Gabriel Mălăncioiu

Katharythmos

for five percussion players

Ensemble

Percussion 1: Glockenspiel, Crotali, Wood-blocks (2), Tamburino, Bongos
Percussion 2: Timpano, Crotali, Blocco di Metallo, Piatti, Simantra (2), Timbales
Percussion 3: Timpano, Vibrafono, Triangolo, Tom-Toms (4)
Percussion 4: Marimba, Tam-Tam, Castagnetti, Tamburo Rulante
Percussion 5: Gong, Temple blocks (5), Conga, Gran Cassa

Both player 1 and 5 must have each wire brushes.

Symbols used: N – normal position

C - in the center

R - on the rim

Duration 9 min.

This score is registered by GEMA and UCMR-ADA.
Before any public performance a declaration must be sent
to your national author's society.

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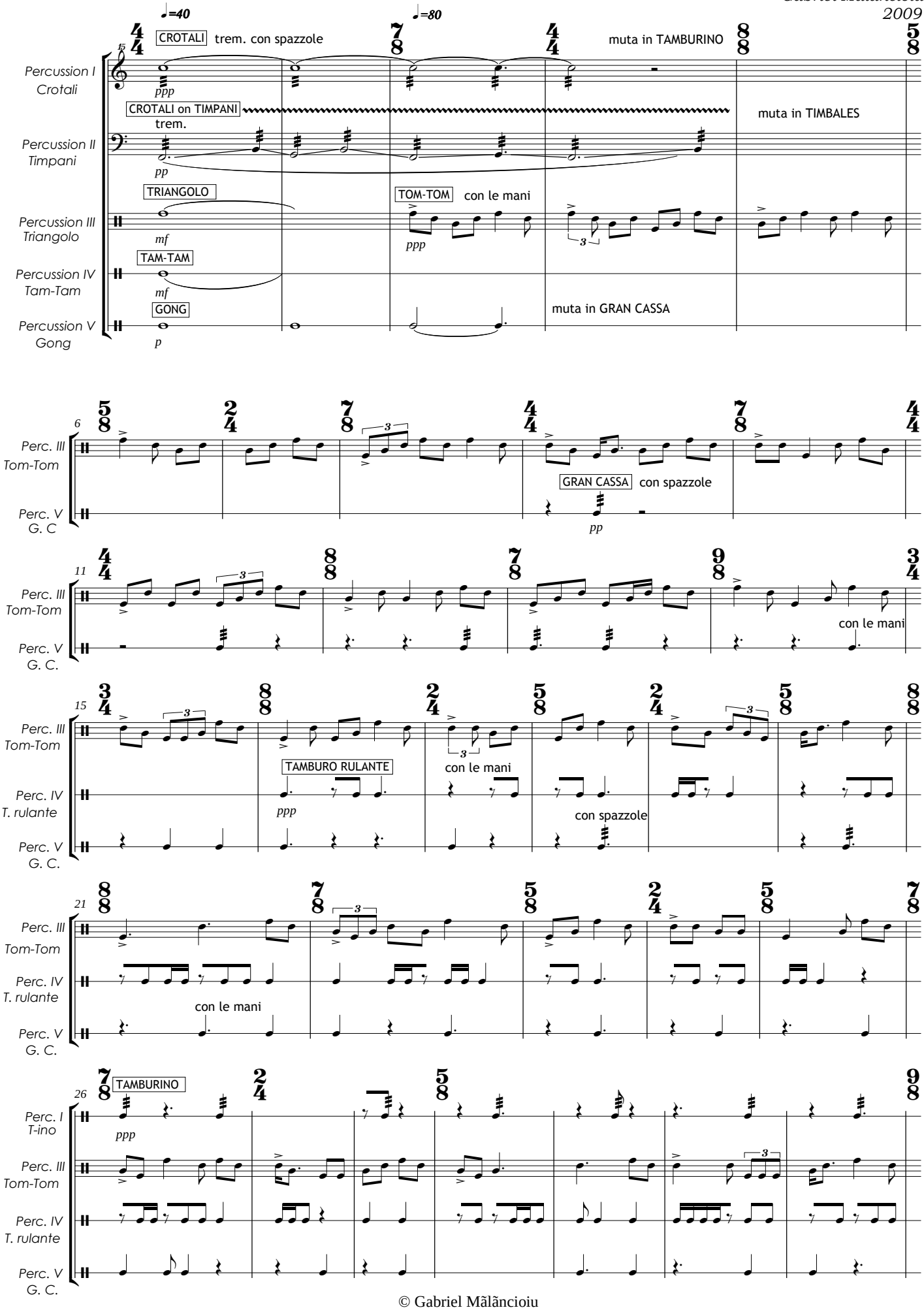
www.gabrielmalancioiu.org

to ensemble Percutissimo

Katharythmos

Gabriel Mălăncioiu
2009



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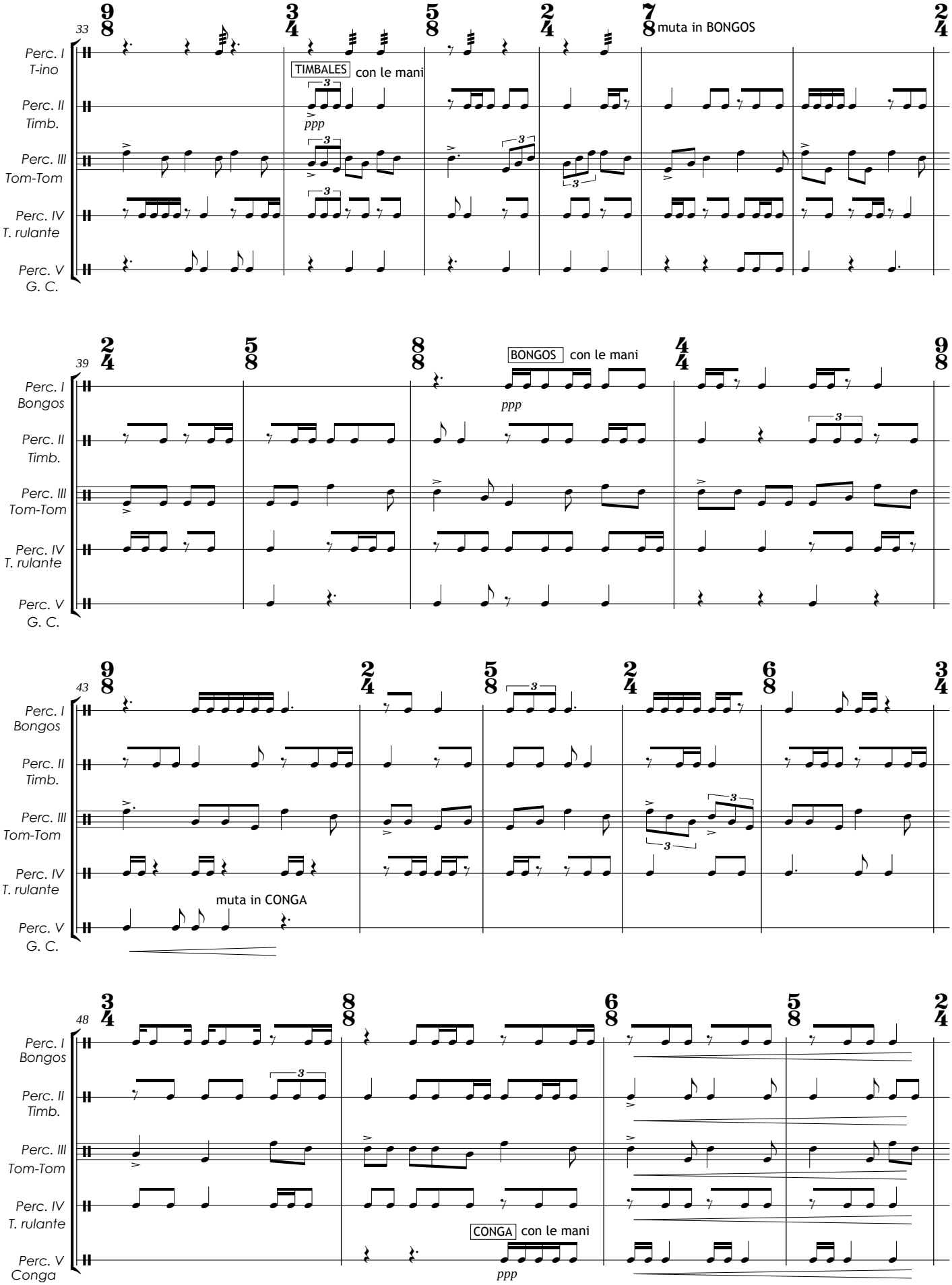
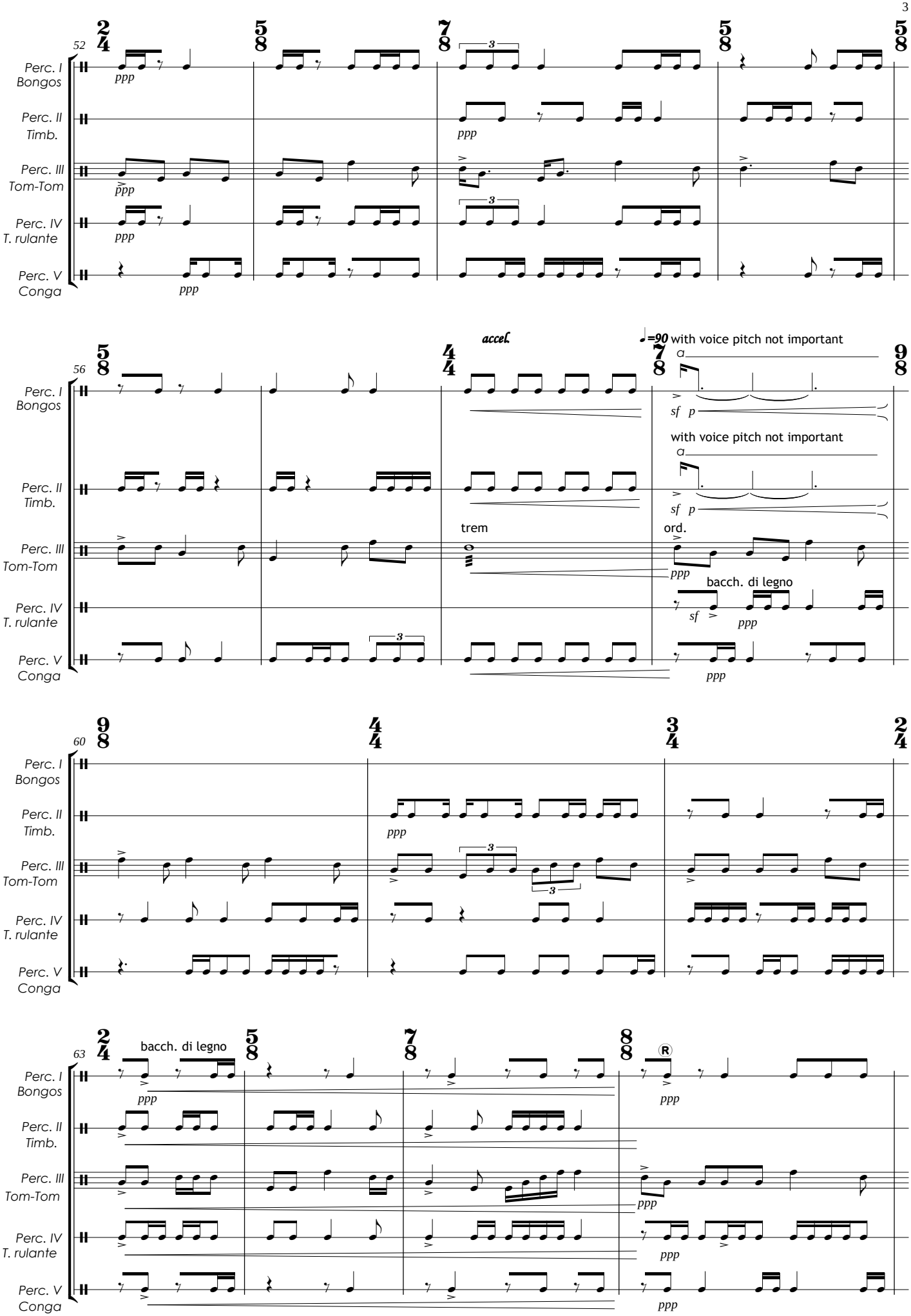
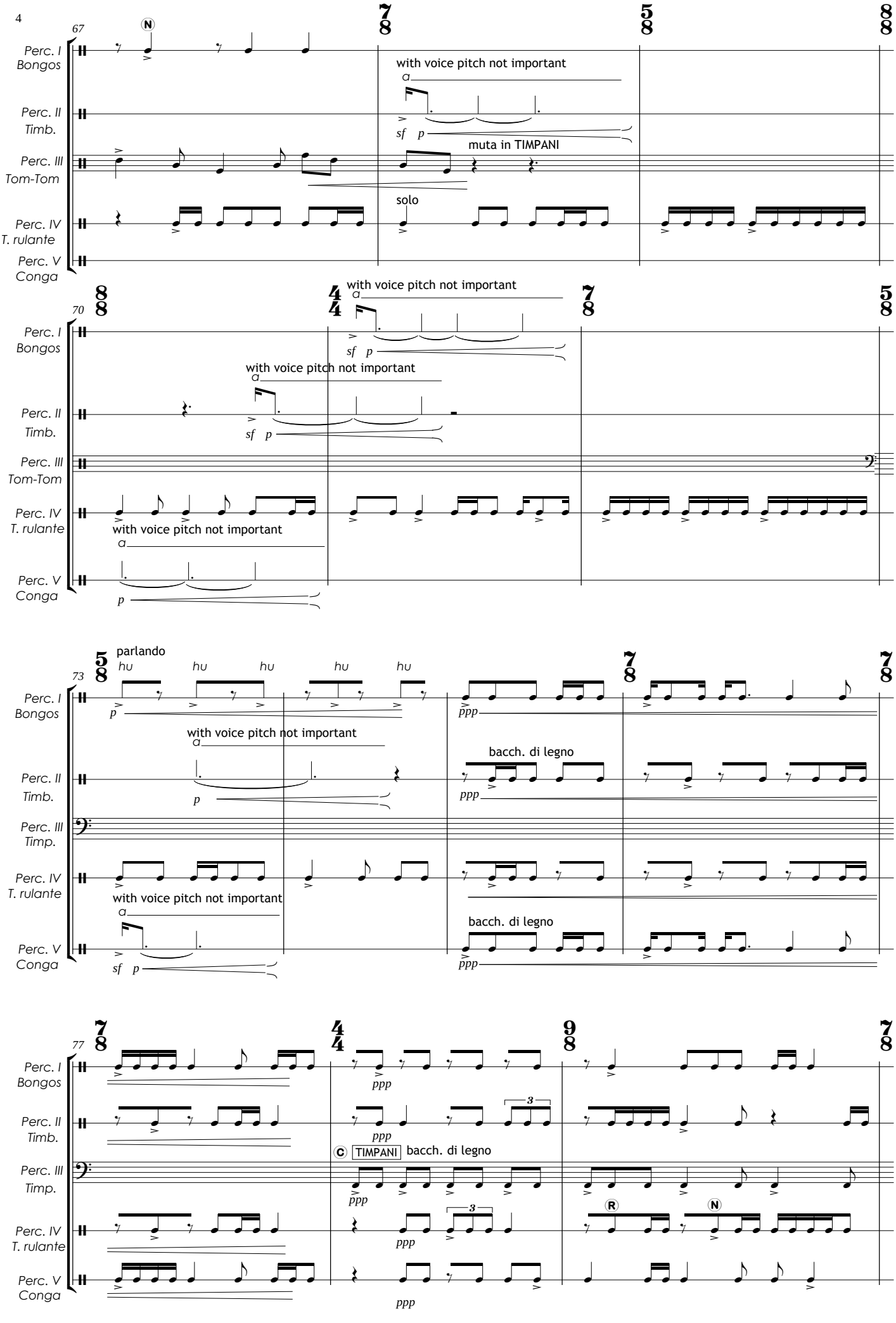
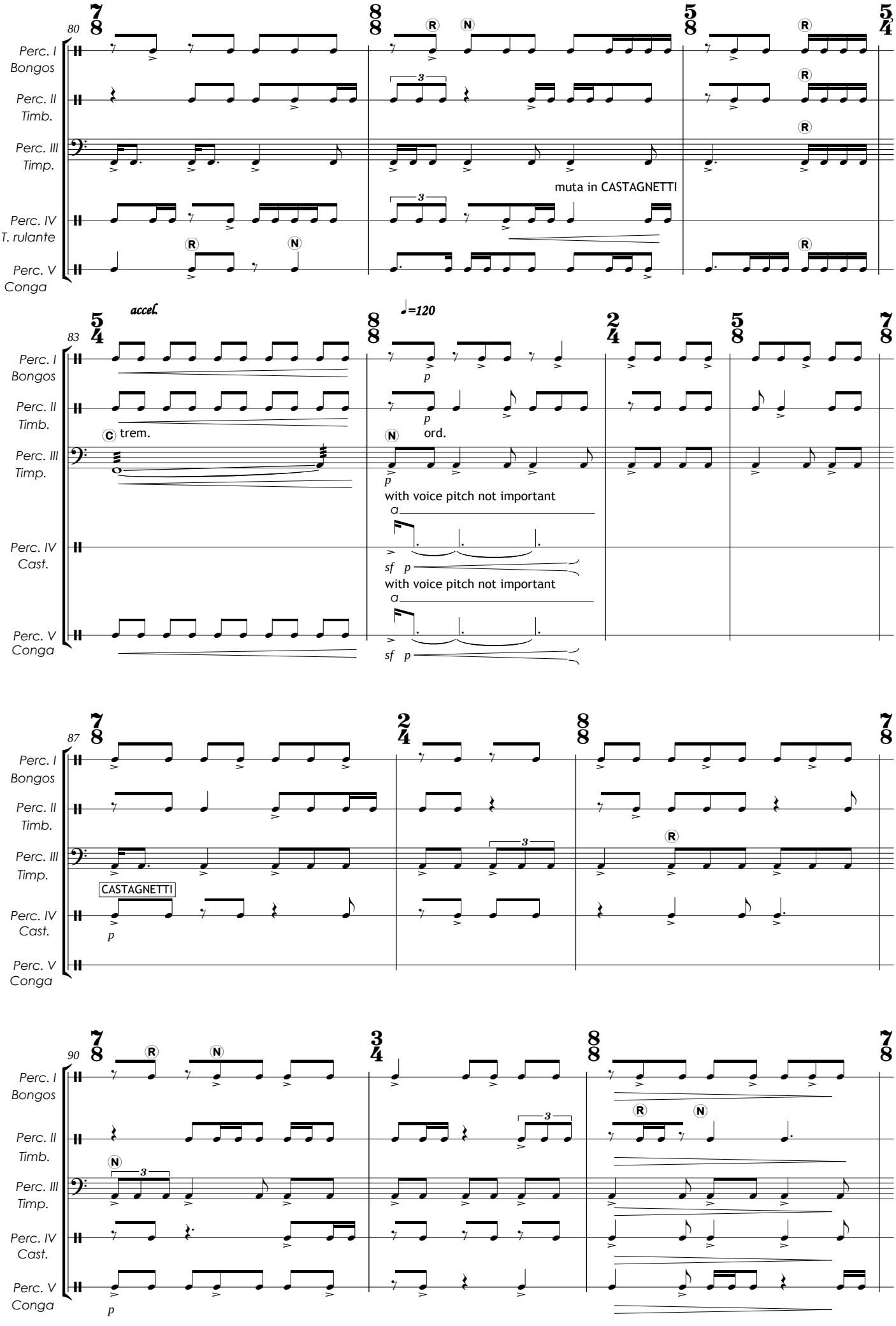
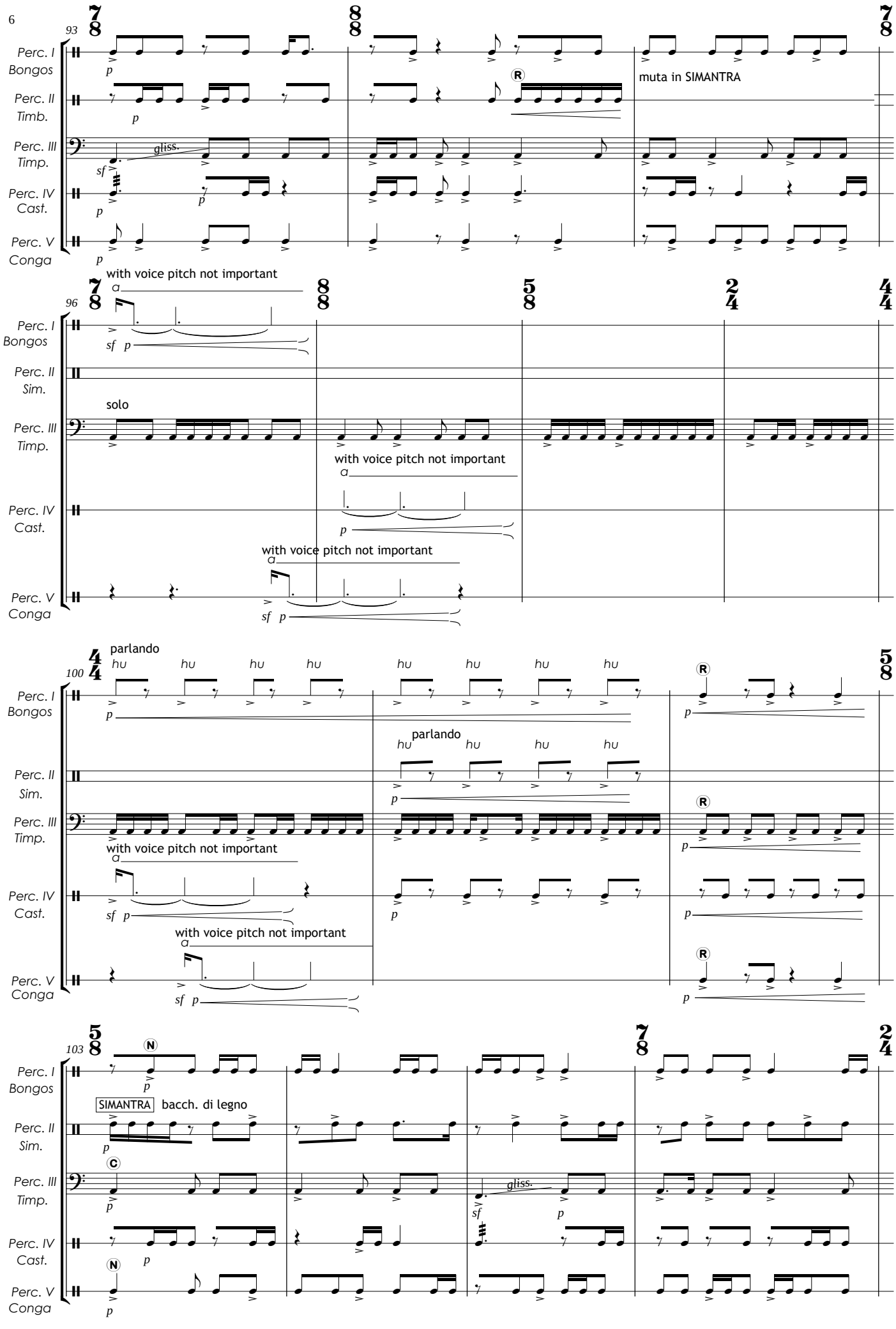
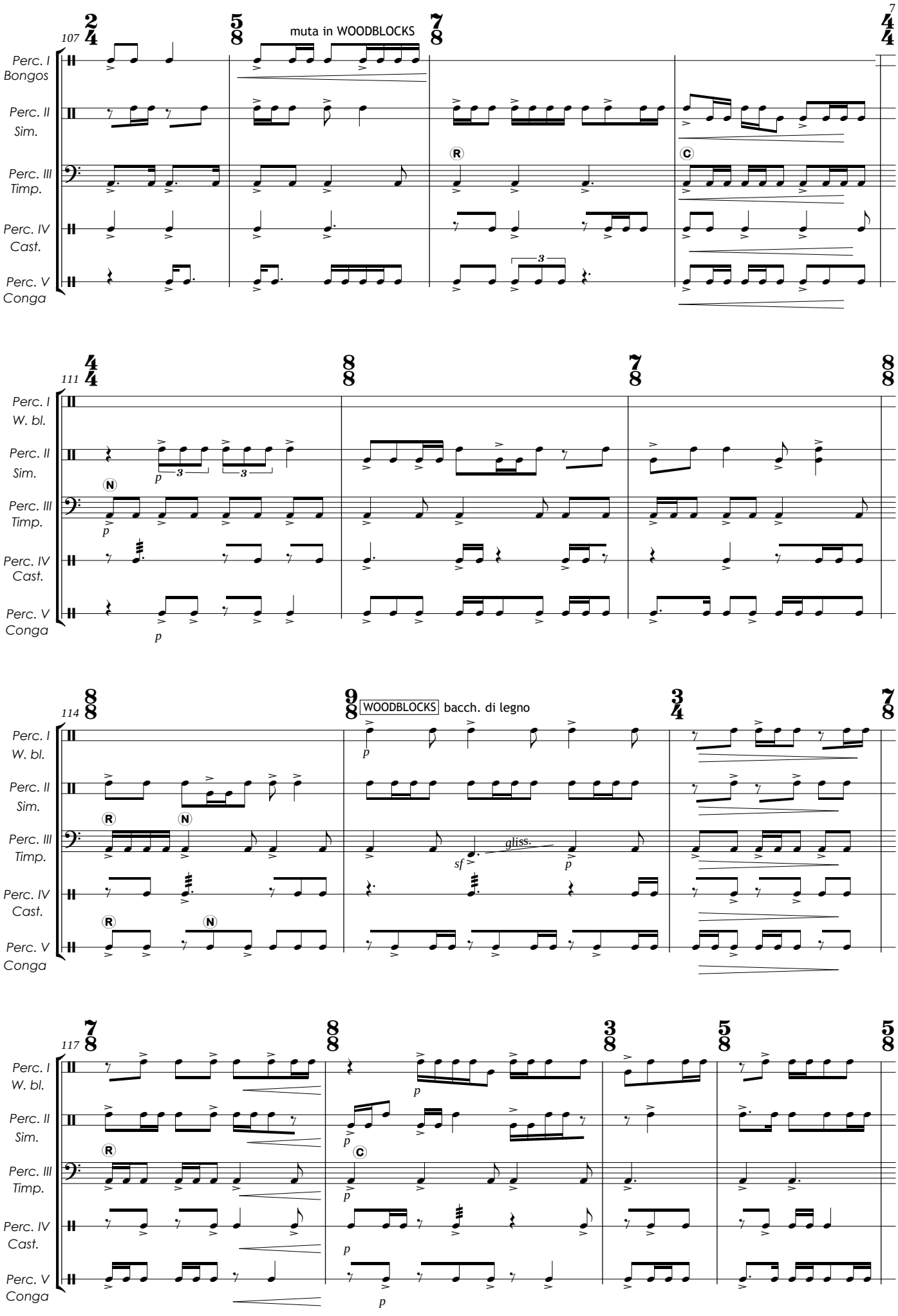

