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21 387

Ilari Hongisto

Siima

Series for percussions

2010

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Suomalaisen musiikin tiedotuskeskus Fimic
Finnish Music Information Centre Fimic

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Finnish Music Information Centre

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Siima
Series for percussions

Duration: 25,5 minutes

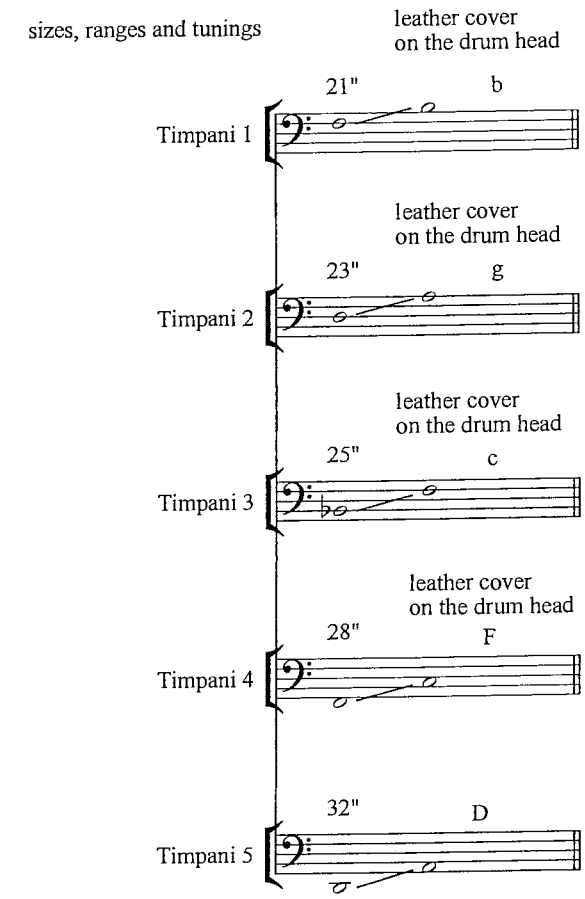
Parts:
Jakki, for timpani, duration: 4 minutes
Trutta, for drum kit, duration: 3,5 minutes
Rattle-Rap, for snare drum, duration: 3 minutes
Perho, for kanteles and bass marimba, duration: 5 minutes
Jurmu, for percussions and piano, duration: 5 minutes
Raksi, for two snare drums and tape, duration: 5 minutes

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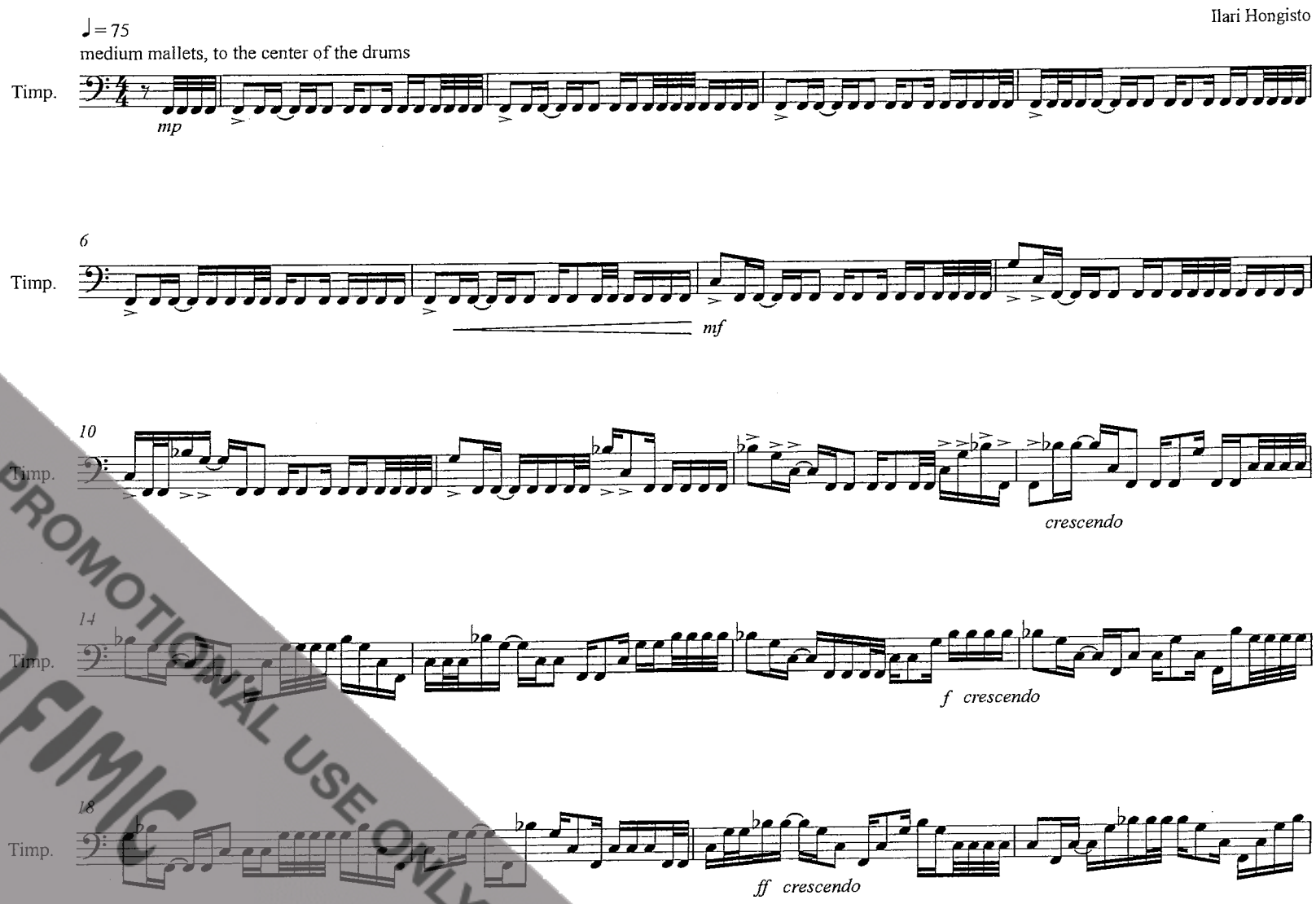
sizes, ranges and tunings



