

# Percussion 3

Version: 12/1/16

## Very low Tabor/Bass Drum

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)

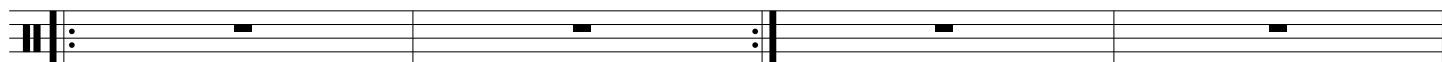
14



②

Repeat as needed

*rit.*



③ **Funky** (M.M. ♩ = c. 105)

Normal



27



32



37



42

④ Cued by Boatman  
**Out of time**

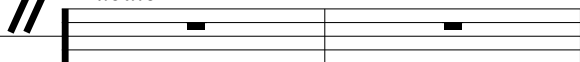
EXPLOSIVE,  
TO-THE-WALL,  
IMPROVISATION

*fff*



⑤

**Andante** (♩ = c. 76)  
*rubato*



⑥ **Funky** (M.M. ♩ = c. 105)

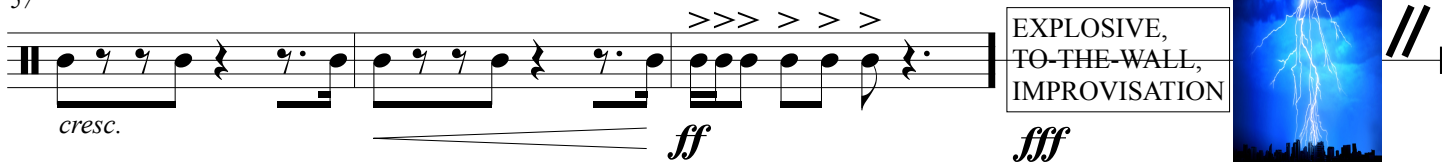
Normal



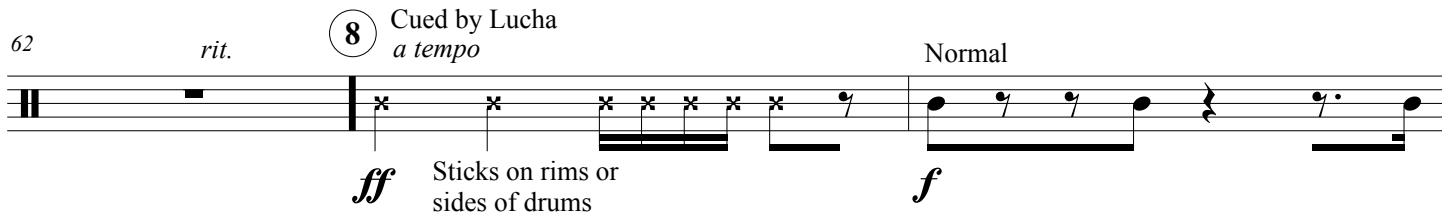
52



57



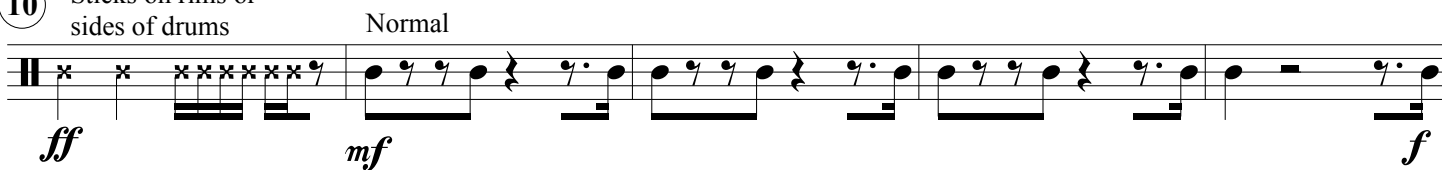
62



65



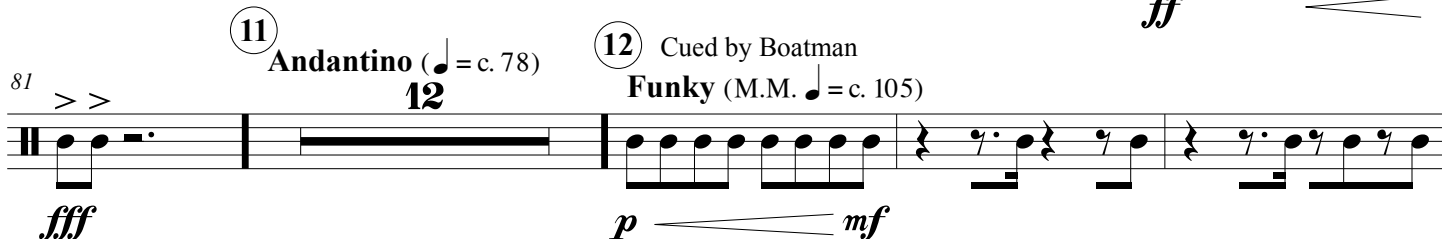
10 Sticks on rims or sides of drums



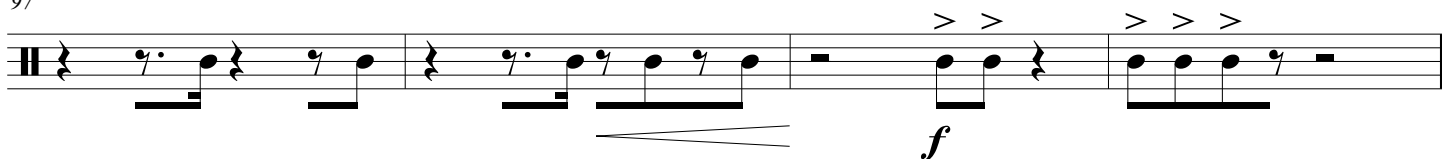
75



81



97



13

gradually slowing . . .

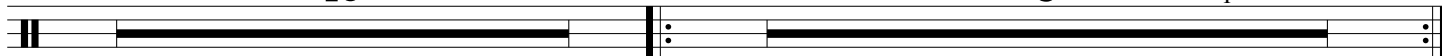
10

14

Andante (♩ = c. 76)

8

Repeat as needed



15

Follow Jameson

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



124