33
Perc. I
T-ino
Perc. II
Timb.
Perc. III
Tom-Tom
Perc. IV
T. rulante
Perc. V
G. C.
TIMBALES con le mani
ppp
muta in BONGOS
39
Perc. I
Bongos
Perc. II
Timb.
Perc. III
Tom-Tom
Perc. IV
T. rulante
Perc. V
G. C.
BONGOS con le mani
ppp
43
Perc. I
Bongos
Perc. II
Timb.
Perc. III
Tom-Tom
Perc. IV
T. rulante
Perc. V
G. C.
muta in CONGA
48
Perc. I
Bongos
Perc. II
Timb.
Perc. III
Tom-Tom
Perc. IV
T. rulante
Perc. V
Conga
CONGA con le mani
ppp

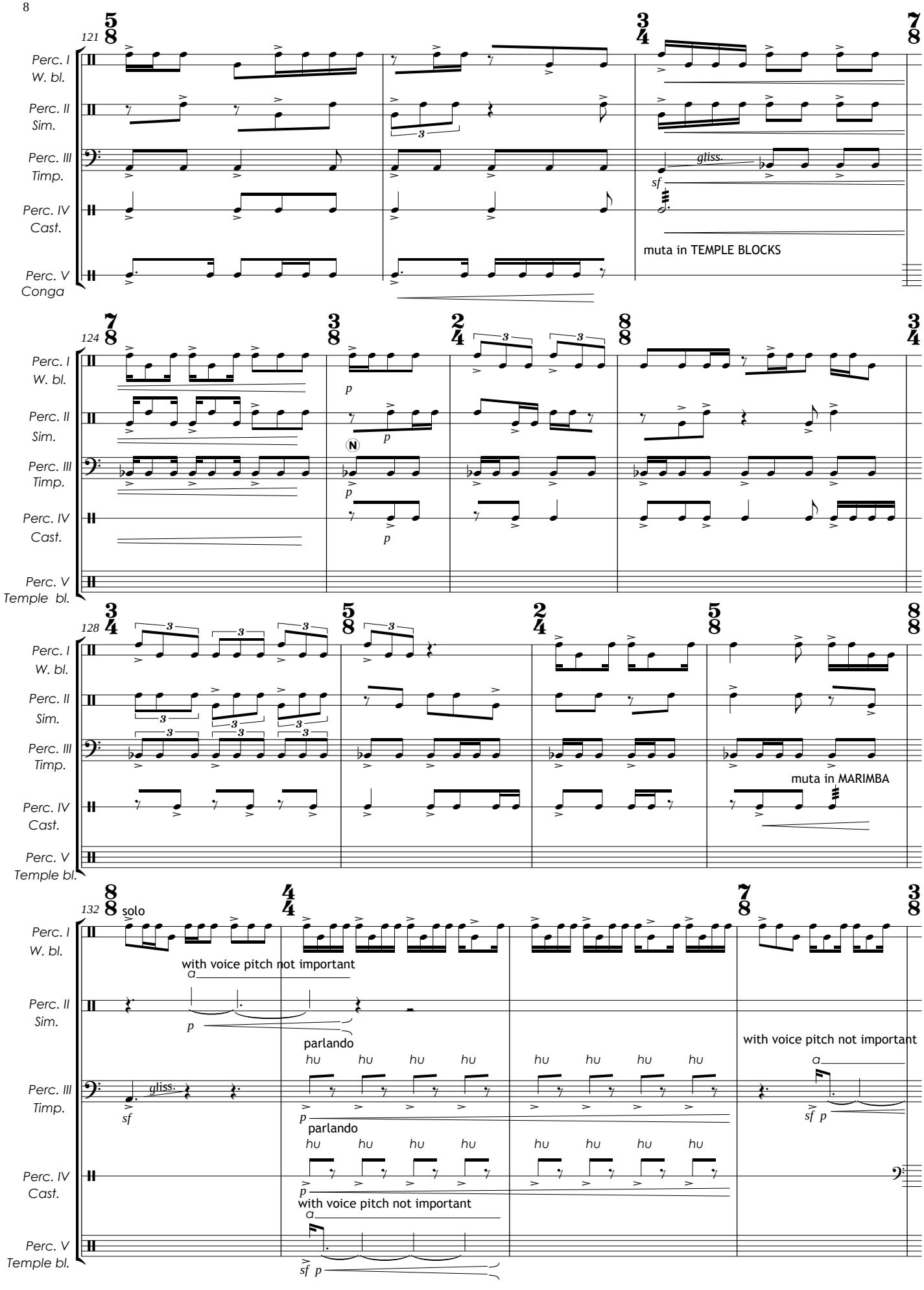

52
Perc. I Bongos
Perc. II Timb.
Perc. III Tom-Tom
Perc. IV T. rulante
Perc. V Conga
ppp
56
accel.
♩=90 with voice pitch not important
sf p
trem
ord.
bacch. di legno
60
63
R

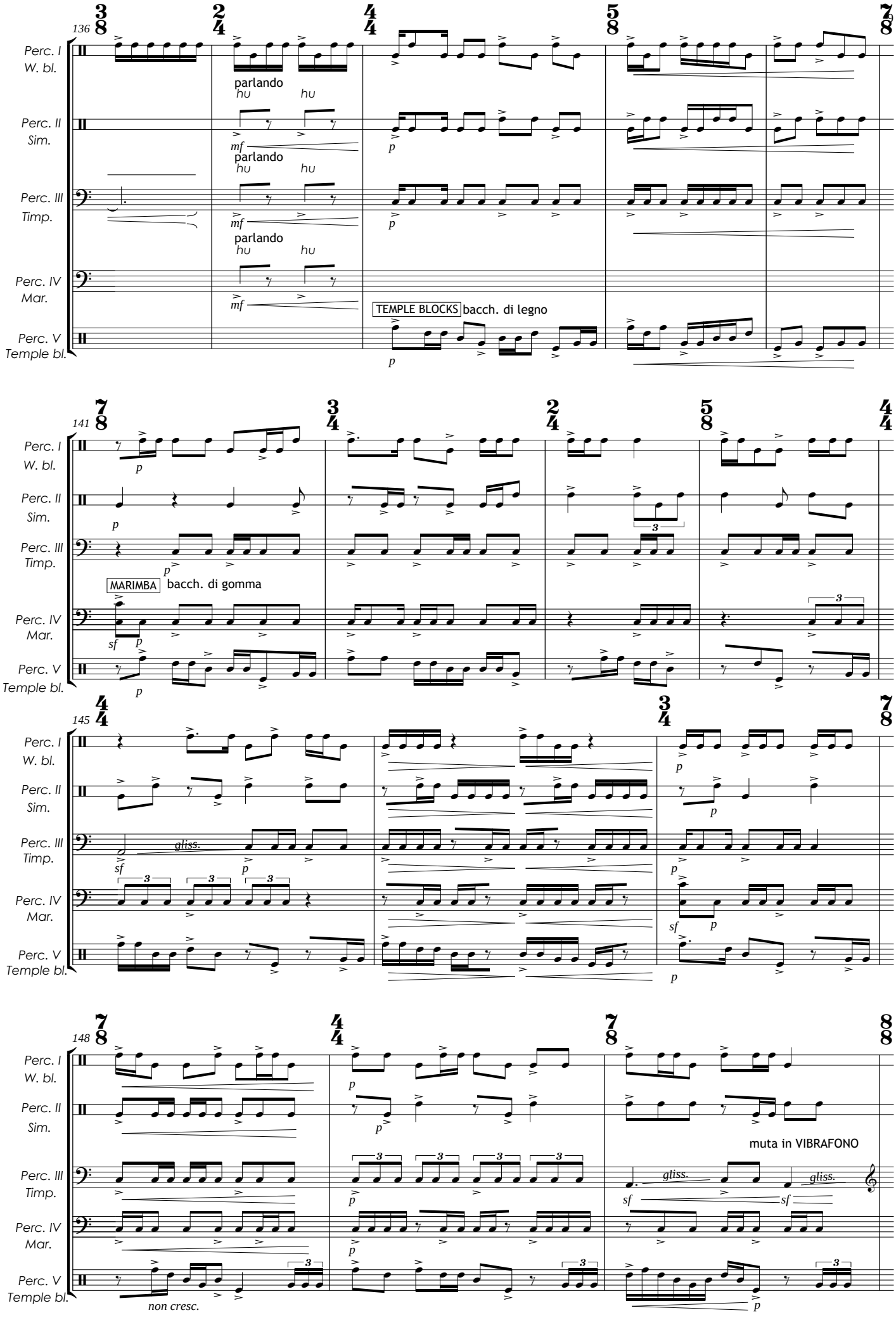

67
Perc. I
Bongos
Perc. II
Timb.
Perc. III
Tom-Tom
Perc. IV
T. rulante
Perc. V
Conga
with voice pitch not important
sf p
muta in TIMPANI
solo
70
with voice pitch not important
sf p
with voice pitch not important
sf p
with voice pitch not important
p
73
parlando
hu hu hu hu hu
p
ppp
with voice pitch not important
p
bacch. di legno
ppp
Perc. III
Timp.
with voice pitch not important
sf p
bacch. di legno
ppp
77
ppp
3
C TIMPANI bacch. di legno
R
N