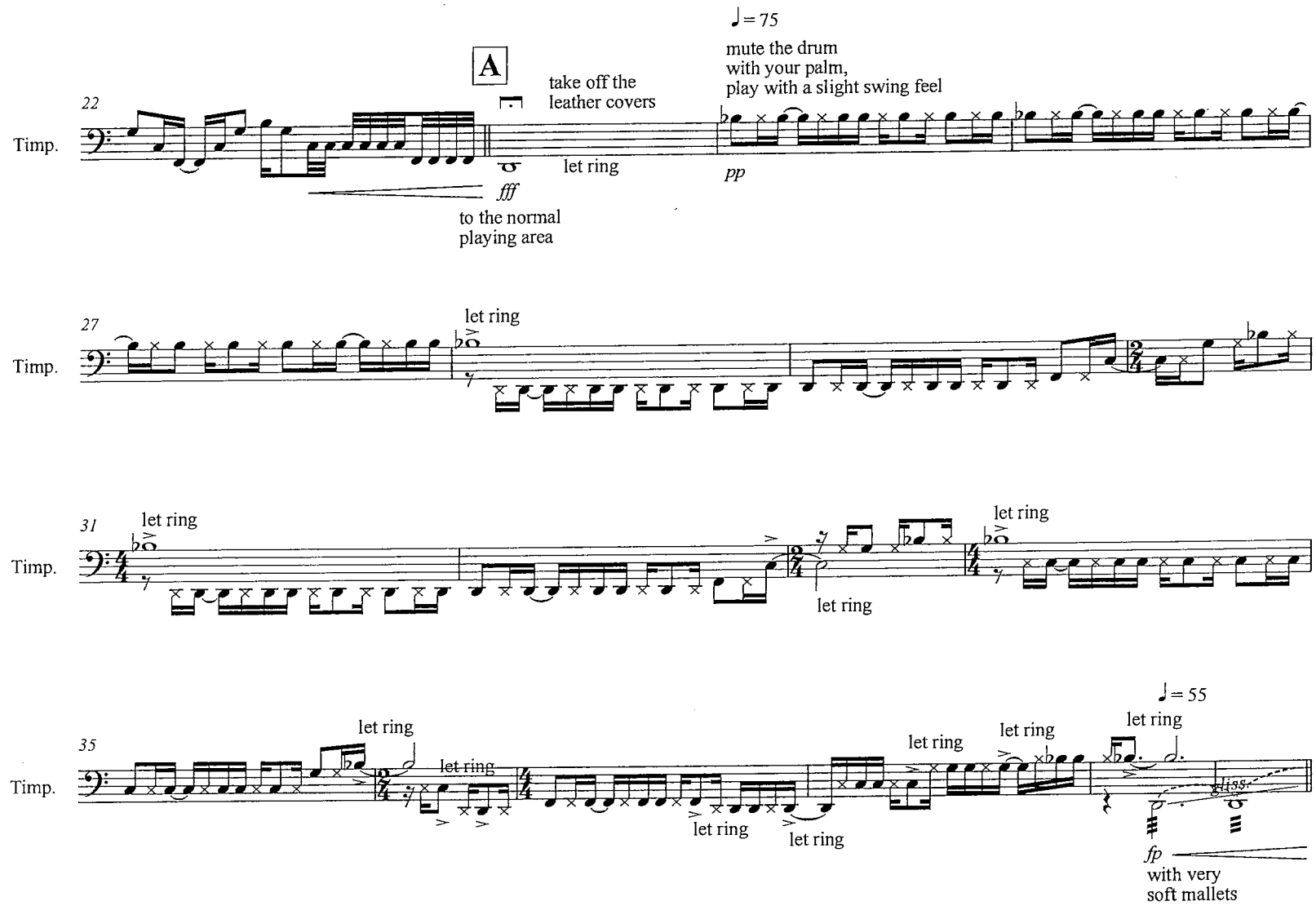
Jakki
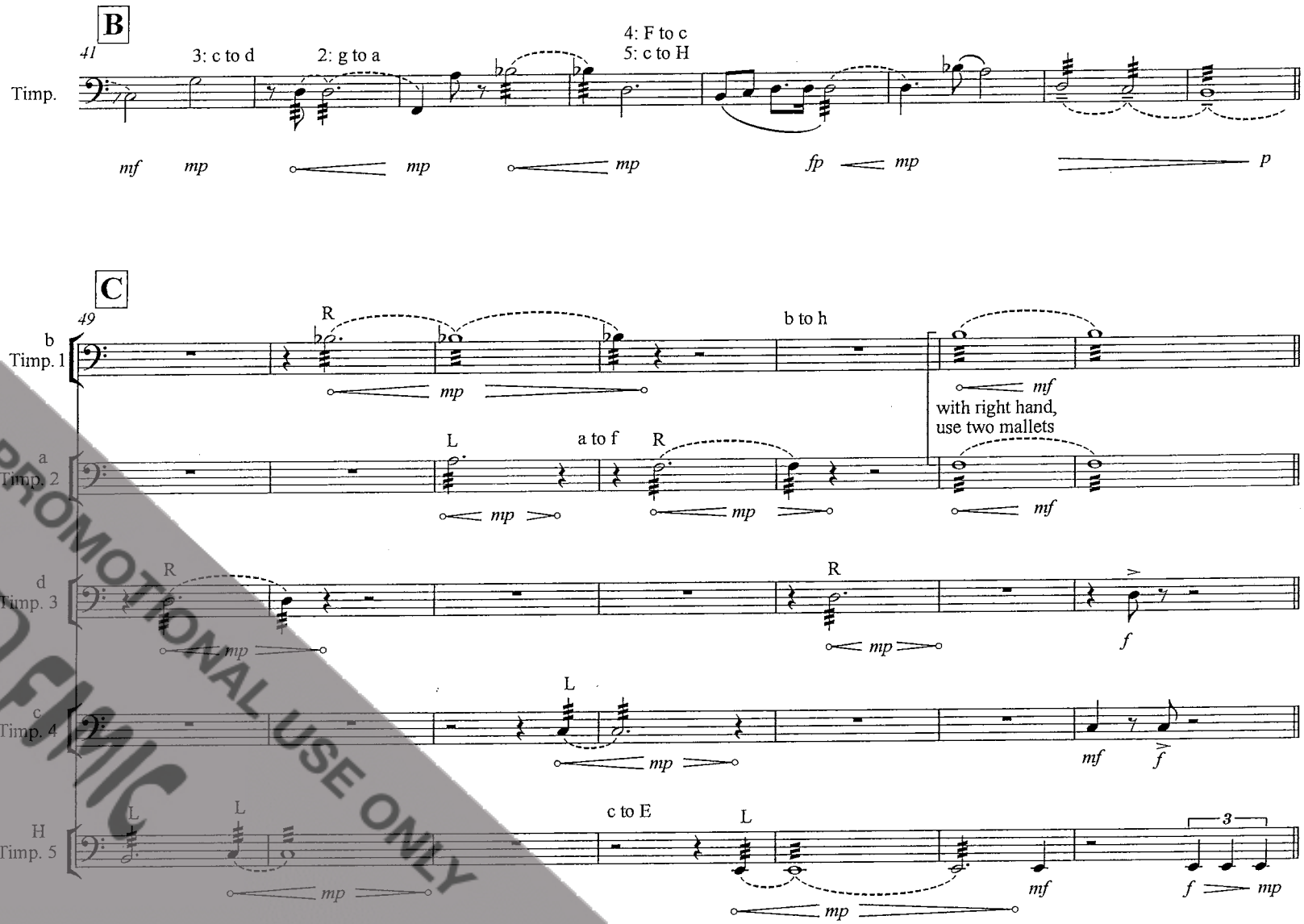
For timpani
duration: 4 minutes

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improvise by using the given rhythm sells, you can use one sell only once or several times - but in the given order.
You can use all the sounds you can make with the drums: unpitched sounds, glissandos and microintervals.
The duration of whole part should be app. 1,5 minutes. You can freely choose how long the pauses between boxes are.

D

56

Timp.

mp f f mp

63

Timp.

p mf f mp f

71

Timp.

mf ff mp f p

h to f,
timp. 5 as high as possible

E mute the drum
with your palm,
play with a slight swing feel

79

Timp.

timp. 5

mp f p f p

to as high as possible

85

Timp.

2. 1.

gliss.

