

Multiples

Hartmut Nold

Sextett No. 3 for Percussion and Didgeridoo (2022)

Player 1: Large TamTam (one Gong mallet for single beats, two Gong mallets for the roll, one thick Triangle beater, one rubber mallet)

Player 2: Small TamTam — can be held in one hand at the string, a stand is not necessary (one medium hard Marimba mallet)

Player 3: Bongo (played with either hands or hard Marimba mallets)

Player 4-6: Djembe

Djembe notation:

—●— slap sound
—●— bass sound

Notes:

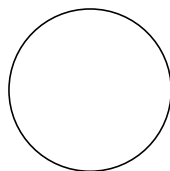
One player leads and gives the cues (either the Bongo drummer or one of the Djembe or TamTam players).

While performing the Bongo and Djembe rhythms, fills or little solos are desired.

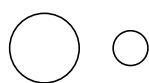
Duration: about 6 minutes.

Setting:

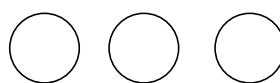
Large TamTam



Bongo drums



3 Djembe drums



Small TamTam

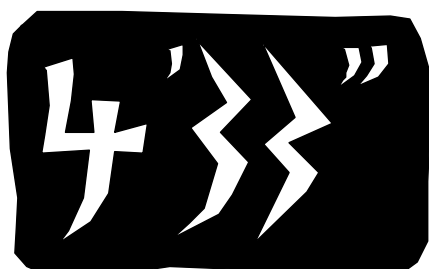


Didgeridoo



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ISMN M-50098-355-2

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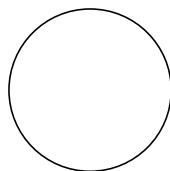
One player leads and gives the cues (either the Bongo drummer or one of the Djembe or TamTam players).

While performing the Bongo and Djembe rhythms, fills or little solos are desired.

Duration: about 5 minutes.

Setting:

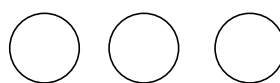
Large TamTam



Bongo drums



3 Djembe drums



Small TamTam

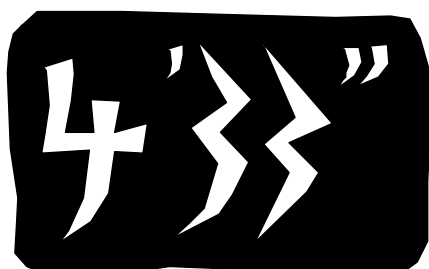


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Performing Instructions:

Duration:

- A** *about 1 min.* TamTam player 1 performs a free improvisation with the rubber mallet (overtones) and a thick Triangle beater (single beats). First create overtones alone. Give them time and space. After a while add single beats with the Triangle beater (volume in *mf*).
- B** *about 1 min.* TamTam player 1 uses the Gong beaters for creating four crescendo rolls: 1. roll from *ppp* to *mp*, 2. roll from *ppp* to *mf*, 3. roll from *ppp* to *f*, 4. roll from *ppp* to *fff*. After each roll give the sound time and space before starting the next one.
- C** *about 1 min.* In the climax of the last roll, the lead player gives the cue to the Djembe and/or Bongo drummers. Each time loudly count in one bar ahead of time. Then TamTam player 2 starts his beats alternating with TamTam 1 (single Gong beater). The timing can be either free or aligned with the drums. The interval between these beats should be about 2 bars. Both TamTam players hit the instrument between center and edge.
- After about 1 minute, TamTam player 1 is playing the next crescendo roll to give the cue for the next part, D.
- D** *about 1 min.* In the climax of that roll, the lead player gives the cue for the last beat to the Djembe and/or Bongo drummers, which becomes the first beat in the first bar of part D. At the same time the Didgeridoo player begins. When the volume of the roll starts to fade, both TamTam players continue their alternating beats, but now hit the drums in the center for a smoother sound.
- After about 1 minute, TamTam player 1 starts the next crescendo roll, announcing part E.
- At the climax of this roll, the lead player gives the next cue to the Djembe and/or Bongo drummers.
- E** *about 30 sec.* Part E is played in the same way as part C, but now with added Didgerido, and only for half a minute.
- The next TamTam roll gives the cue for part F.
- In the climax of that roll, the lead player gives the cue for the last beat to the Djembe drums, which becomes the first beat in the first bar of part F.
- F** *about 30 sec.* Part F is played in the same way as part D.
- After about 30 seconds, Didgeridoo and TamTam players fade out freely.

Multiples Sextett III

Percussion Sextett No. 3 plus Didgeridoo

Hartmut Nold

A

TT 1 (rubber mallet) (triangle beater)

B

TT 1

ppp *mp* *ppp* *mf* *ppp* *f* *ppp* *fff*

C (1 min.) **D** (1 min.)

(each beat lasts about 2 bars)

TT 1 *f* *fff* *mf* *fff*

Bong. *f*

Djem. 1, 2, 3 *f*

TT 2 (each beat lasts about 2 bars) *f* *mf*

Did. *f*

E (30 sec.) **F** (30 sec.)

TT 1 *fff* *mf*

Bong. *f*

Djem. 1, 2, 3 *f*

TT 2 *mf*

Did. *f*