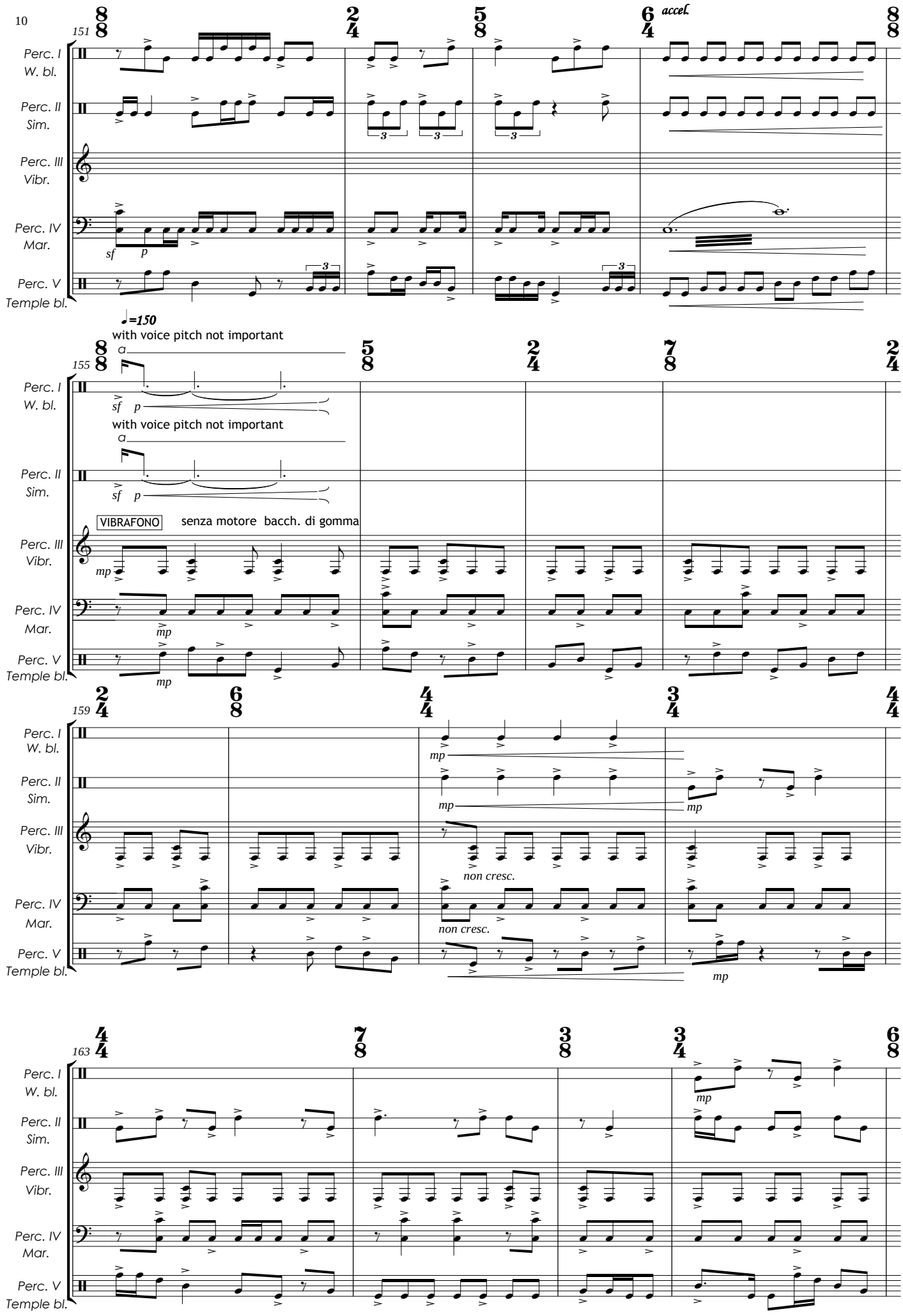

80
Perc. I
Bongos
Perc. II
Timb.
Perc. III
Timp.
Perc. IV
T. rulante
Perc. V
Conga
muta in CASTAGNETTI
83
accel.
♩=120
Perc. I
Bongos
Perc. II
Timb.
C trem.
N ord.
Perc. III
Timp.
with voice pitch not important
Perc. IV
Cast.
with voice pitch not important
Perc. V
Conga
87
Perc. I
Bongos
Perc. II
Timb.
Perc. III
Timp.
CASTAGNETTI
Perc. IV
Cast.
Perc. V
Conga
90
Perc. I
Bongos
Perc. II
Timb.
Perc. III
Timp.
Perc. IV
Cast.
Perc. V
Conga

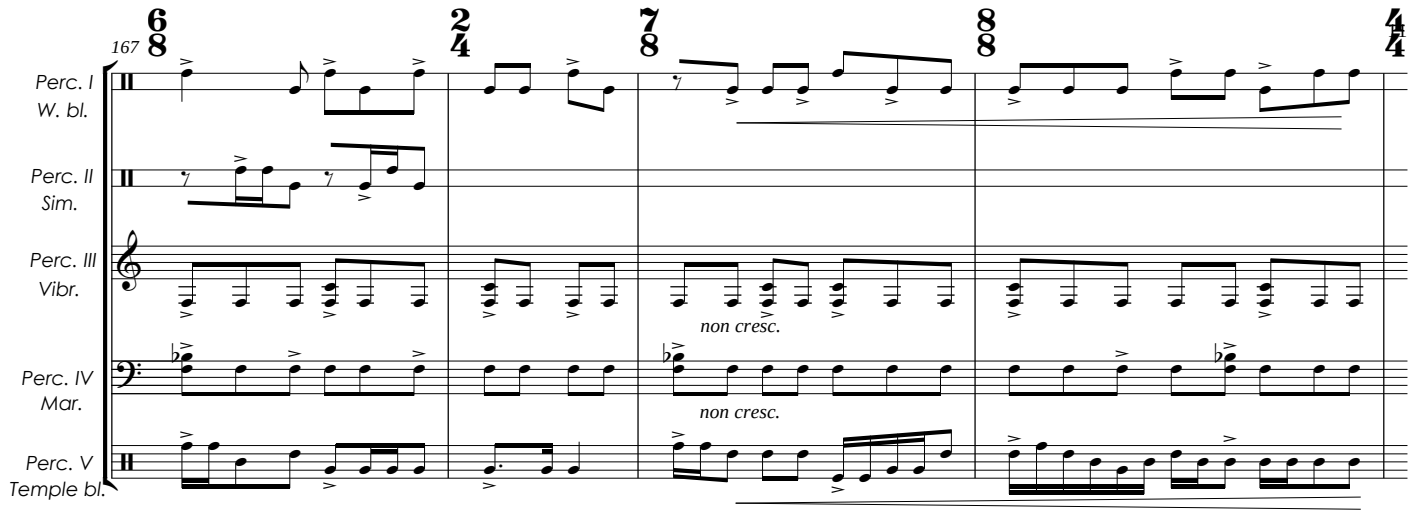

93
Perc. I Bongos
Perc. II Timb.
Perc. III Timp.
Perc. IV Cast.
Perc. V Conga
gliss.
muta in SIMANTRA
96
Perc. II Sim.
with voice pitch not important
solo
100
parlando
hu
103
SIMANTRA
bacch. di legno

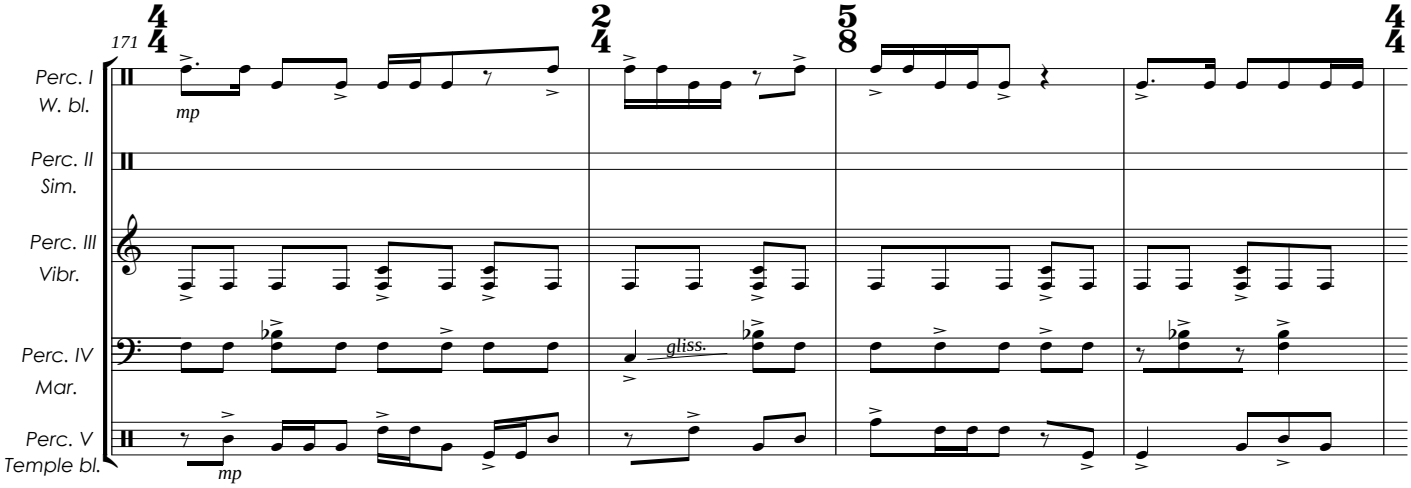

107
muta in WOODBLOCKS
Perc. I
Bongos
Perc. II
Sim.
Perc. III
Timp.
Perc. IV
Cast.
Perc. V
Conga
111
Perc. I
W. bl.
Perc. II
Sim.
Perc. III
Timp.
Perc. IV
Cast.
Perc. V
Conga
114
WOODBLOCKS bacch. di legno
gliss.
Perc. I
W. bl.
Perc. II
Sim.
Perc. III
Timp.
Perc. IV
Cast.
Perc. V
Conga
117
Perc. I
W. bl.
Perc. II
Sim.
Perc. III
Timp.
Perc. IV
Cast.
Perc. V
Conga

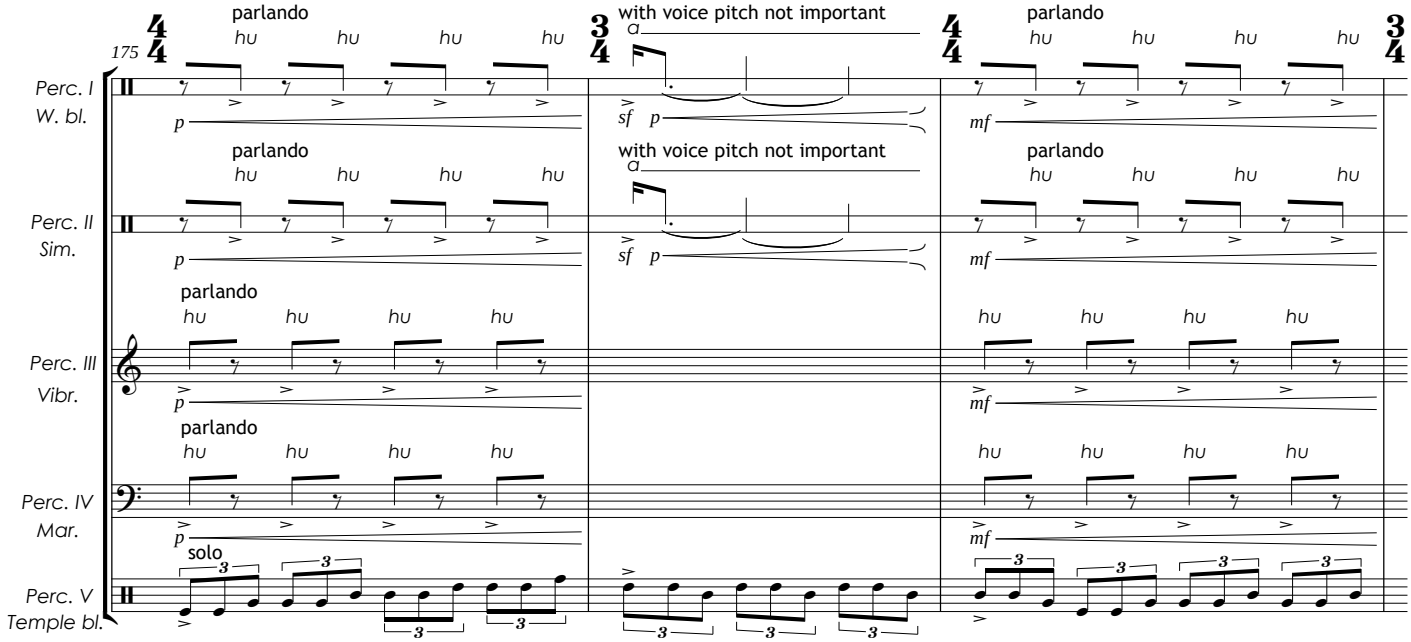

121
Perc. I W. bl.
Perc. II Sim.
Perc. III Timp.
Perc. IV Cast.
Perc. V Conga
gliss.
sf
muta in TEMPLE BLOCKS
124
Perc. I W. bl.
Perc. II Sim.
Perc. III Timp.
Perc. IV Cast.
Perc. V Temple bl.
p
N
128
Perc. I W. bl.
Perc. II Sim.
Perc. III Timp.
Perc. IV Cast.
Perc. V Temple bl.
muta in MARIMBA
132
solo
Perc. I W. bl.
with voice pitch not important
Perc. II Sim.
parlando
hu
Perc. III Timp.
gliss.
sf
sf p
with voice pitch not important
Perc. IV Cast.
Perc. V Temple bl.