89

Timp.

gliss.

ppp
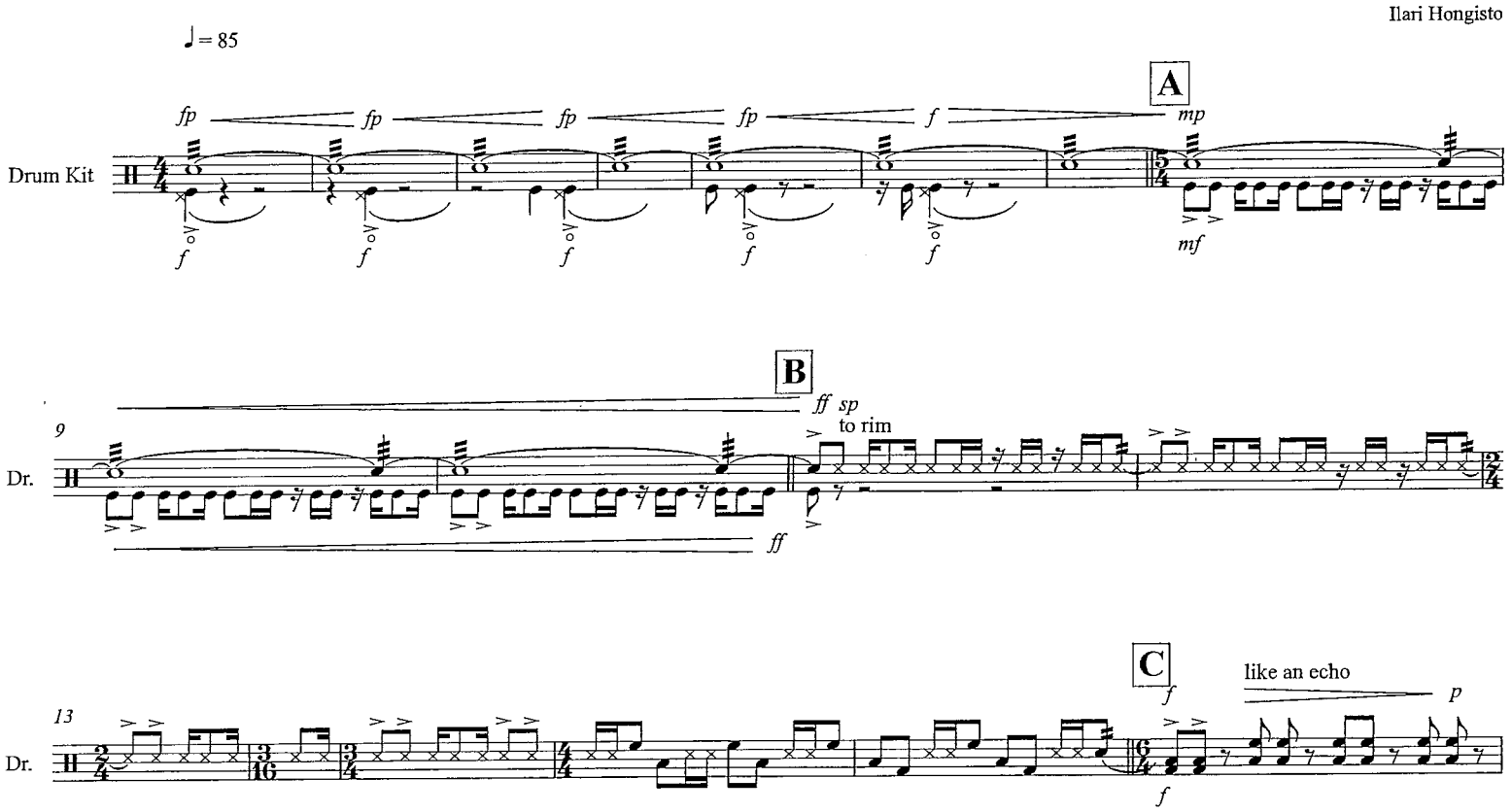
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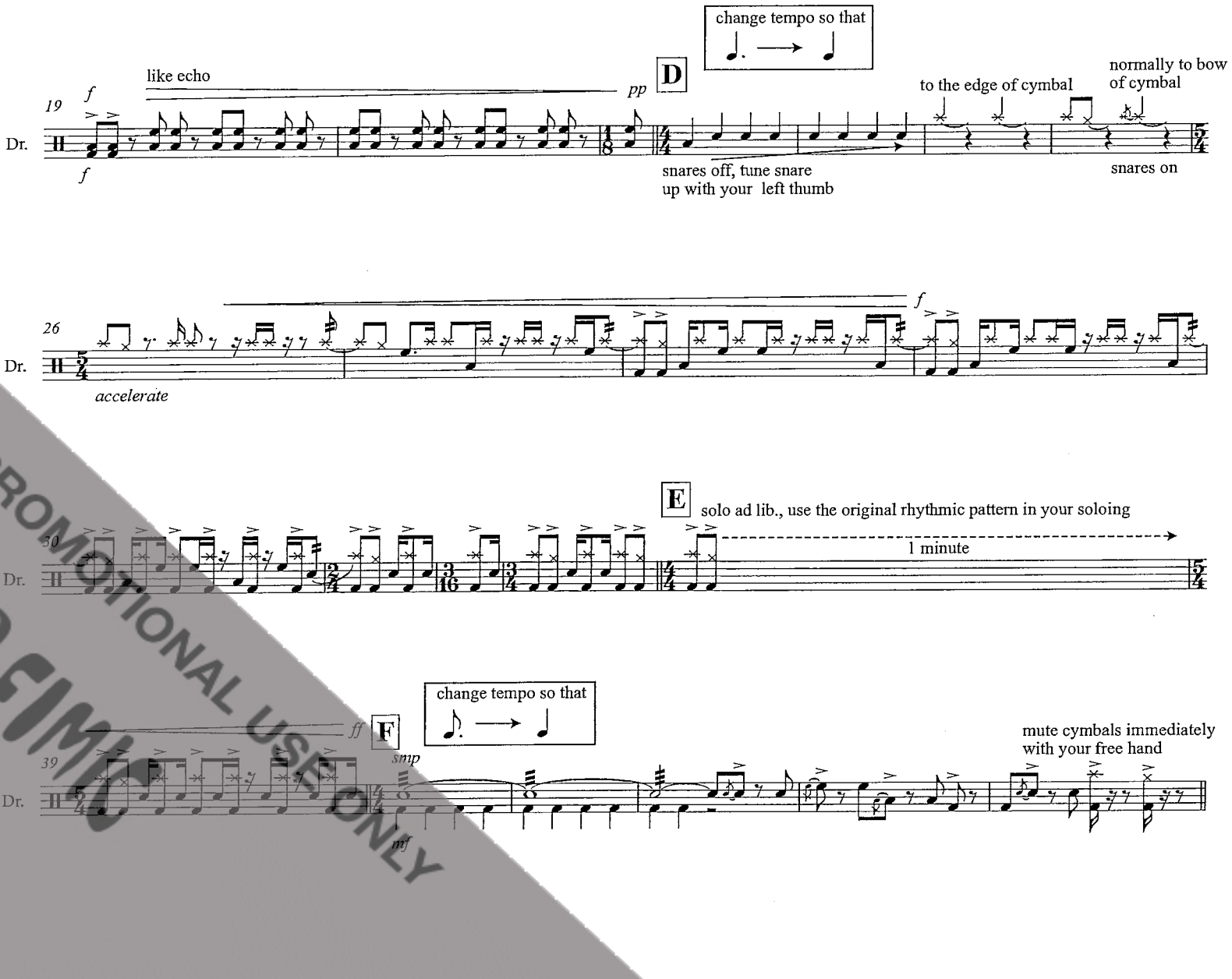
Trutta

