

# Multiples Sextett II

Hartmut Nold

## Percussion Sextett No. 2 (2021)

**Player 1:** Three Congas (Tumba, Conga, Quinto), played with Timpani mallets

**Player 2:** Tambourine and Splash Cymbal

**Player 3:** Large Gong and China Cymbal

**Player 4:** Large Tamtam,

played with one thick Triangle beater or Crotales beater and two Gong mallets

**Player 5:** Chimes and Tibetan Tingsha bells

**Player 6:** Bullroarer (or Rattle) and Vibraslap

### Instruction and Notes:

This piece starts with a short written out introduction.

After A players 3-6 are performing a free interaction of improvising.

The seventh Gong beat ist the cue for players 5 and 6 to start.

Every player should change between his instruments frequently.

Rather than playing all the time, the players should listen and react to each other.

When the Bullroarer is being used, players 3-5 should lower the volume.

Player 4 is improvising with the Triangle beater and one Gong mallet.

To mark the end of the piece, he uses both Gong mallets for one big crescendo roll.

He decides after about 3 minutes, when the piece should come to an end.

All players stop when they hear the climax of the crescendo roll of the Gong mallets.

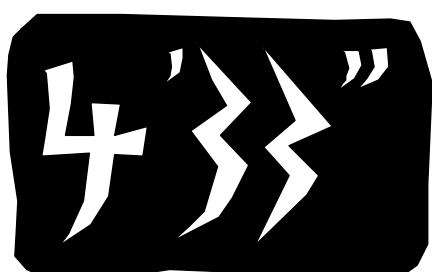
Stage setup: The Tamtam and the Gong should have opposite border positions,  
the Conga drummer should be more in the center of the stage.

This piece can also be played with an added Didgeridoo, but it should not play all the time.

When played with Didgeridoo, change the title to: "Multiples for Percussion Sextett and Didgeridoo".

Duration: about 3 minutes.

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$\text{♩} = 152$

**Player 1** Quinto  
Conga  
Tumba

**Player 2** Tamb. /  
Splash

**Player 3** Gong

**Player 4** Tamtam

Pl. 1

Pl. 2

Pl. 3

Pl. 4

Pl. 1

Pl. 2

Pl. 3

Pl. 4

7

Pl. 1

Pl. 2

Pl. 3

Pl. 4

*f*

9

Pl. 1

Pl. 2

Pl. 3

Pl. 4

11

Pl. 1

Pl. 2

Pl. 3

Pl. 4

A

Pl. 1

Pl. 2

Pl. 3

Pl. 4

*Play this pattern until the climax of the Tamtam roll*

*Play this pattern until the climax of the Tamtam roll*

*(Seventh beat of the Gong: cue for players 5 and 6)*