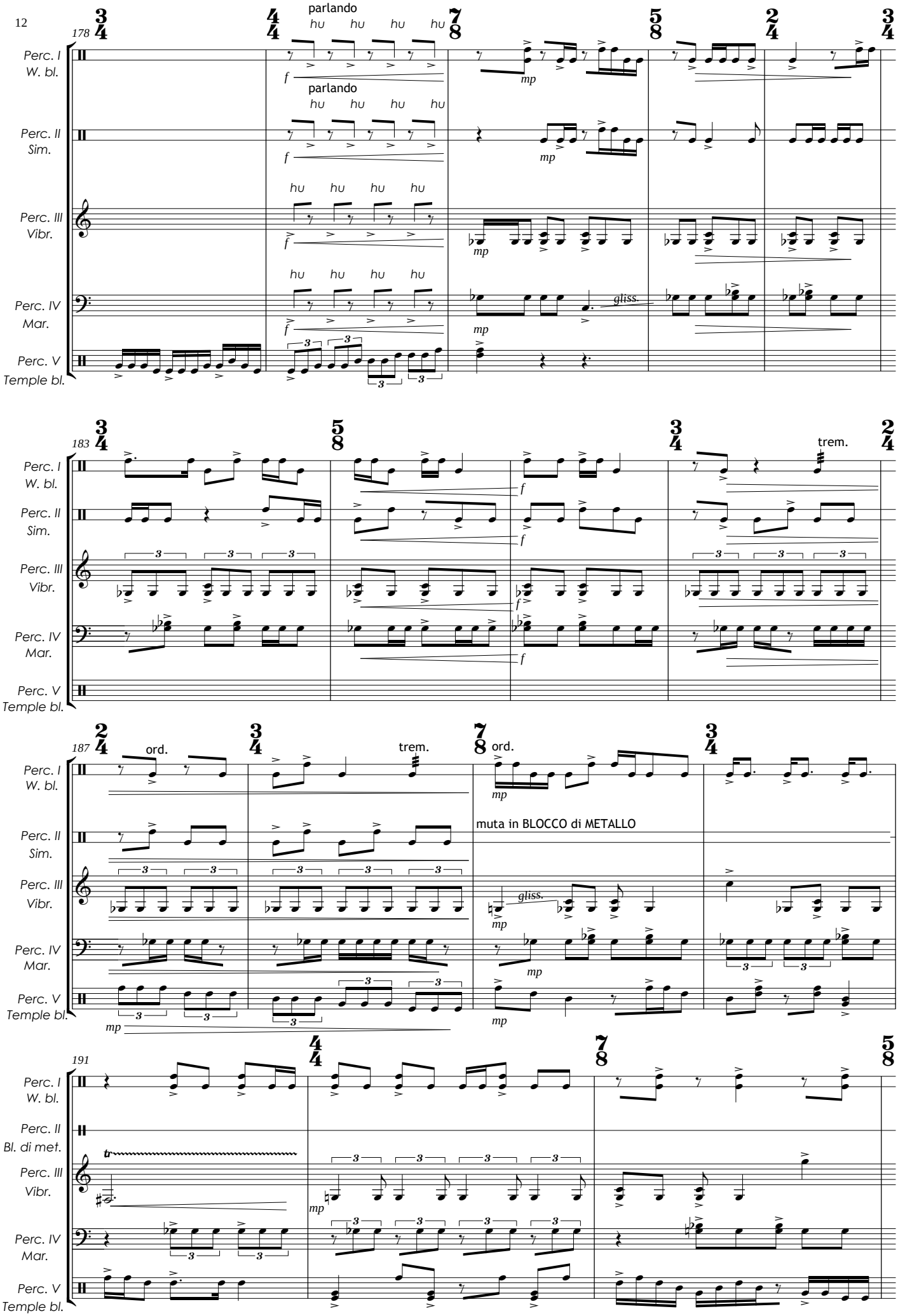

136
Perc. I
W. bl.
Perc. II
Sim.
Perc. III
Timp.
Perc. IV
Mar.
Perc. V
Temple bl.
parlando
hu
hu
mf
p
TEMPLE BLOCKS
bacch. di legno
141
MARIMBA
bacch. di gomma
sf
145
gliss.
148
non cresc.
muta in VIBRAFONO

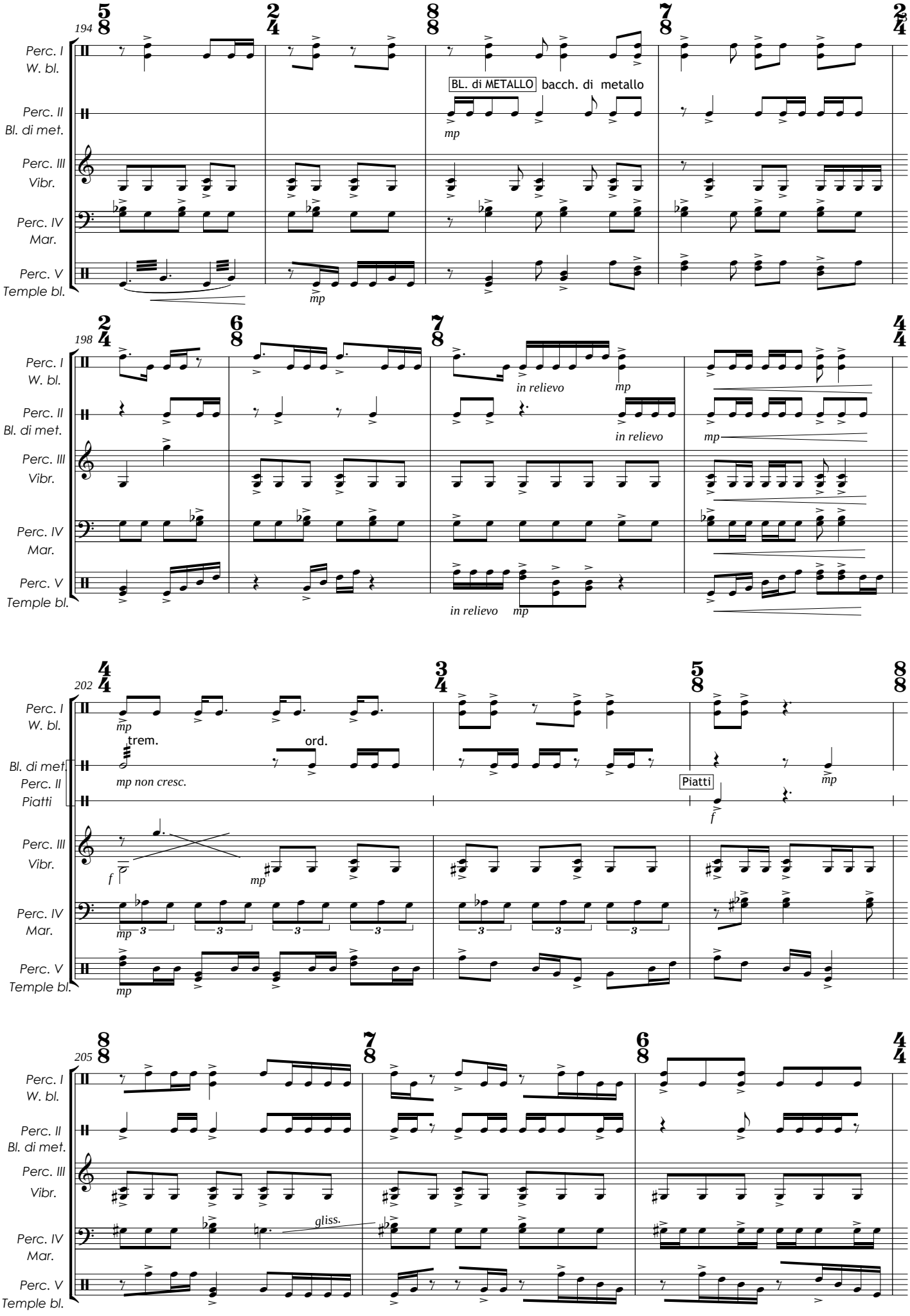

151
accel.
Perc. I
W. bl.
Perc. II
Sim.
Perc. III
Vibr.
Perc. IV
Mar.
Perc. V
Temple bl.
sf
p
♩=150
155
with voice pitch not important
VIBRAFONO
senza motore bacch. di gomma
mp
159
non cresc.
163

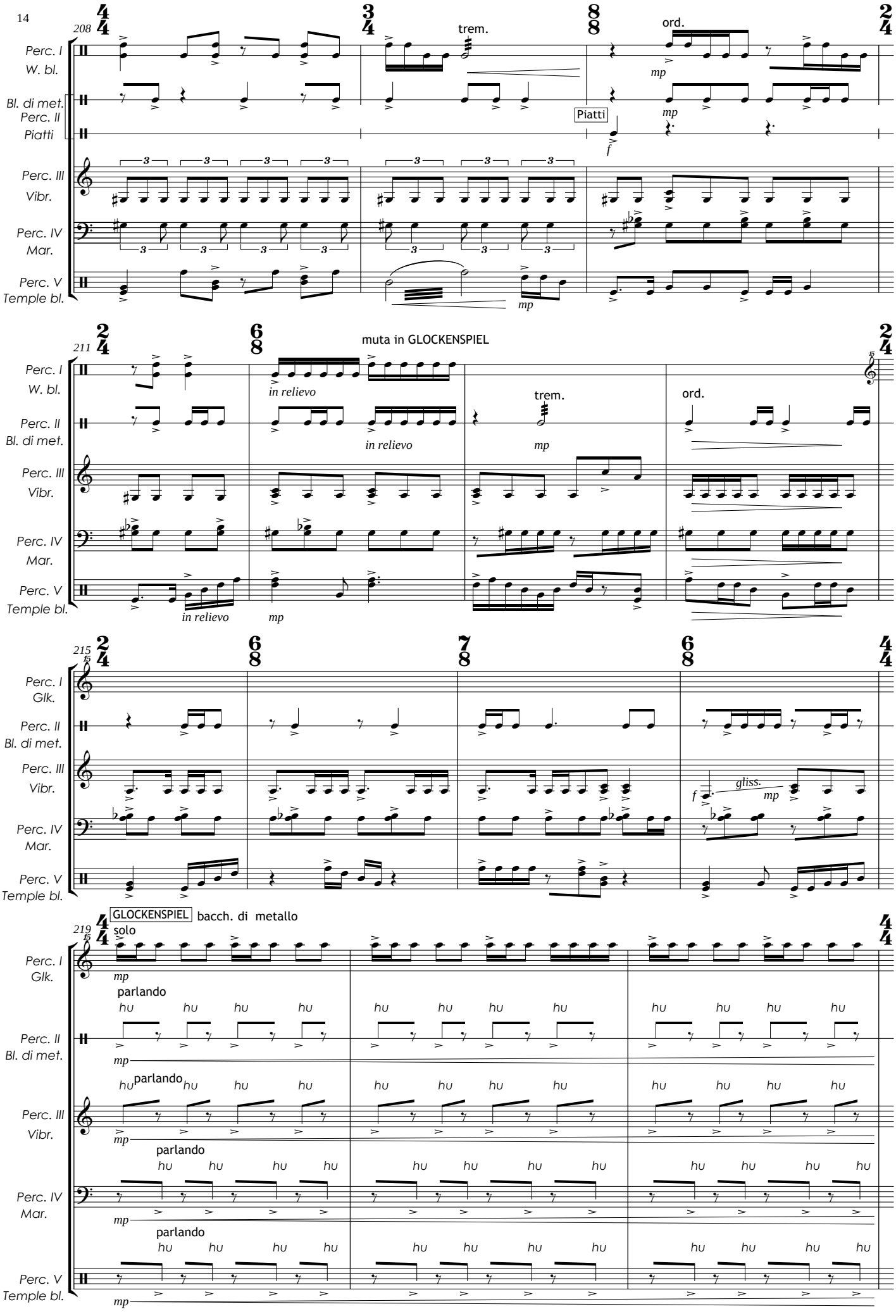

167
Perc. I
W. bl.
Perc. II
Sim.
Perc. III
Vibr.
non cresc.
Perc. IV
Mar.
non cresc.
Perc. V
Temple bl.

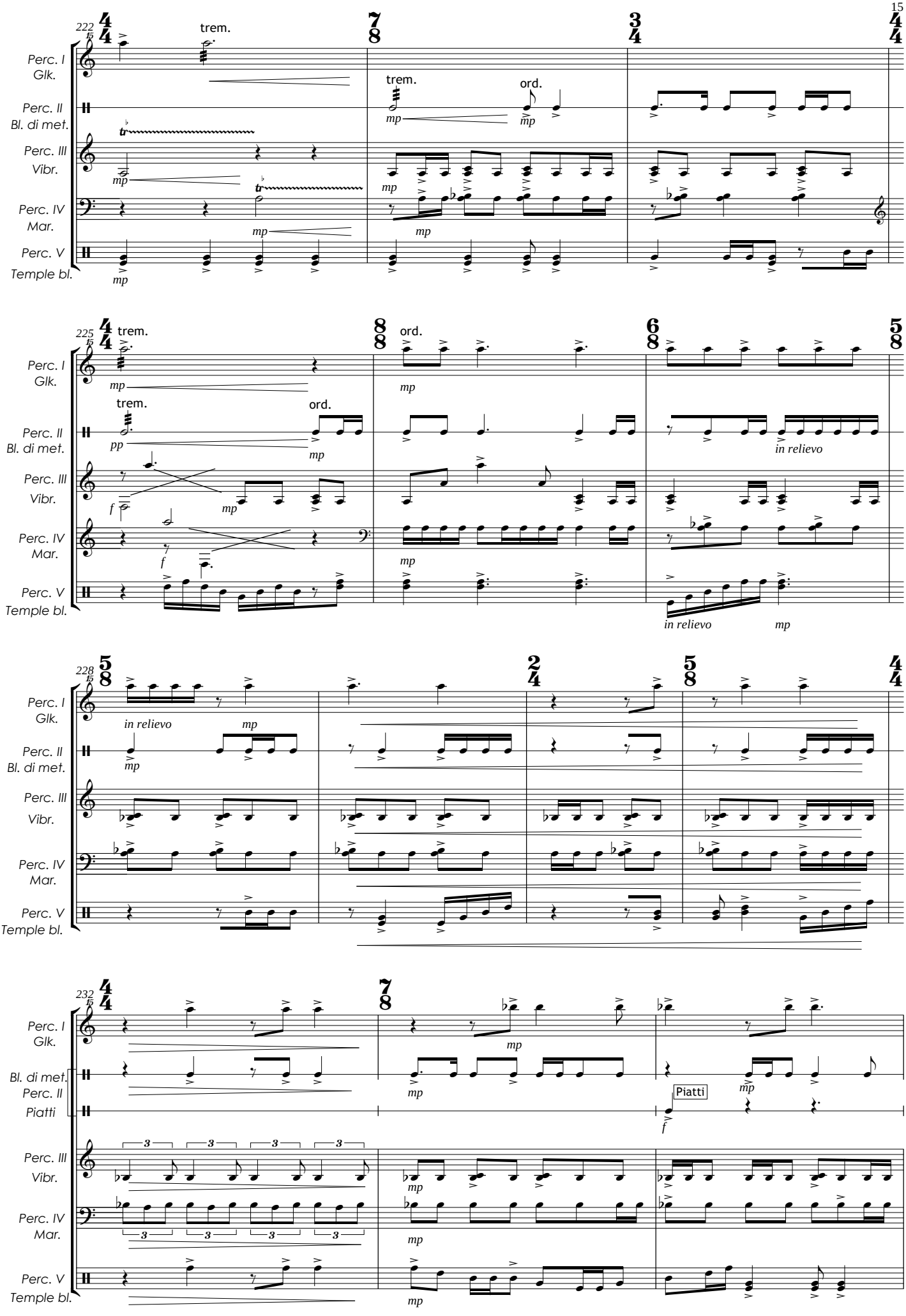

171
Perc. I
W. bl.
mp
Perc. II
Sim.
Perc. III
Vibr.
Perc. IV
Mar.
gliss.
Perc. V
Temple bl.
mp

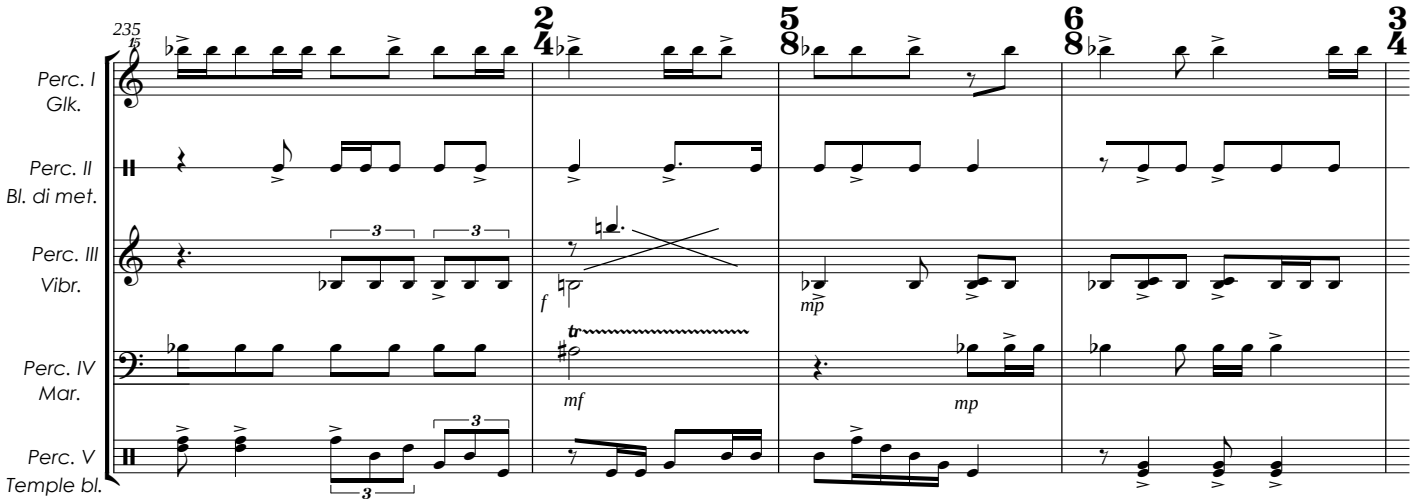

175
parlando
hu
with voice pitch not important
Perc. I
W. bl.
Perc. II
Sim.
Perc. III
Vibr.
Perc. IV
Mar.
solo
Perc. V
Temple bl.