For drum kit

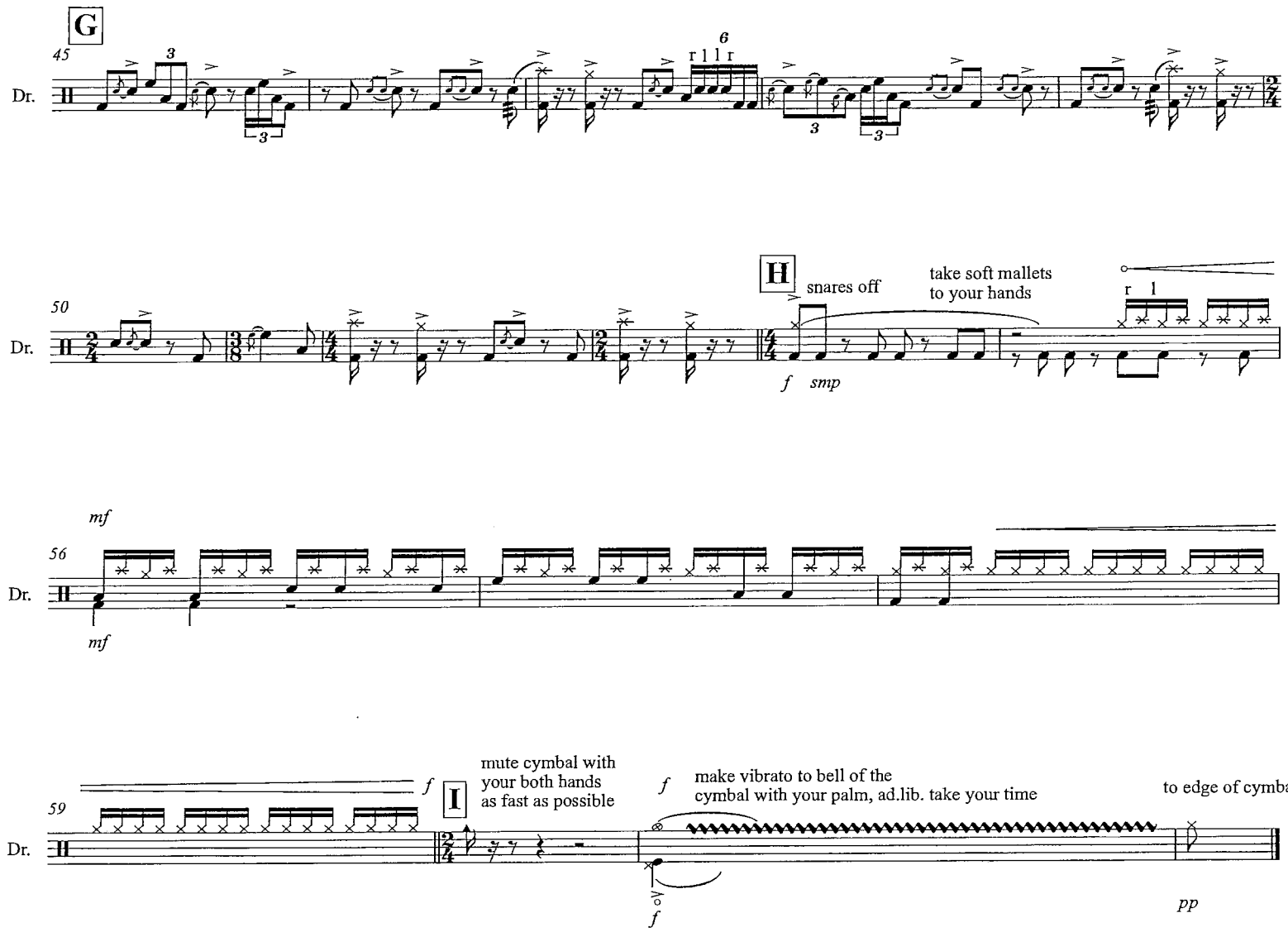
duration: 3,5 minutes

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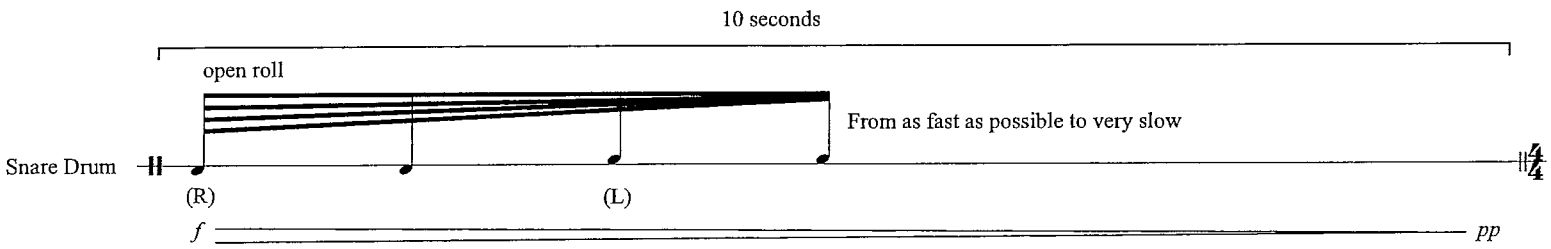


