

Awakening

Price: \$15

(see contact page)

Hayden Stacki

Awakening
(2021)

Multi-Percussion Duo

Awakening (2021)
For Multi-Percussion Duo
Duration: ca. 6' 45"

Instrumentation:

Player 1: Concert Bass Drum (shared), Toms (1, 3, 5 - see notes below), Bongos (2, shared), Triangle, Temple Blocks (5, wooden), Suspended Opera Gong, Shekere

Player 2: Concert Bass Drum (shared), Toms (2, 4, 6 - see notes below), Bongos (2, shared), Mid-High Wood Block, Tam-Tam, Low Suspended Cymbal, High Suspended Cymbal, Rainstick

Program Note:

The piece begins sparsely and softly, treading carefully as not to wake the sleeping deities. Once the elders are ready, the ritual drums are brought out, and the awakening ceremony begins.

Performance Notes:

The setup diagram is suggested for convenience, but setup decisions are ultimately up to the performers. Note which instruments are shared and which are not.

The numbered toms 1-6 represent which toms from a set of 6 should be used by each player (1 being the smallest/highest, 6 being the largest/lowest). These toms should be somewhat dampened - dry enough for clear articulation but resonant enough for a quality tone.

The bass drum should be laid flat. A towel should be hanging from the drum that can easily be put on and off of the drum when necessary - this will be labeled in the score as "muted" or "unmuted".

There are some instances where it is written to play the concert bass drum with sticks. If you do not feel comfortable doing this on your equipment, you may use the butt end of sticks, wooden timpani mallets, or other hard mallets of your choice.

The opera gong and triangle should be suspended in a way that it can resonate without needing to hold it up with the other hand.

Scrapes should be done with a triangle beater or other metal implement (coin, etc.).

Any time a roll is written with brushes, it should be a single-stroke roll.

Dampening decisions for cymbals, gongs, triangle, and bass drum are occasionally specified. When they are not, it is up to the performers' discretion.

A ^ marking is not a rimshot, just a more aggressive accent.

Parentheses around notes indicate that the note should be ghosted (dynamically de-emphasised).

Written stickings are suggestion only. "B" means both hands at once (double stop).

For the pitch bend in m5-6, the up arrow indicates an increase in finger pressure/higher pitch, and the down arrow indicates a release of finger pressure/lower pitch.

For the last tam-tam scrape before D, make a screeching sound with the tam-tam by increasing pressure over the length of the crescendo.

In the last measure, player 2 may keep bowing as long as they'd like, until they feel they have reached a satisfactory dynamic. At this point, they release the cymbal and both players stay still until the sound fades to nothing.

Mallet Selection Notes:

Below is a key of mallet/beater abbreviations used in the score:

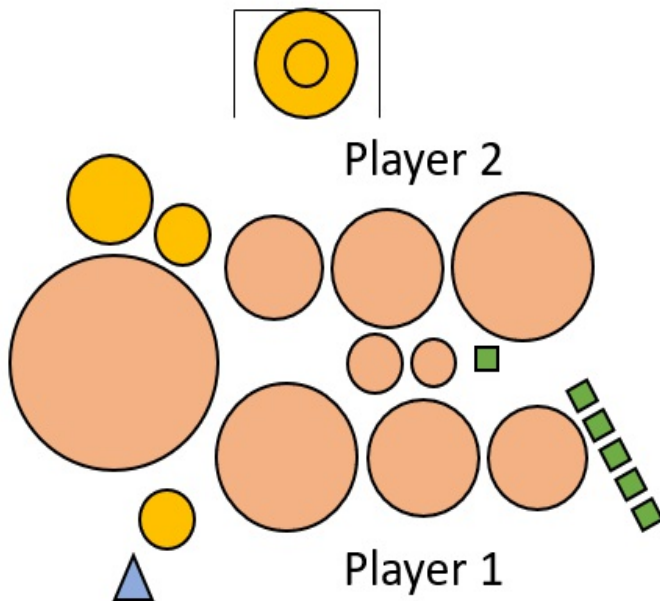
- Timp = Medium or medium-soft timpani mallet
- TT = Soft tam-tam mallet
- BD = Soft bass drum mallet
- Rubber = Hard rubber mallet
- Bundle sticks = Wooden bundle stick (hot rods, etc.)