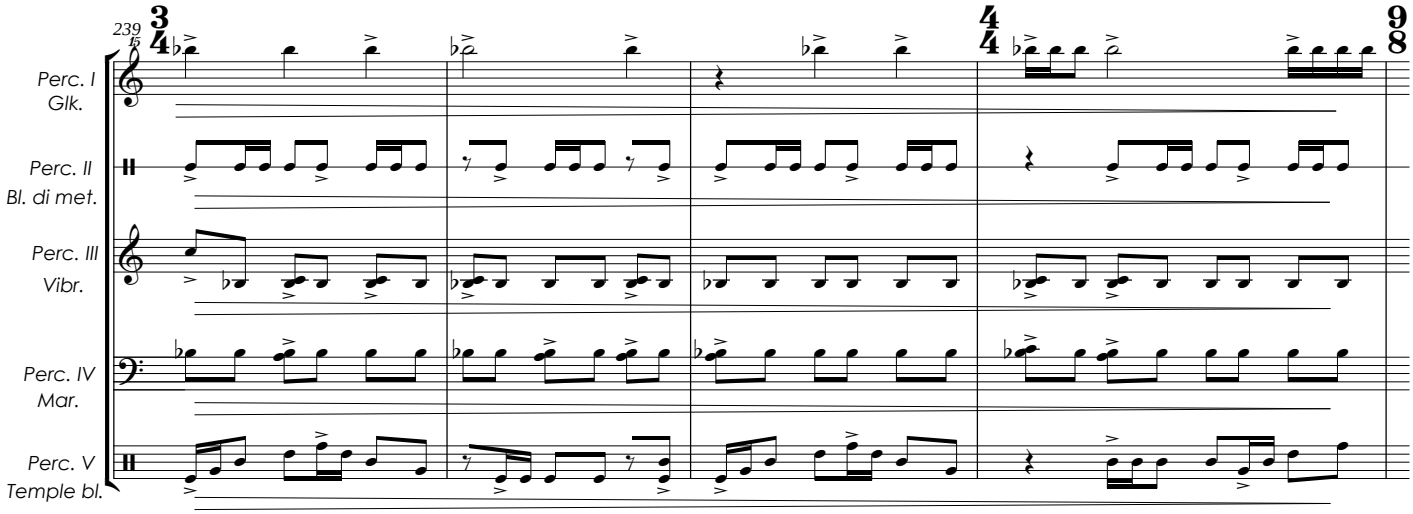

178
parlando
hu hu hu hu
Perc. I
W. bl.
Perc. II
Sim.
Perc. III
Vibr.
Perc. IV
Mar.
Perc. V
Temple bl.
gliss.
183
trem.
187
ord.
muta in BLOCCO di METALLO
191
Perc. II
Bl. di met.

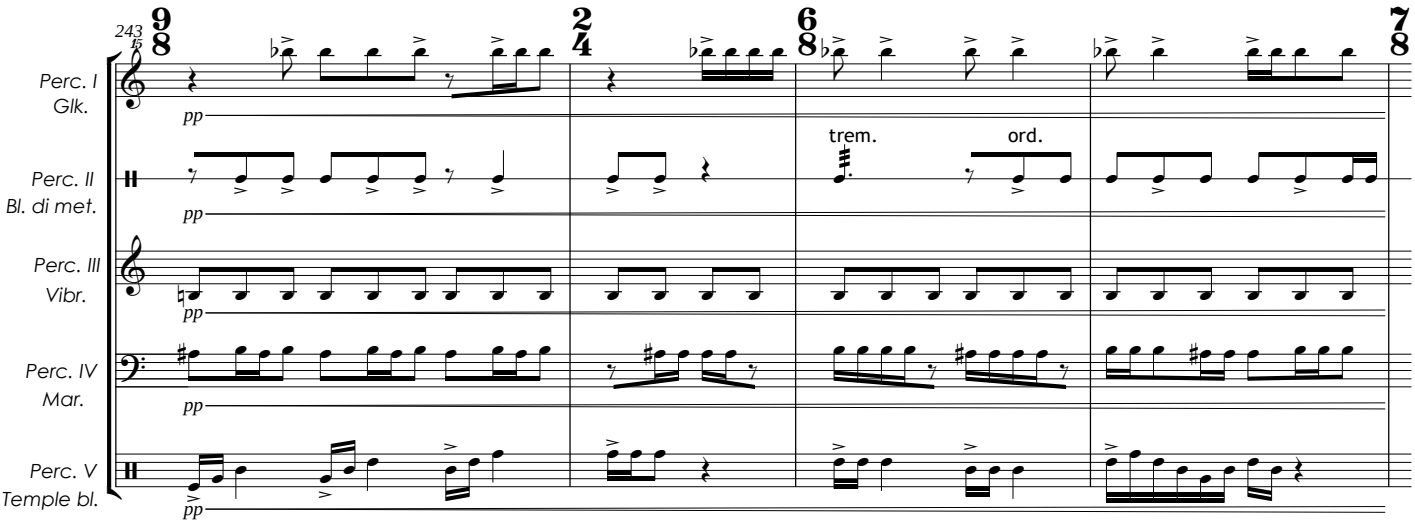

194
Perc. I
W. bl.
Perc. II
Bl. di met.
Perc. III
Vibr.
Perc. IV
Mar.
Perc. V
Temple bl.
BL. di METALLO
bacch. di metallo
mp
198
in relievo
mp
202
trem.
ord.
mp non cresc.
Piatti
f
205
gliss.

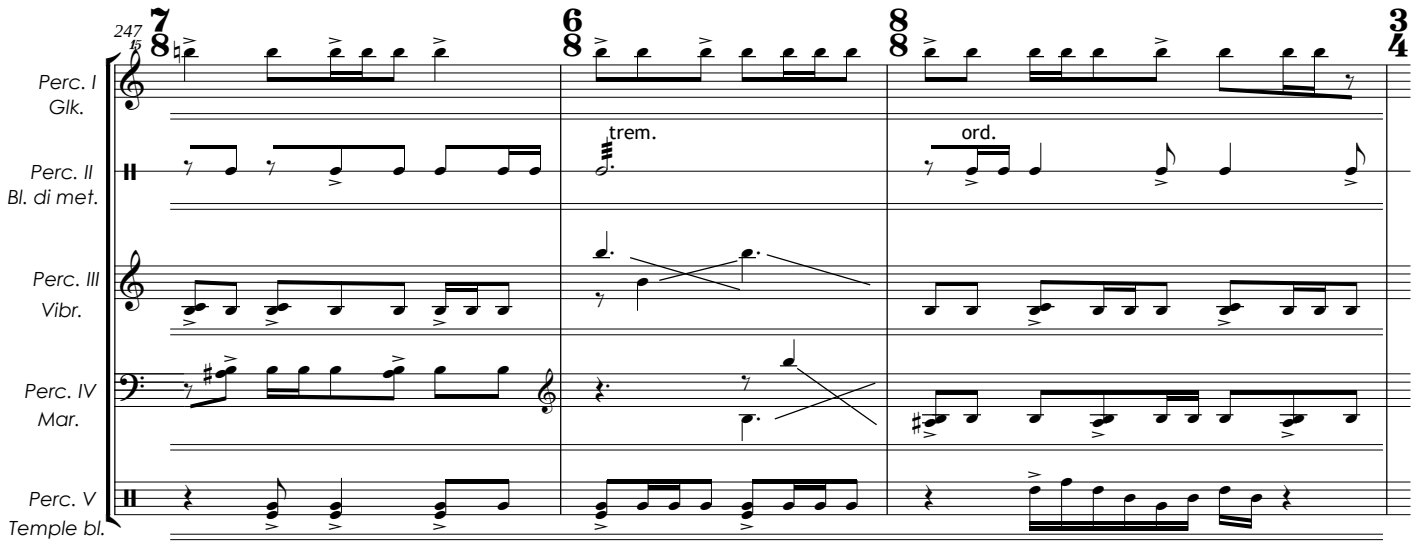

208
Perc. I
W. bl.
Bl. di met.
Perc. II
Piatti
Perc. III
Vibr.
Perc. IV
Mar.
Perc. V
Temple bl.
trem.
ord.
mp
Piatti
f
211
muta in GLOCKENSPIEL
in relievo
215
gliss.
219
GLOCKENSPIEL
bacch. di metallo
solo
parlando
hu

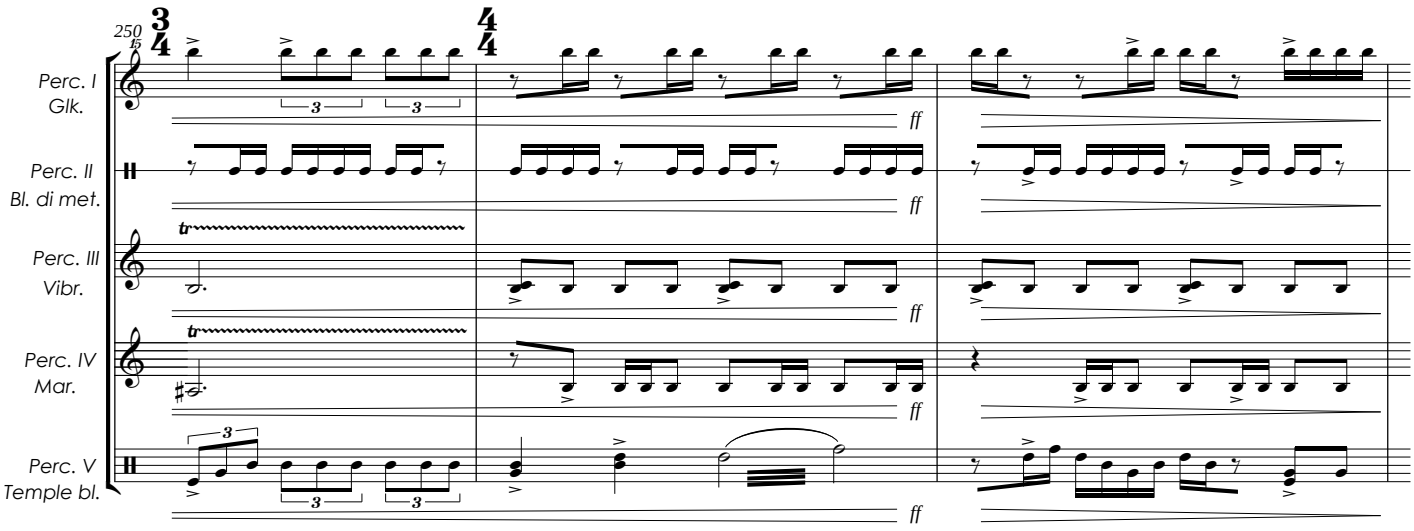

222
Perc. I Glk.
Perc. II Bl. di met.
Perc. III Vibr.
Perc. IV Mar.
Perc. V Temple bl.
trem.
ord.
mp
225
pp
f
in relievo
228
232
Piatti

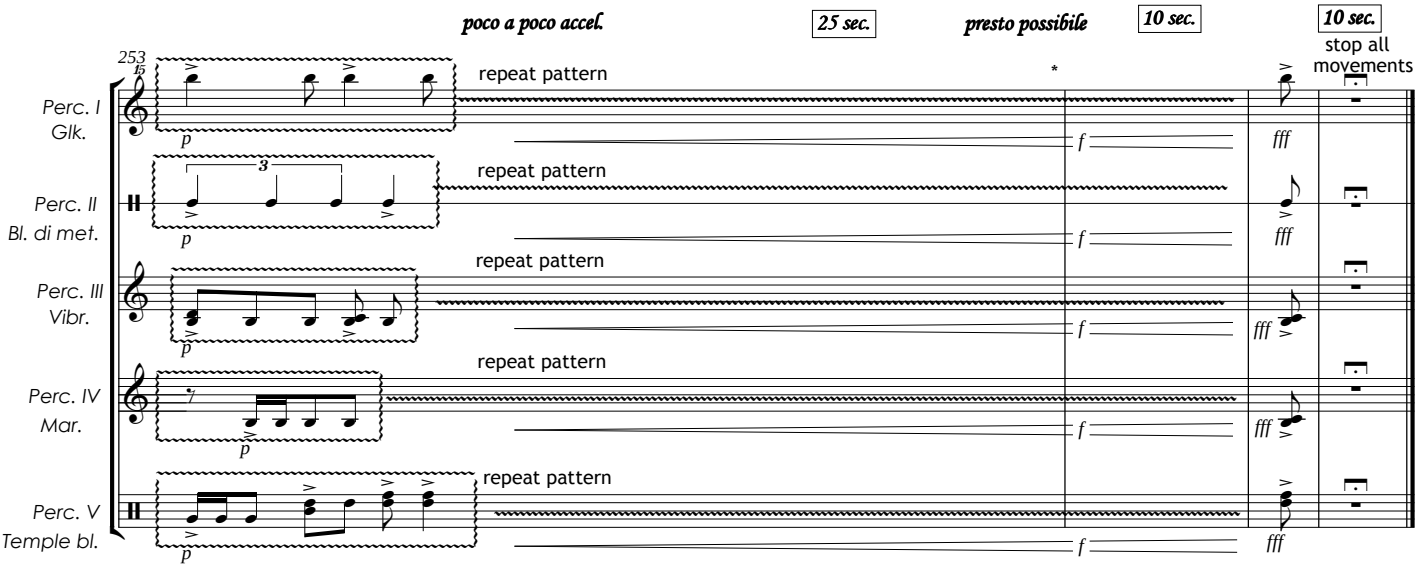

235
Perc. I
Glk.
Perc. II
Bl. di met.
Perc. III
Vibr.
Perc. IV
Mar.
Perc. V
Temple bl.
f
mf
mp
mp


239
Perc. I
Glk.
Perc. II
Bl. di met.
Perc. III
Vibr.
Perc. IV
Mar.
Perc. V
Temple bl.


243
Perc. I
Glk.
Perc. II
Bl. di met.
Perc. III
Vibr.
Perc. IV
Mar.
Perc. V
Temple bl.
pp
trem.
ord.







*each player will accelerate to the maximum tempo(! different tempos)

to ensemble Percutissimo

Katharythmos

Percussion I

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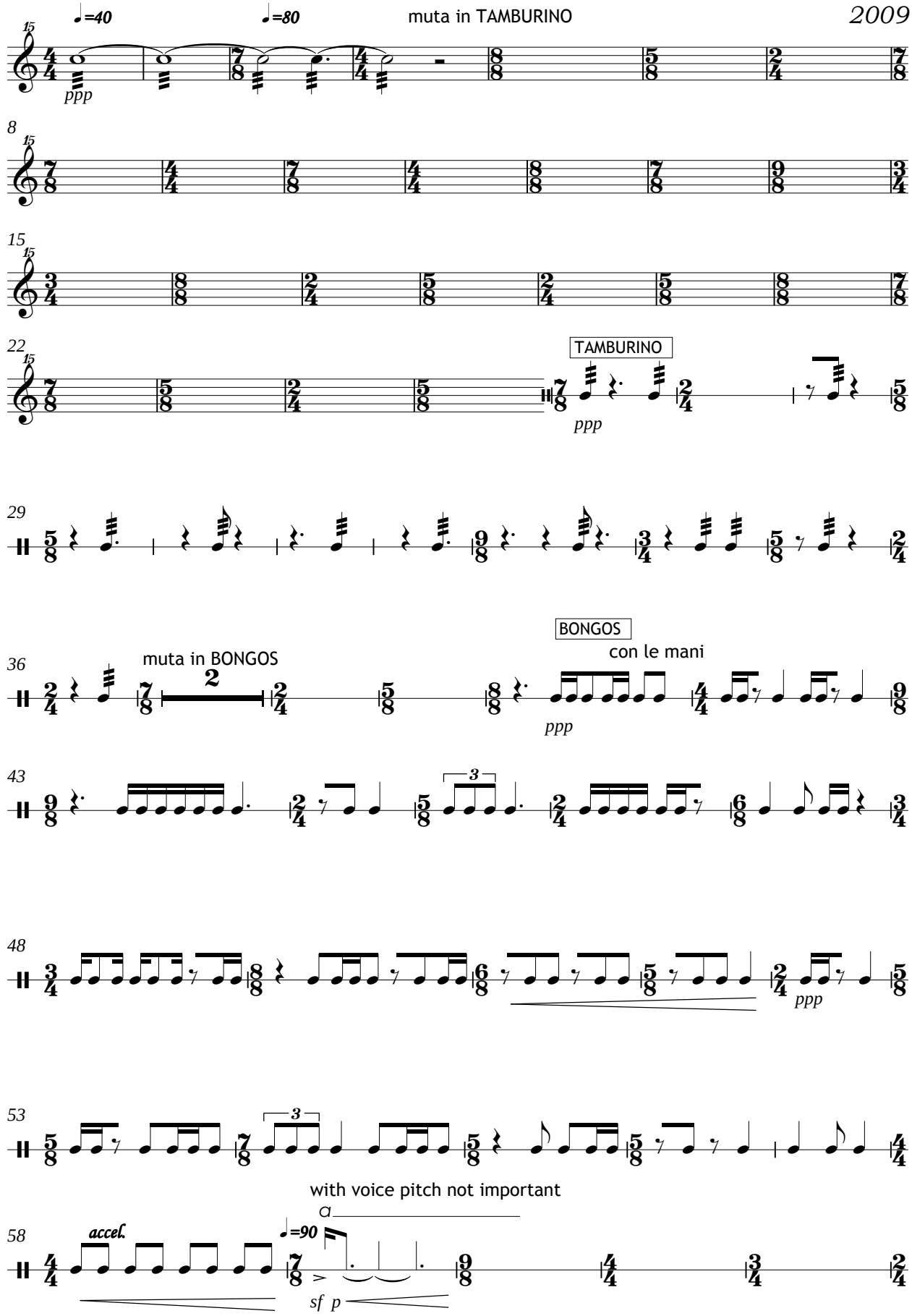
2009