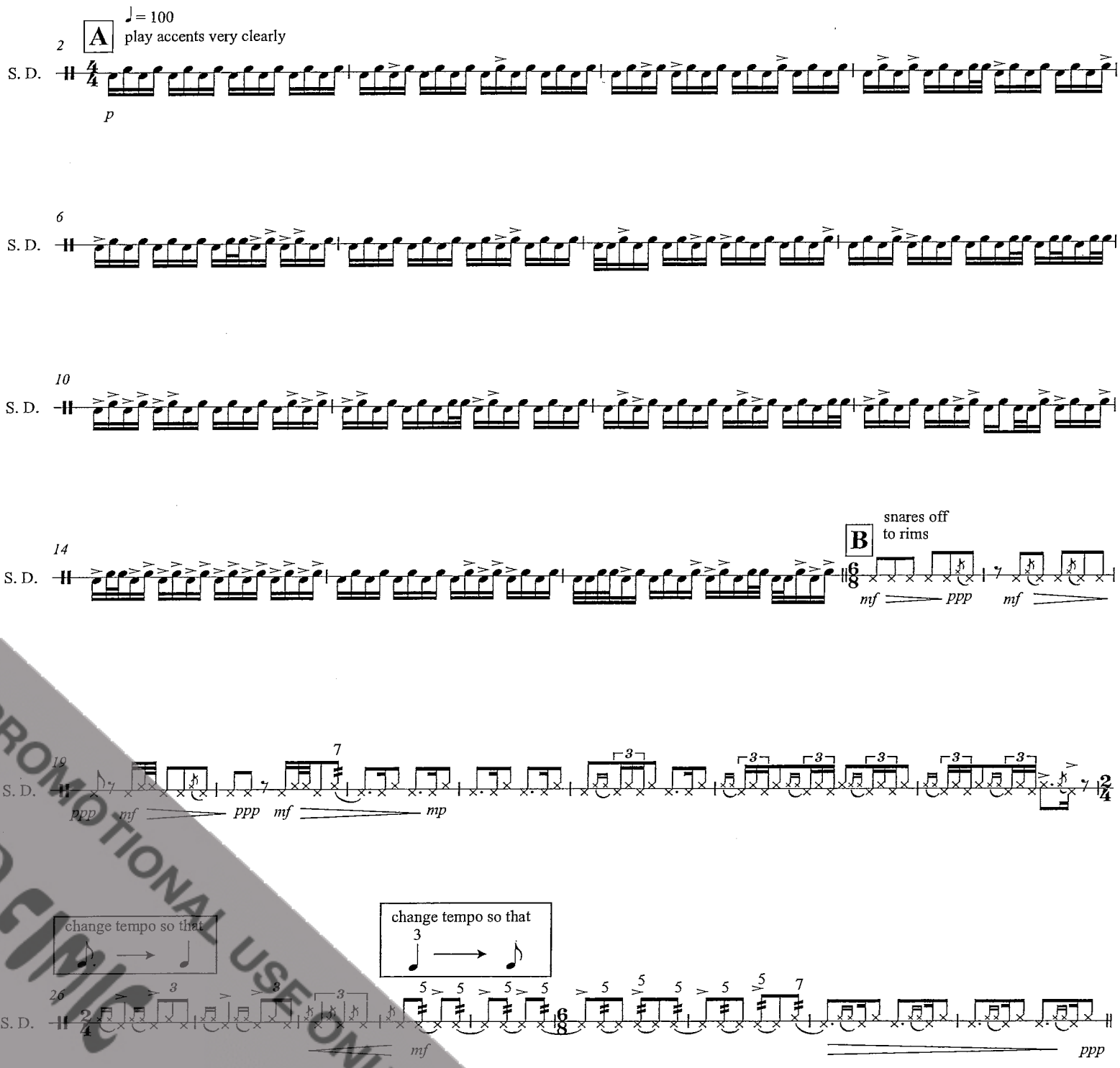
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Rattle-Rap

For snare drum
duration: 3 minutes

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C

35

S. D.

f

mf

snares on

39

S. D.

pp

D

10 seconds

press roll

E

♩ = 240

44

S. D.

sfzp

f

rim shot

20 seconds

F

improvise freely, hold the tempo, use triplets and accents

53

S. D.

accelerando
crescendo

accelerando
crescendo

fff

G

♩ = 120

♩ = 100

62

S. D.

mp
ritardando

ritardando

♩ = 85

♩ = 75

H

♩ = 75

70

S. D.

ritardando

ritardando

mf

79

S. D.

press the left stick on the drum head and
hit the left stick continually with right stick
to produce a roll

82

S. D.

fff

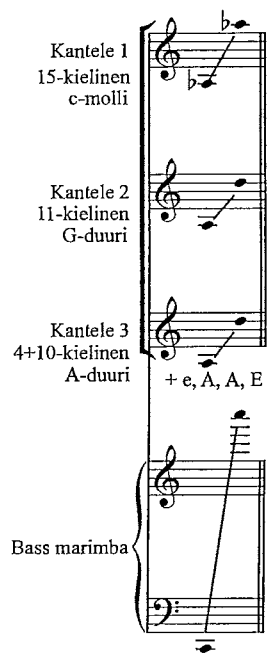
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Perho

For 3 kanteles and bass marimba
duration: 5 minutes

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Ranges and tunings:



♩ = 50

2

Kant. 1 — let ring, simile — *mf*

Kant. 2 — let ring, simile — *mp*

Kant. 3 — let ring, simile — *p*

Mar. — 2 medium mallets — *mp*

A

10

Kant. 1 — *mp* *p*

Kant. 2 — *mf* *mp*

Kant. 3 — *f* *mf*

Mar. — *mf* *mp* *mf* *mp*

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B

17

Kant. 1

Kant. 2

Kant. 3

Mar.

ad. lib, let ring

mf

ad. lib, let ring

mf

ad. lib, let ring

mf

pp

mp

to 4 very soft mallets,
musser-tremolo

C *tempo rubato*

27

Kant. 1

Kant. 2

Kant. 3

Mar.

6 simile

6 simile

6 simile

6 simile

mp

mp

33

Kant. 1

Kant. 2

Kant. 3

Mar.

6 simile

6 simile

let ring

mf

mp

15mb
mf

let ring

ad.lib

mf

f

mute

mute

f

mp

to 2 medium
mallets

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D ♩= 65

39

Kanteles

use freely according to the graphics until rehearsal mark E

use freely according to the graphics until rehearsal mark E

use freely according to the graphics until rehearsal mark E

use harmonics

use nailtones

ppp

Mar.

listen the dynamics from the kanteles

ppp

49

Kanteles

Use freely until the next boxed information

~~Kannel 3 without the lowest 4 strings~~

Use freely until the next boxed information

Kannel 1

use harmonics

use nailtones

use harmonics

59

Kanteles

Use freely until the next boxed information

~~Kannel 3~~

use freely according to the graphics until rehearsal mark E

~~Kannel 2~~

use freely according to the graphics until rehearsal mark E

~~Kannel 3~~

use freely according to the graphics until rehearsal mark E

Kannel 1

3+8/8

use harmonics

use stick

use nailtones

use harmonics

use stick and glissandos

fff

Marimba

3+8/8

3+8/8

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E ♪ = 135

69

Kant. 1

Kant. 2

Kant. 3

Mar.

mp

mp

play the rhythmic sells out clearly

p

4:6

4:6

4:6

4:6

4:6

4:6

75

let ring

F

let ring

f

let ring

let ring

f

mute ad.lib

play the rhythmic sells out clearly

81

mf

mp

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let the marimbist know
when you are continuing

87

let ring

G

cadenza for kanteles
max. duration 1 minute

H ♩= 50

Kant. 1

Kant. 2

Kant. 3

Mar.

use bow, harmonics and other special effects

mp

p *mf* *mp*

15mb
f

let ring

let ring

let ring

you can react to what
the kantele player is doing
by using bow, harmonics,
fingers etc. but remember
that the cadenza is for kanteles

to 4 soft mallets

95

Kant. 1

Kant. 2

Kant. 3

Mar.

mf

blow to a kantele
ad.lib.

Take your time

f

let ring

mf

mp

mf

2 mallets

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Jurmu

For percussion and piano
duration: 5 minutes

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5 seconds
simile

A

Large tam-tam with
a soft but heavy mallet

mp

Percussions

Hit chimes with a stick

p

4 cymbals

Edge of the cymbal
with the shoulder of a stick

Cymbal harmonics, scratch the surface of cymbals with the tip of a stick

With sticks

ppp

mp

p

p

Large cymbal with a chain
hanging from the center with a
soft but heavy mallet

Piano

8vb

mf

pp

p

mp

♩ = 60

B

RH: 4 Tom-toms

6

mf

mp
let ring

p

To bongos with sticks

LH: Bongos

f

p

Cymbal tremolo with
two mallets in right hand
and left hand making vibrato
from the center of the cymbal
let ring

mute with both hands

RF: Bass drum with pedal

mf

mf

f

mp

p

f

Lock these keys down
with the sostenuto pedal,
the percussionist can help you

loco

Ped.

Ped.