Percussion 1 Mallet/Beater List:

Sticks, Hard Rubber Mallets (4), Medium or Medium-Soft Timpani Mallets, Concert Bass Drum Mallets, Triangle Beaters (2), Wire Brushes, Bass or Cello Bow (may be shared)

Percussion 2 Mallet/Beater List:

Sticks, Hard Rubber Mallets (4), Medium or Medium-Soft Timpani Mallets, Concert Bass Drum Mallets, Tam-Tam Mallets, Metal Scraping Object (see performance notes), Wooden Bundle Sticks, Bass or Cello Bow (may be shared)



Setup Diagram:

- Color Key:
- Orange = Drums
- Gold = Cymbals and Gongs
- Green = Woods
- Blue = Triangle

Trap tables and mallet tables are not pictured. Players should have mallet stands on either side to allow for switches in either hand. The shekere and rainstick should be placed on these tables.

Notation Key:

Player 1

BD T5 T3 T1LB HB R5 R3 R1 W5 W4 W3 W2 W1 OG SK TR

Player 2

BD T6 T4 T2LB HB BR WB TT LC HC RN

- Player 1:**
- BD = Concert Bass Drum
 - T1, 3, 5 = Toms 1, 3, and 5
 - LB = Low Bongo
 - HB = High Bongo
 - R1, 3, 5 = Tom Rims
 - W1-5 = Temple Blocks
 - OG = Opera Gong
 - SK = Shekere
 - TR = Triangle

- Player 2:**
- BD = Concert Bass Drum
 - T2, 4, 6 = Toms 2, 4, and 6
 - LB = Low Bongo
 - HB = High Bongo
 - BR = Bass Drum Rim
 - WB = Wood Block
 - TT = Tam-Tam
 - LC = Low Suspended Cymbal
 - HC = High Suspended Cymbal
 - RN = Rainstick

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Lento $\text{♩} = 50$ timp mallets

Player 1:

bd mallets unmuted

scrape low cym, strike high cym with stick

dampen here

Player 2:

pp *ppp* *p*

5 stick, pitch bend with hand

A

P1

bd mallet

scrape

bd mallet

scrape

P2

pp *ppp* *p* *ppp* *p* *pp*

8 1 or 2 brushes

P1

pp *mp* *pp* *mp* *pp* *mp*

P2

stick

timp mallets

mp *pp* *p* *p* *ppp*

11 timp muted bass drum

P1

ppp *mp* *mf*

P2

arco

pp *mp* *p* *mf*

28

P1

3

pp

mp

rubber

bundle sticks

rh stick, lh bundle

R

L

6/4

31

P1

mf

bd mallet

p

f

sticks

3

R R R R

scrape

both hands sticks

5

p

f

L L L L

D

34

P1

3

mf > *p*

p

timp mallet, muted

molto accel.

37

P1

P2

40

E **Con Fuoco** ♩ = 92-96

P1

f

sticks

P2

f

44

P1

P2

mp

mp

45

P1

P2

46

P1

P2

f

f

49

P1

P2

F

ff

ff

p

2 or 4 rubber

53

P1

P2

p — *mp*

p — *mp*

2 or 4 rubber

55

P1

P2

mp

mf *sfz* *f*

mf *mp* *sfz* *mp* *f*

80 K

P1 *mf* $\overset{4}{\text{—}}$ *f* $\overset{2}{\text{—}}$ *mp* — *f*

P2 *p* — *f* $\overset{2}{\text{—}}$ *mp* — *f*

82

P1 $\overset{4}{\text{—}}$ *p* —

P2 $\overset{4}{\text{—}}$ *p* —

84

P1 *ff* $\overset{4}{\text{—}}$ $\overset{4}{\text{—}}$ *p* — *mp* — *mf* —

P2 *ff* $\overset{4}{\text{—}}$ $\overset{4}{\text{—}}$ *p* — *mp* — *mf* —

87 L

P1 *f* $\overset{3}{\text{—}}$ *pp* $\overset{3}{\text{—}}$ *p* — *ff* $\overset{4}{\text{—}}$ *mf* — *p* —

P2 *f* $\overset{3}{\text{—}}$ *pp* $\overset{3}{\text{—}}$ *p* — *ff* $\overset{4}{\text{—}}$ *mf* — *p* —

90

P1 *f* $\overset{5}{\text{—}}$ *f* — *p* —

P2 *f* $\overset{5}{\text{—}}$ *f* — *p* —