Follow Jameson

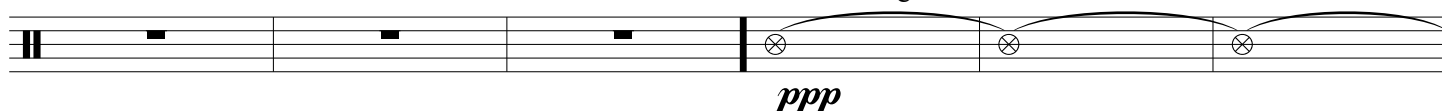
Improved soft groaning/swishing sounds;  
rub Superball mallets, hands, racket sticks, etc.



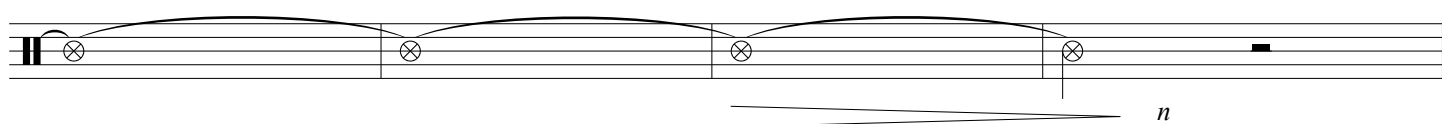
16

129

Follow Voice 1 Soft swishing sounds with wire brushes and hands



135



17

Funky (M.M. ♩ = c. 105)



142

Repeat as needed

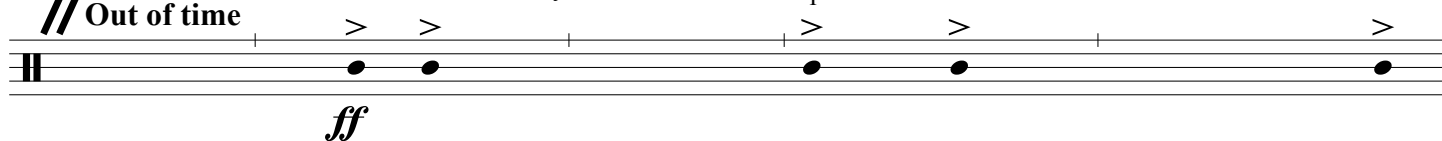


18

// Out of time

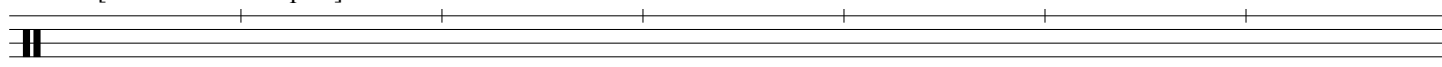
Unison hits cued by Lucha

Take cues from Lucha and  
space hits in interaction.



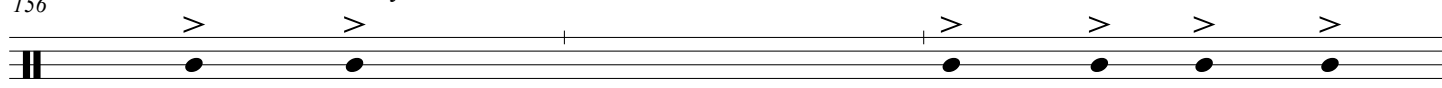
149

[Father cues trumpets]



156

Unison hits cued by Lucha



159



**19** **Punchy** (M.M. ♩ = c. 98) Repeat as needed

*mf*

167

*f*

171

*mf*

**20** Out of time

**21** Out of time

4

**22** **Punchy** (M.M. ♩ = c. 98)

*mf*

186

**23** **Andantino** (♩ = c. 80) Repeat as needed

*ff*

*decresc. last time*

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

**16** Repeat as needed

3/4