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C

II

p

15

crescendo
accelerando

crescendo

mp
accelerando

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D

19

♩= 70

mp

mf

E

♩= 80

mf

f

F

25

♩= 90

f

ff

to triangel

take your time

as fast as possible

let ring

ff

fff

take your time

P

lock these keys with the sostenuto pedal

let ring

Ped.

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G

Tambourine with drumhead: make an echo to the piano, use thumb tremolo for long notes

React to what the pianist is improvising, try to answer

To cymbals, fill the absence of high notes, sticks, let ring

To tom-toms, start reacting with rims and sticks

32 let ring

ad lib., listen the dynamics from the piano

Ped. Ped. Ped.

app. 20 seconds

app. 10 seconds

use the chords indicated in the boxed when improvising according to the graphics

pp

f

Play the largest tom with your right hand and tune it with your left thumb so that you can react to what the pianist is improvising

Improvise freely with toms so that you can fill the space left by the pianist

Move from the middle toms to the highest and lowest one

Hard stroke with the bass drum and cymbals

Play cymbals with sticks, accelerate the speed, use press roll in the end, let ring

To shaker and tom-toms

42

Ped. Ped. Ped.

app. 15 seconds

ppp

release the sostenuto pedal

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♩= 100 shaker, with membrane ad lib.

take a medium mallet with your left hand

5 H

simile

mp

4 tom-toms

p

bass drum with pedal

p

8va

f

pp

Ped. Ped.