CROTALI trem. con spazzole



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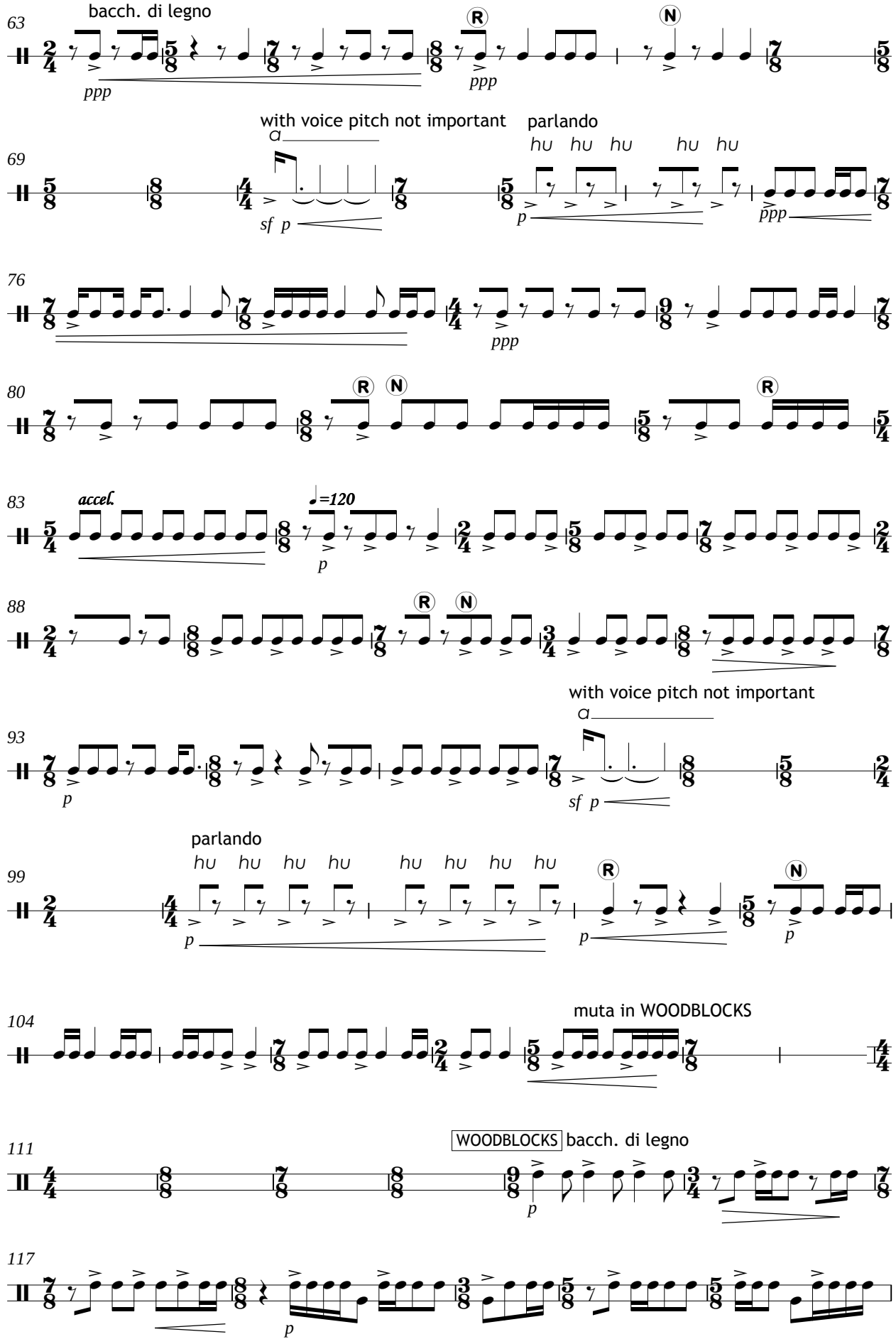
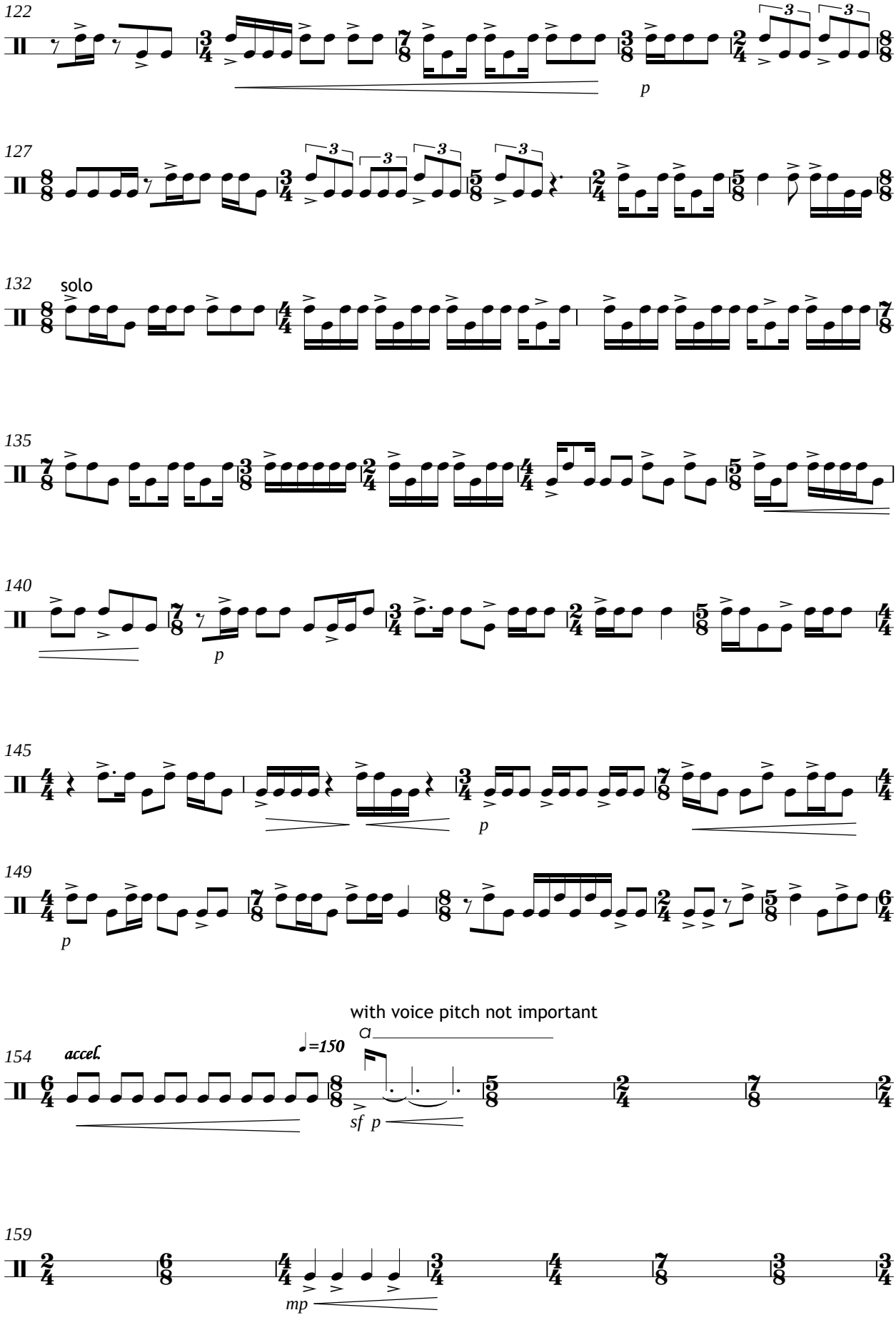
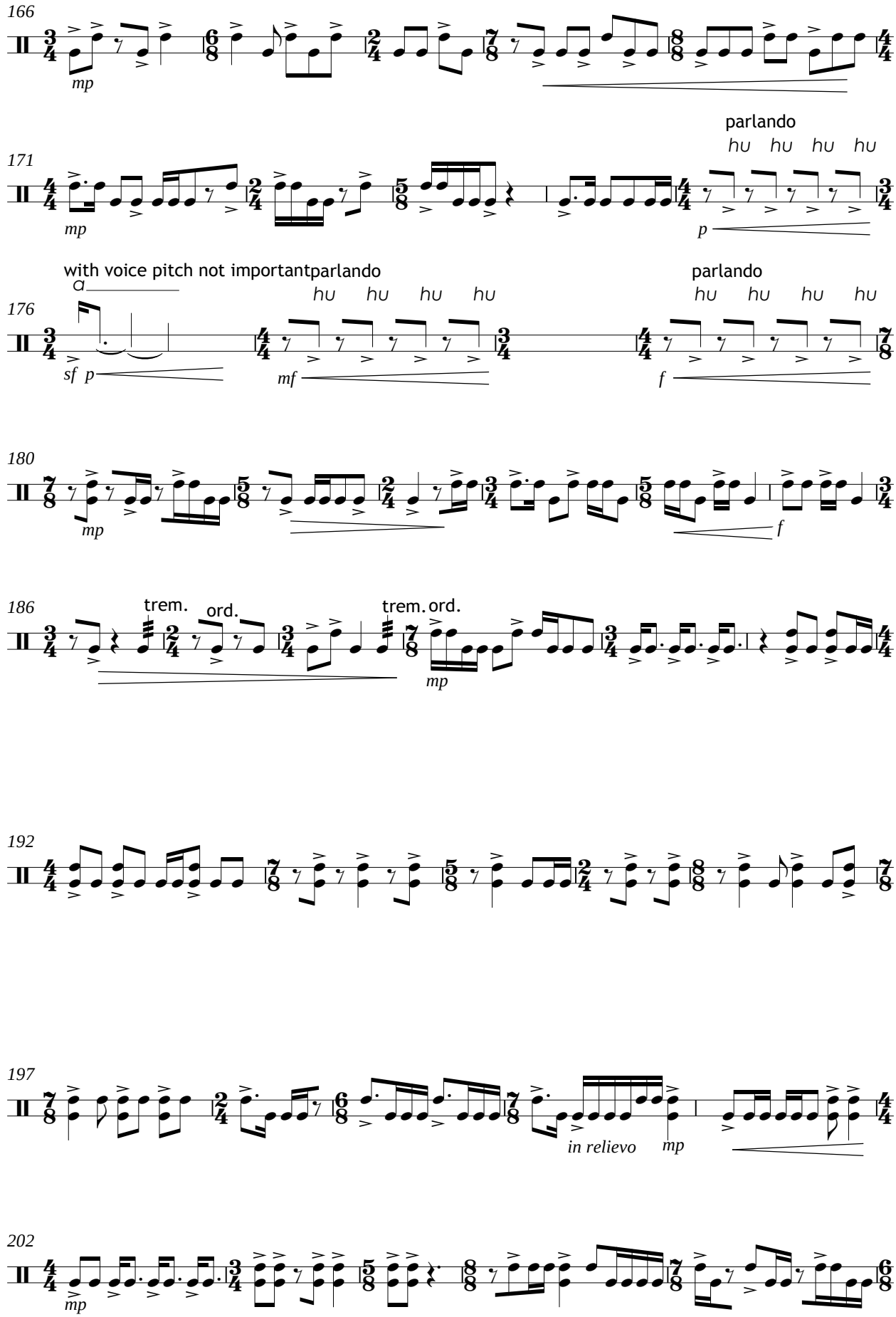
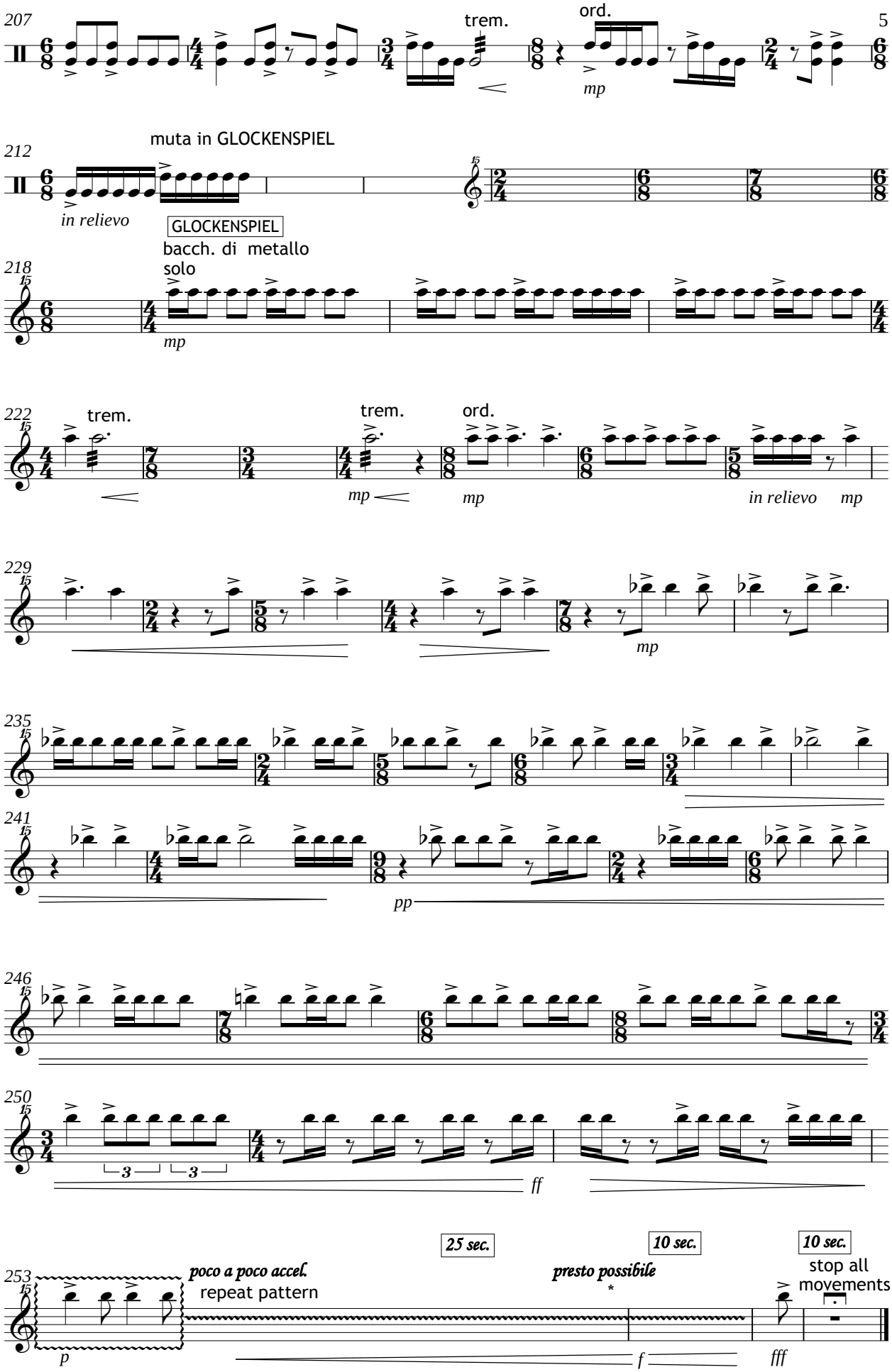

63
bacch. di legno
ppp
R
ppp
N
69
with voice pitch not important
parlando
hu hu hu hu hu
sf p
p
ppp
76
ppp
80
R
N
R
83
accel.
♩=120
p
88
R
N
93
with voice pitch not important
p
sf p
99
parlando
hu hu hu hu hu hu hu hu
p
R
p
N
p
104
muta in WOODBLOCKS
111
WOODBLOCKS
bacch. di legno
p
117
p


122
p
127
132
solo
135
140
p
145
p
149
p
with voice pitch not important
154
accel.
♩=150
sf p
159
mp


166
mp
171
mp
parlando
hu hu hu hu
p
176
with voice pitch not important
a
sf p
parlando
hu hu hu hu
mf
parlando
hu hu hu hu
f
180
mp
f
186
trem.
ord.
trem.
ord.
mp
192
197
in relievo
mp
202
mp



