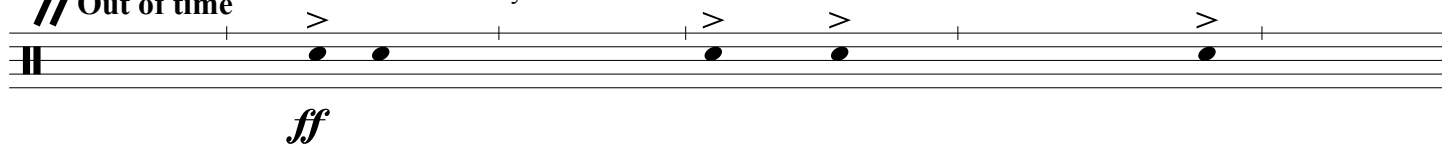


18

// Out of time

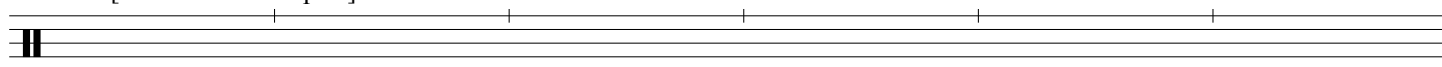
Unison hits cued by Lucha

Take cues from Lucha and
space hits in interaction.



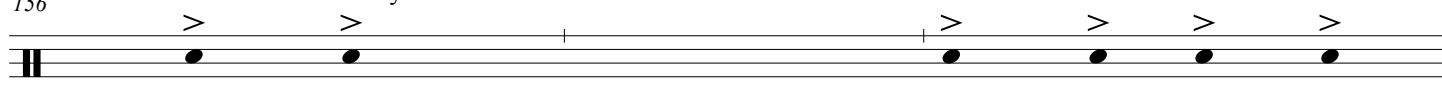
150

[Father cues trumpets]



156

Unison hits cued by Lucha



159



19 **Punchy** (M.M. ♩ = c. 98)

Repeat as needed



167

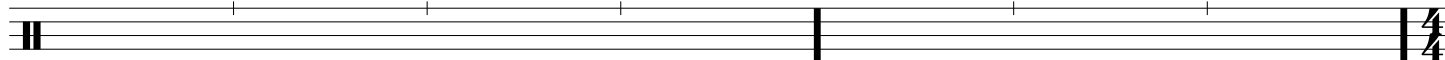


171

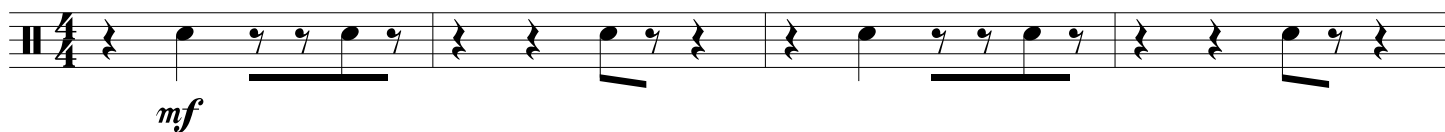


20 **Out of time**

21 **Out of time**



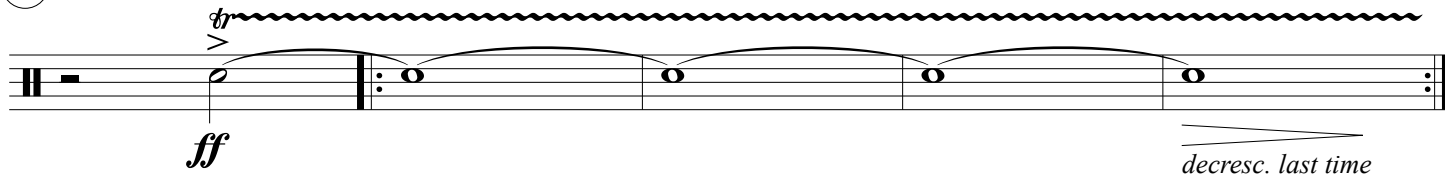
22 **Punchy** (M.M. ♩ = c. 98)



186



23 **Andantino** (♩ = c. 80)



24 **Pensive, introspective** (♩ = c. 108)

16

Repeat as needed