56

mp

mf
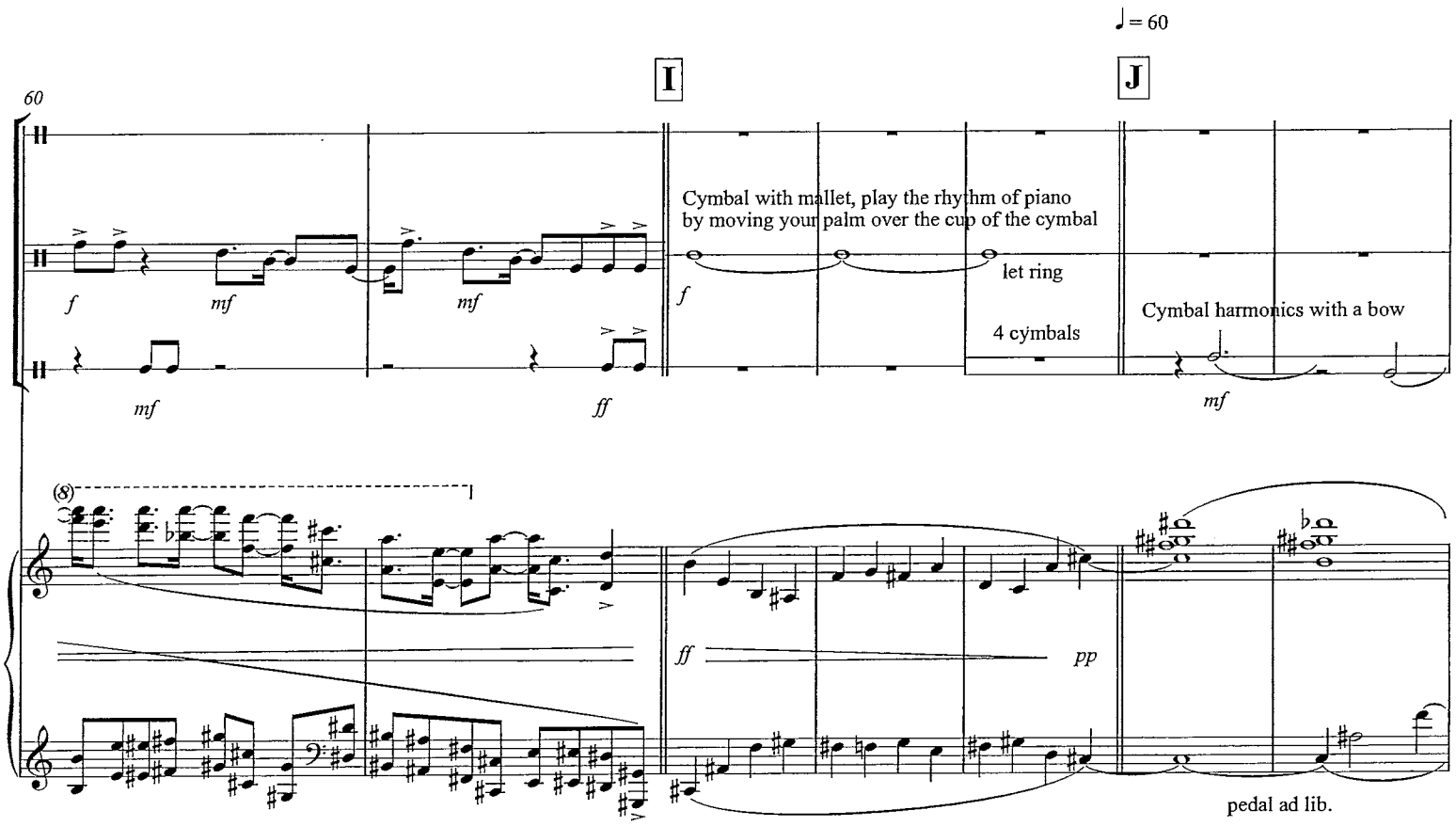
mp

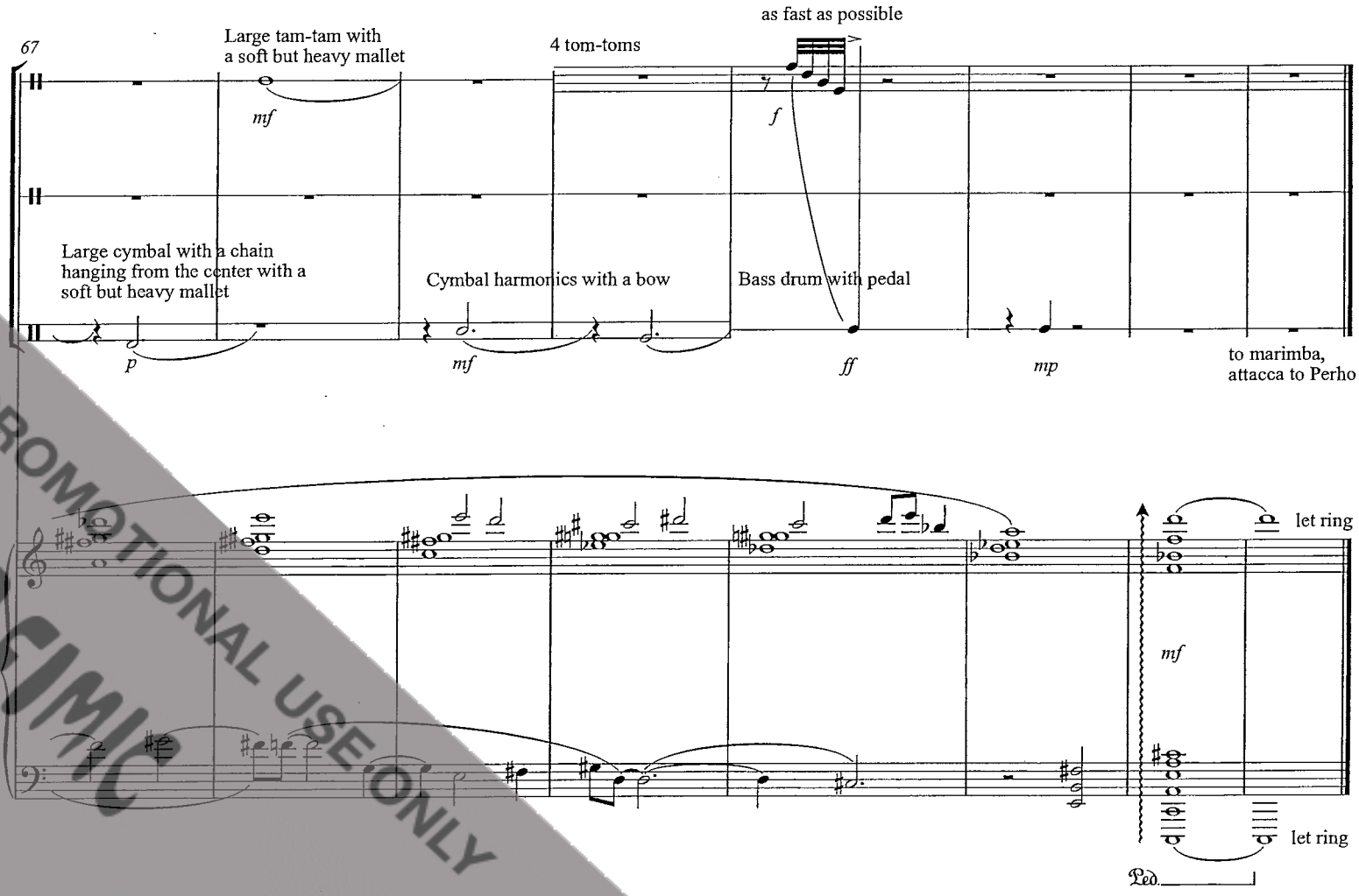
mf

(8)

8va

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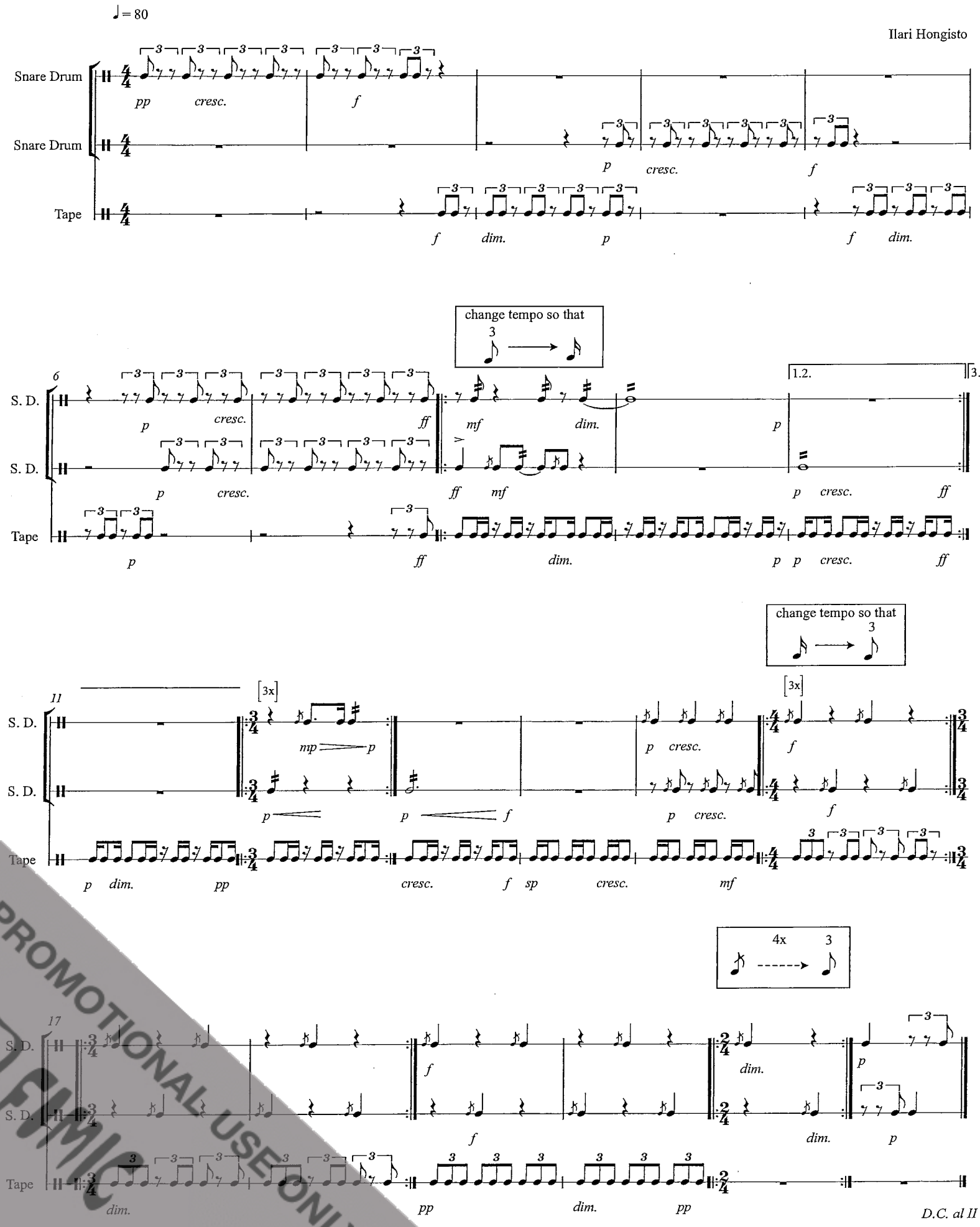


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Raksi

For two snare drums and tape
Duration: 5 minutes

I: Kolmeen



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II: Kahteen

play on other stick

rim

[2x]