*each player will accelerate to the maximum tempo(! different tempos)

to ensemble Percutissimo

Katharythmos

Percussion II

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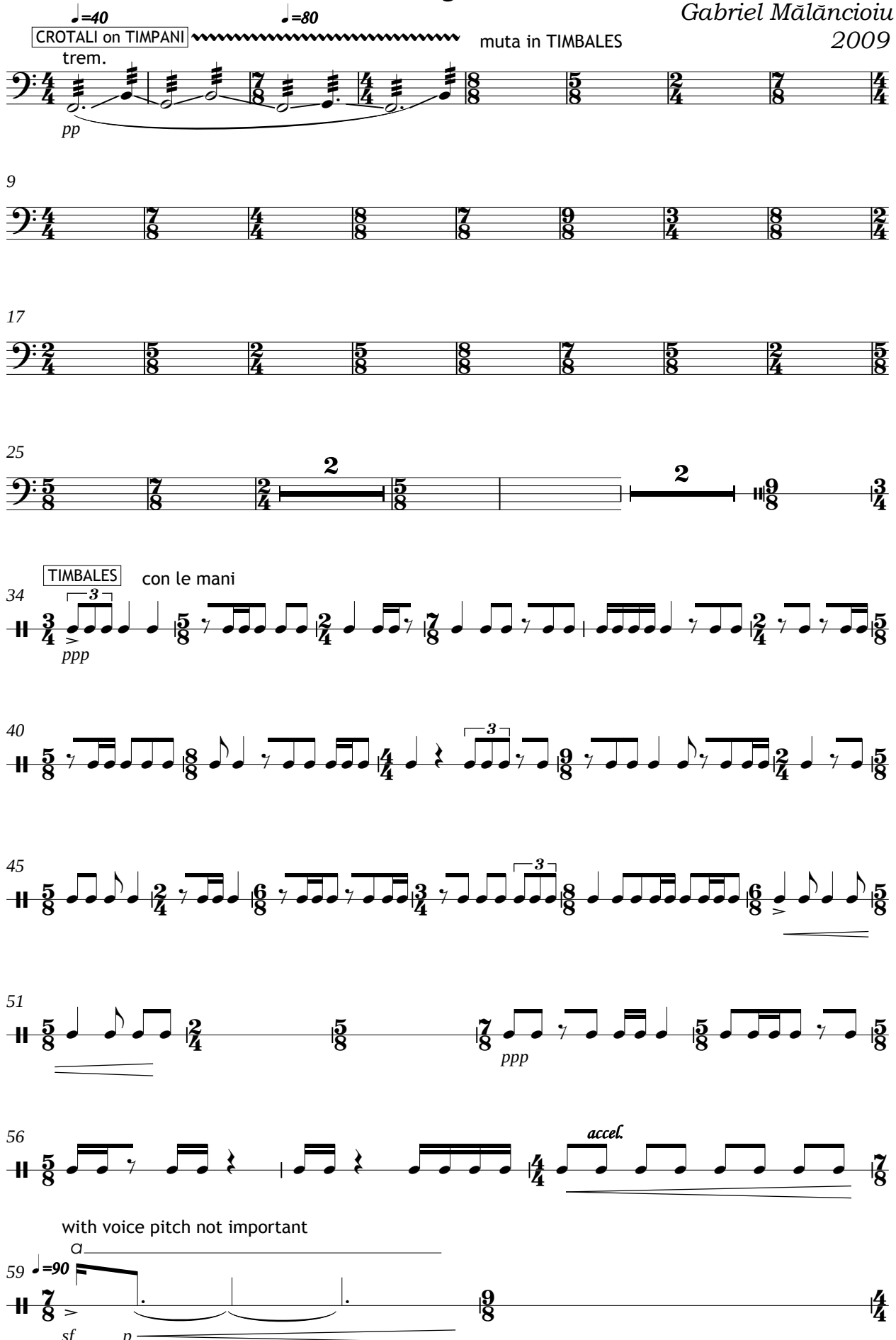
2009



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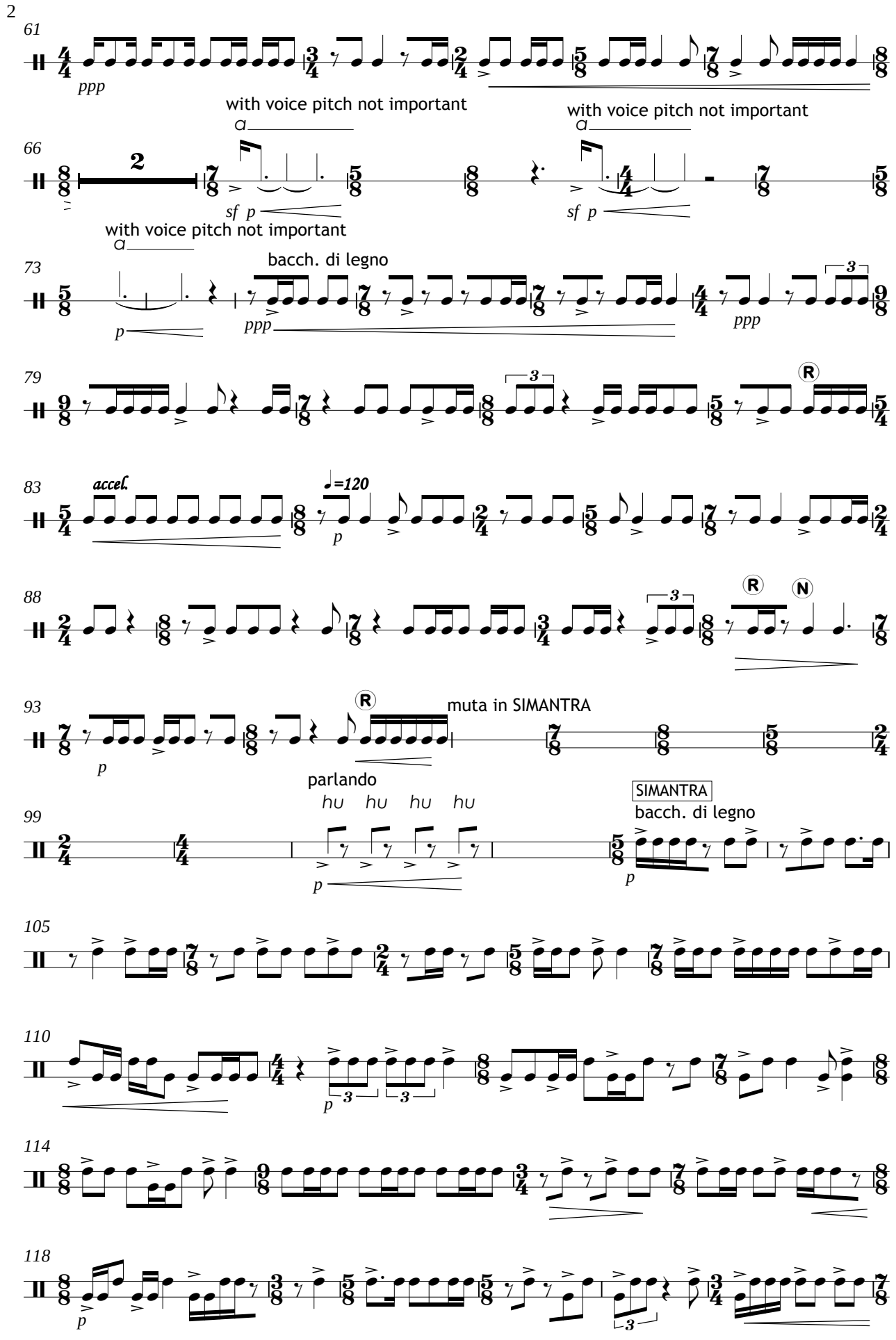
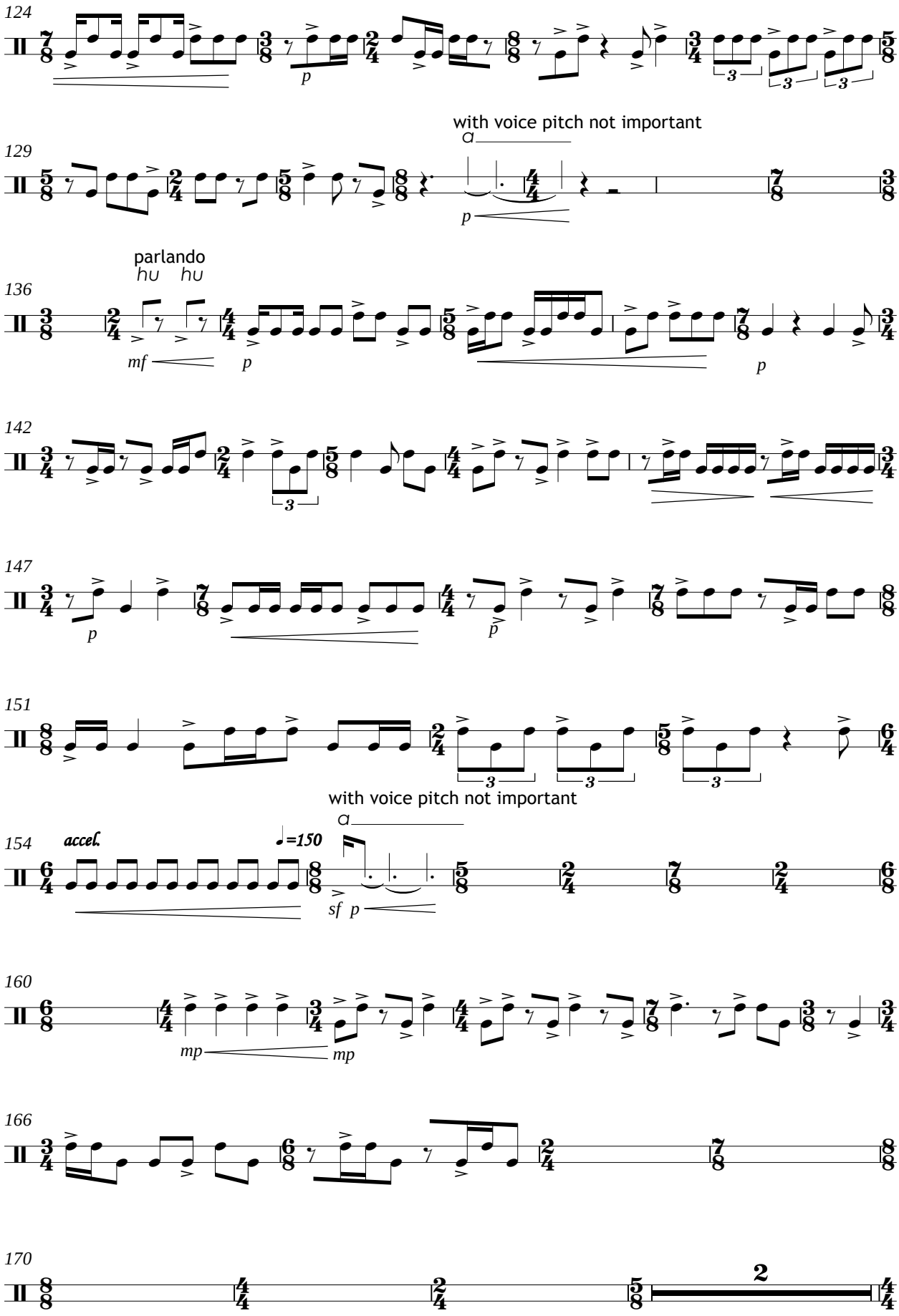
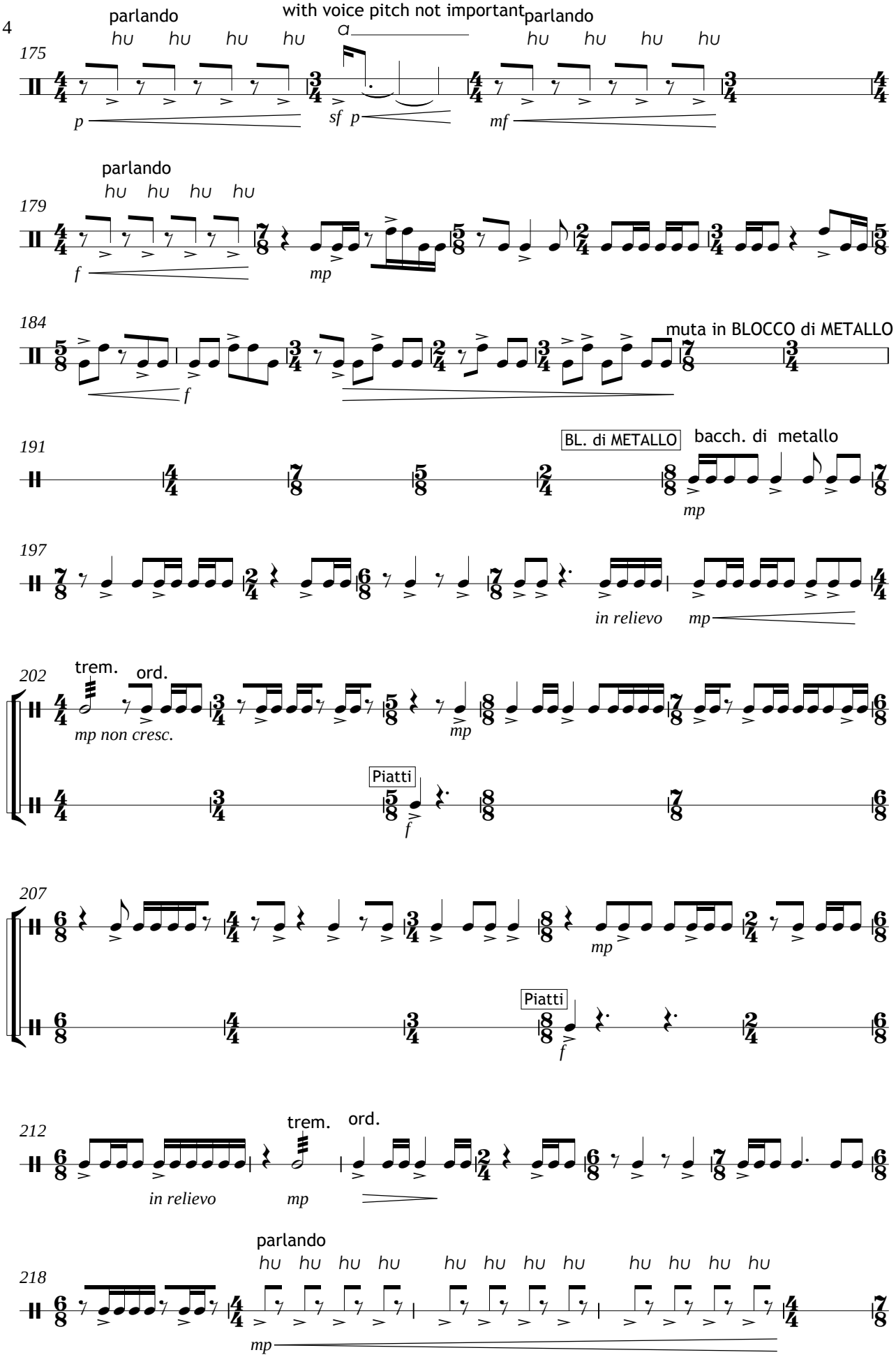
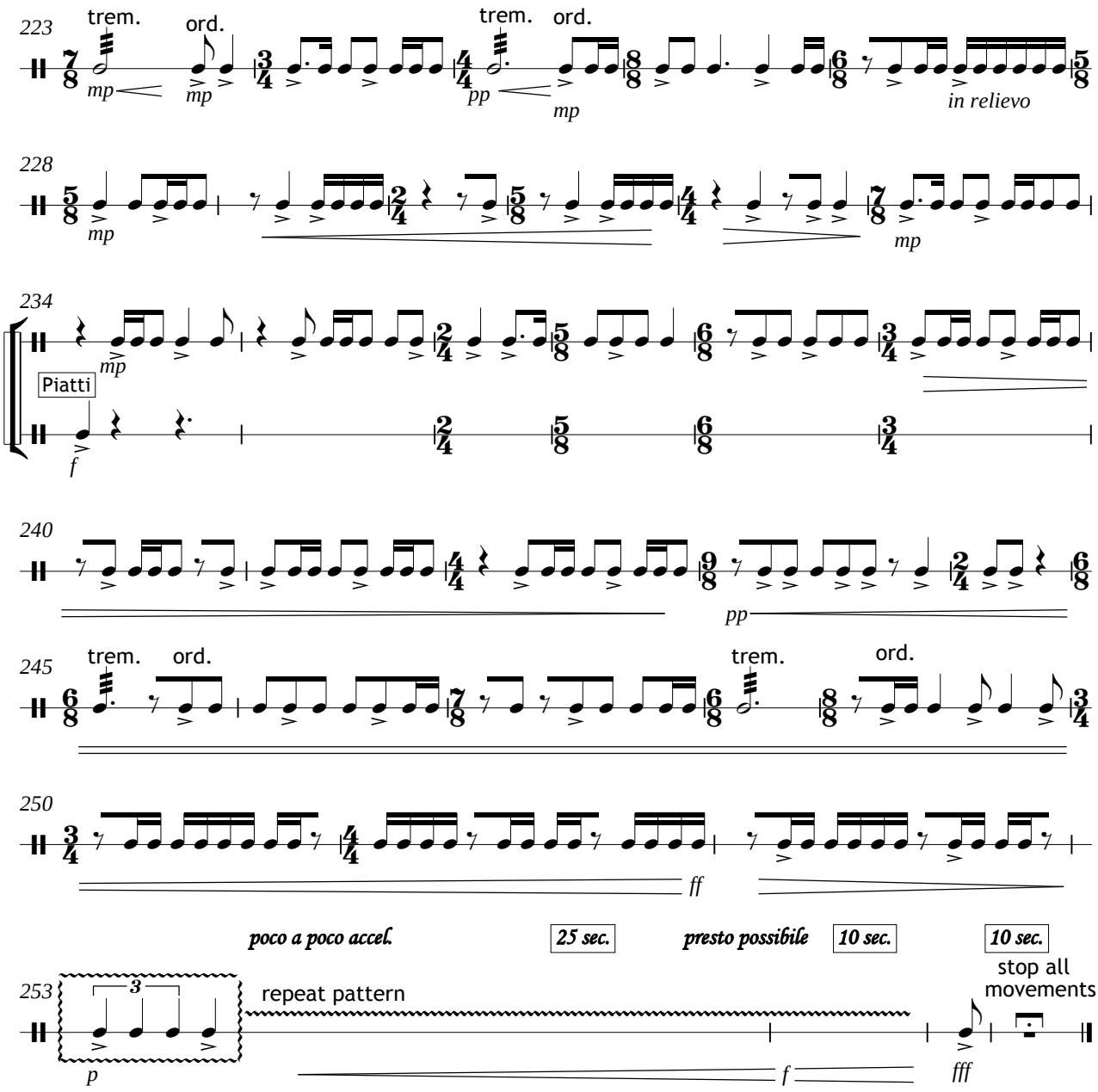