Snare Drum

Snare Drum

Tape

mf

mf

ff

6

S. D.

S. D.

Tape

mf

ff *mf*

ff

11

S. D.

S. D.

Tape

15

S. D.

S. D.

Tape

change tempo so that

19

S. D.

S. D.

Tape

p *f*

p *f*

f *ff* *cresc.* *fff* *cresc.* *rimshot*

f *ff* *cresc.* *fff* *cresc.* *rimshot*

f *cresc.* *ff* *cresc.* *fff* *cresc.*

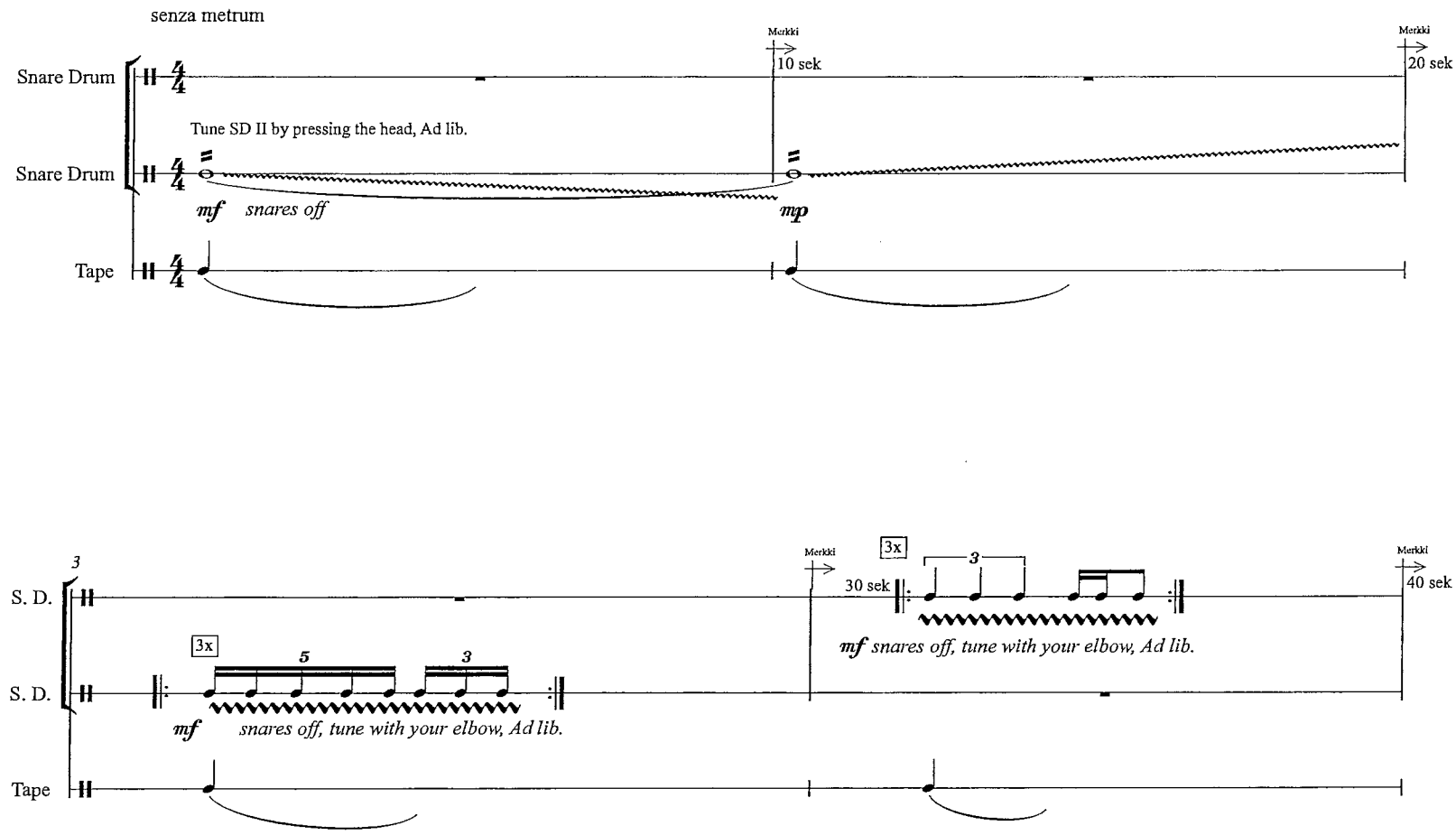
D.S. al coda 3x
senza replica

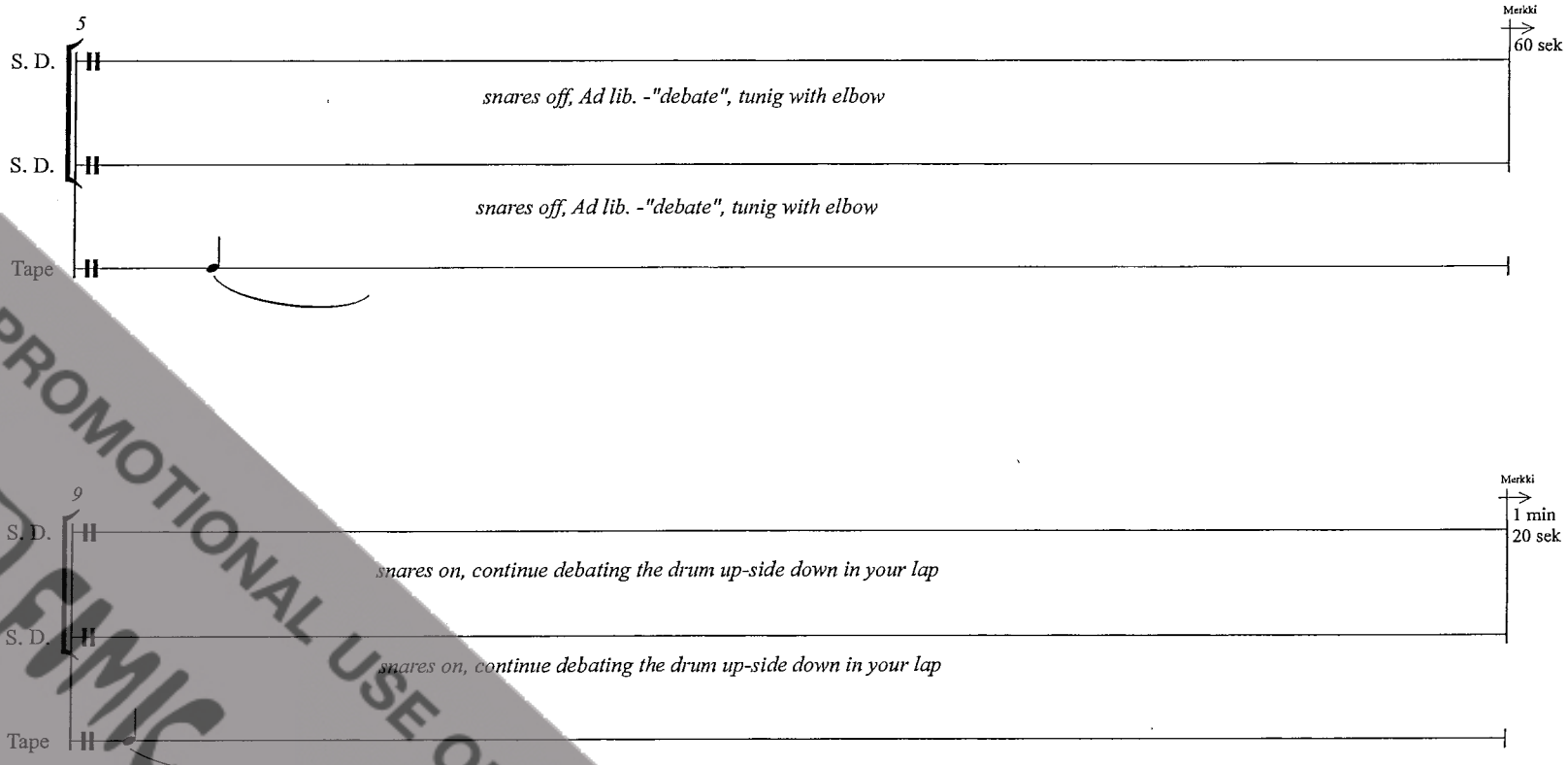
3 sec 10 sec

click starts

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III: Vapaana





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10

S. D.

S. D.

Tape

"get angry", make three statements

answer by three single strokes, snares off

1 2 3

Turn the drum

Turn the drum

1 2 3

mp

ff

cresc. mf cresc. f

Click

Click

11

1 2 3

S. D.

S. D.

Tape

mp

mp

mp

Click

mp

cresc.

14

S. D.

S. D.

Tape

dim.

dim.

ff dim.

ff dim.

f

f

The noise of a telephone

19

1 2 3

S. D.

S. D.

Tape

f

dim.

f dim.

The noise gives you the new tempo

Click

21

S. D.

S. D.

Tape

mp dim. p pp

mp dim. p pp

p

ff

dim. Fine

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