2
61
ppp
with voice pitch not important
with voice pitch not important
66
2
sf p
sf p
with voice pitch not important
73
bacch. di legno
p
ppp
ppp
79
83
accel.
♩=120
p
88
93
muta in SIMANTRA
p
parlando
hu hu hu hu
SIMANTRA
bacch. di legno
99
p
105
110
p
114
118
p


124
129
with voice pitch not important
136
parlando
hu hu
142
147
151
154
accel.
=150
with voice pitch not important
160
166
170
2

Percussion II





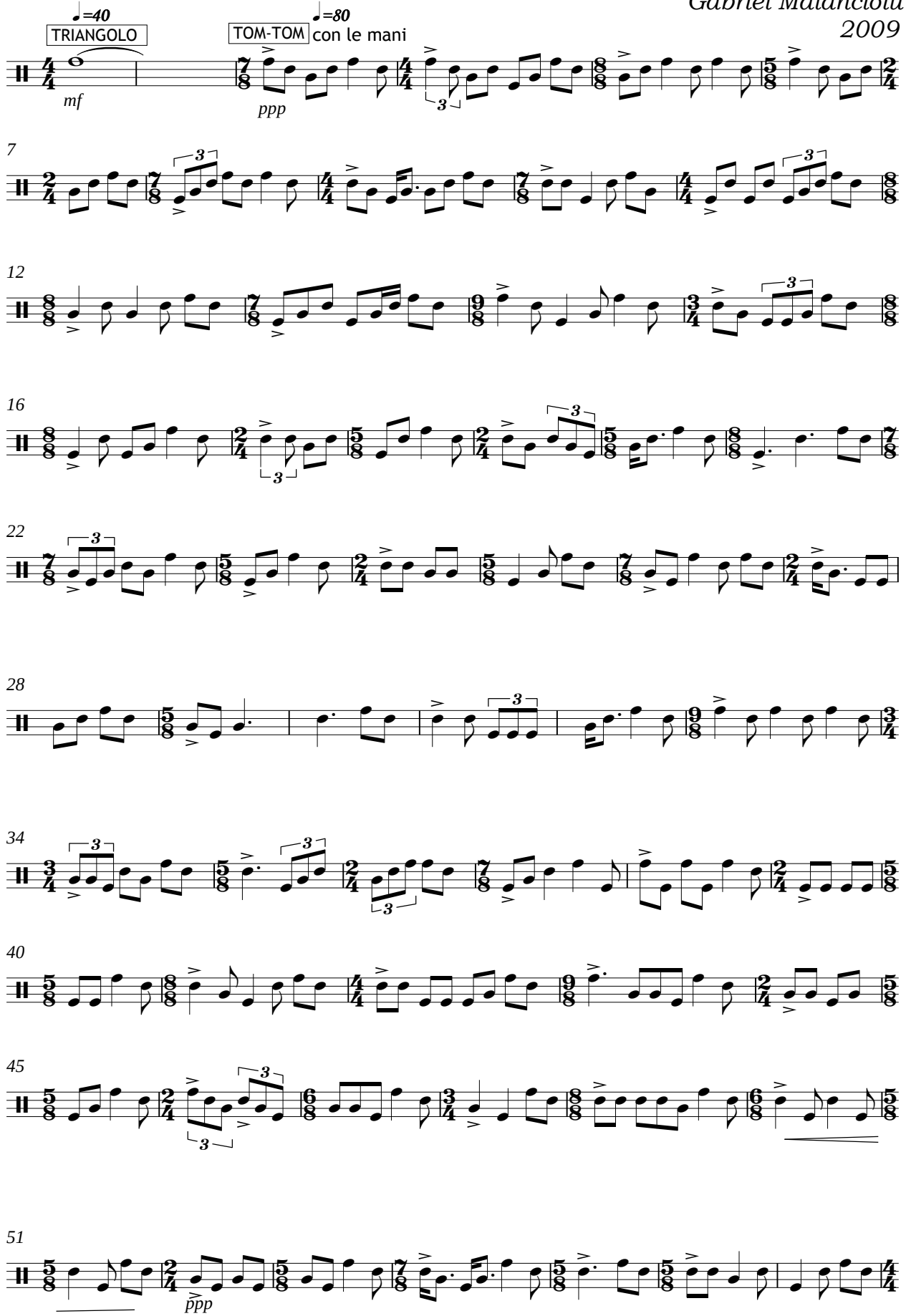
*each player will accelerate to the maximum tempo(! different tempos)

to ensemble Percutissimo

Percussion III

Katharythmos

Gabriel Mălăncioiu
2009



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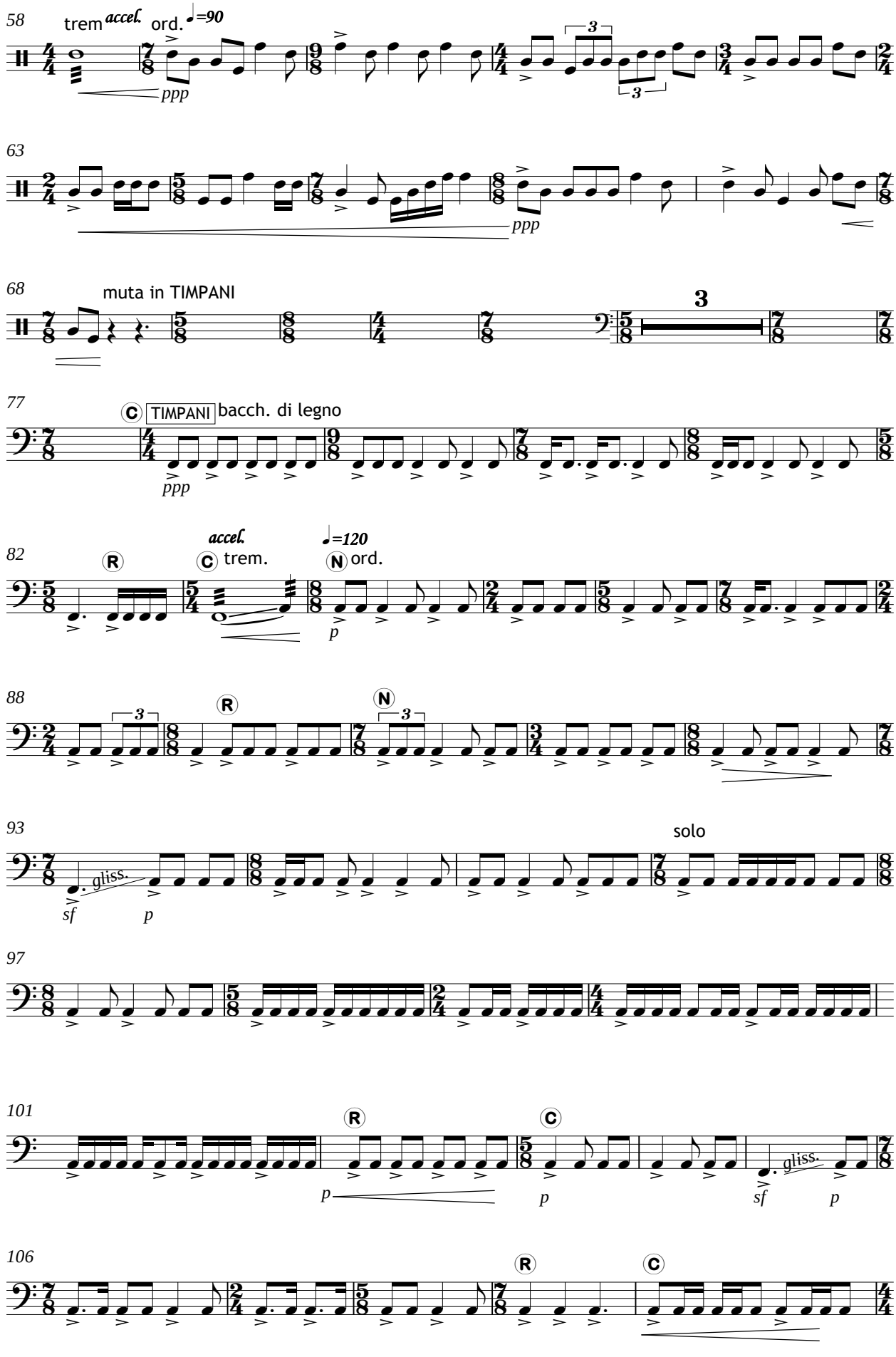
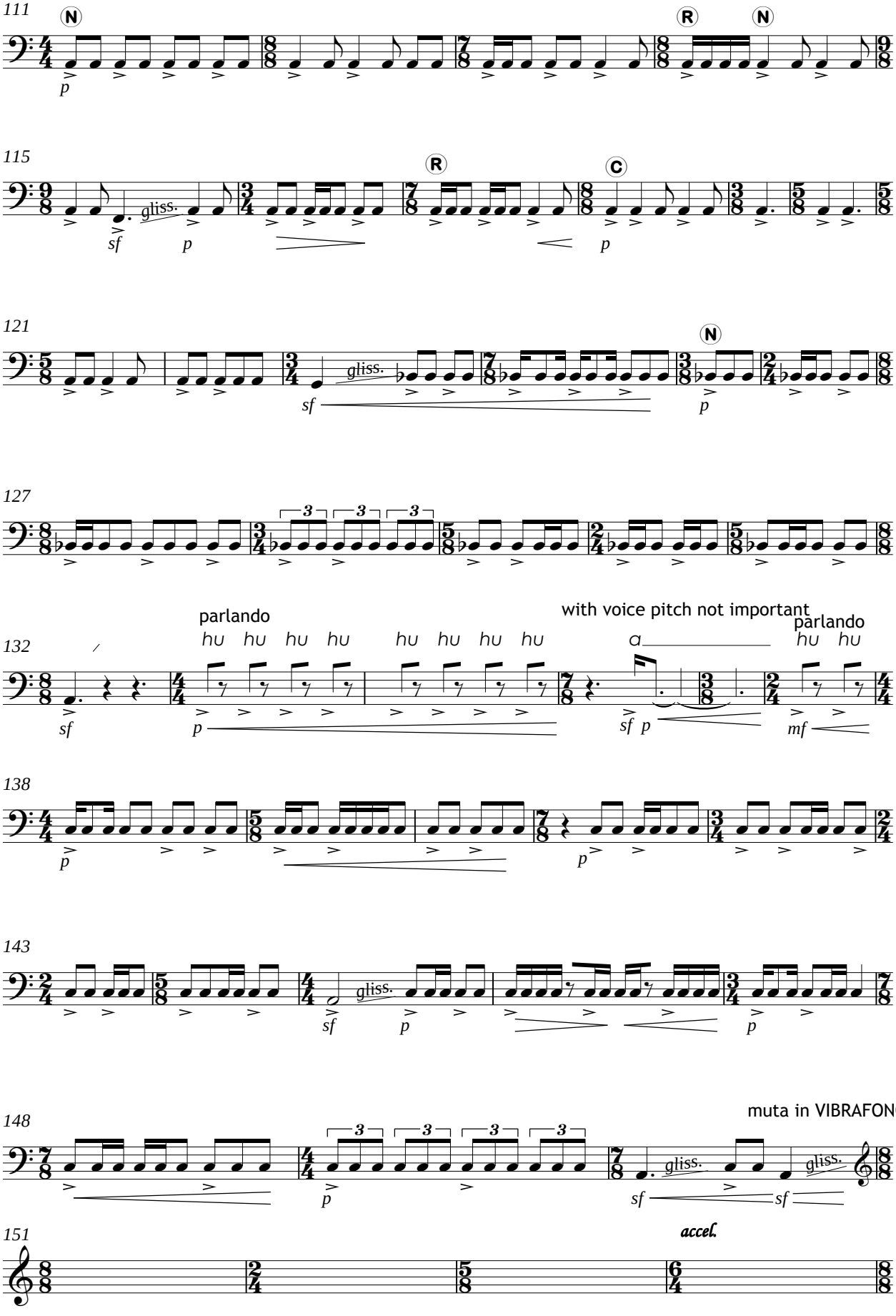
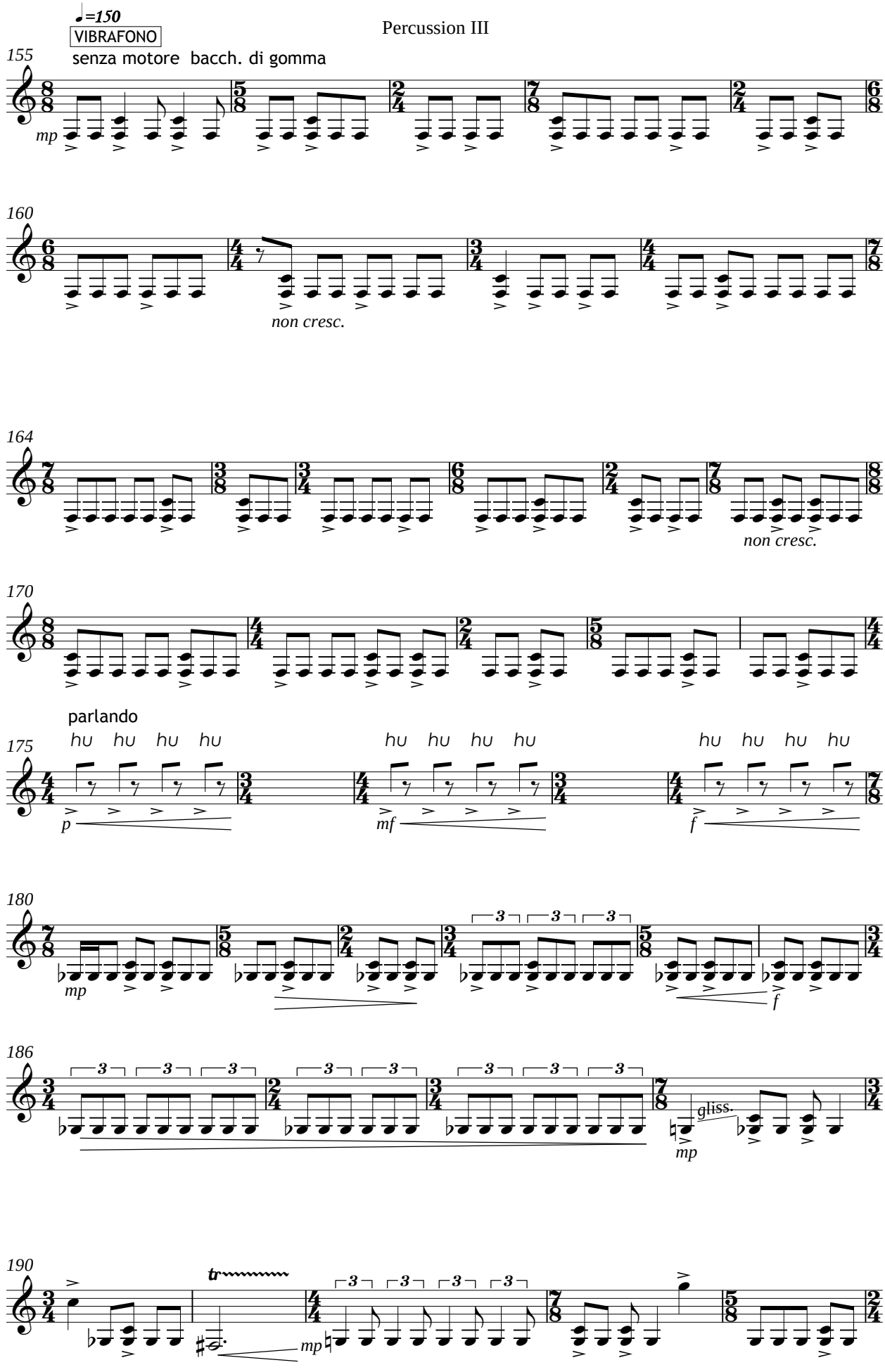
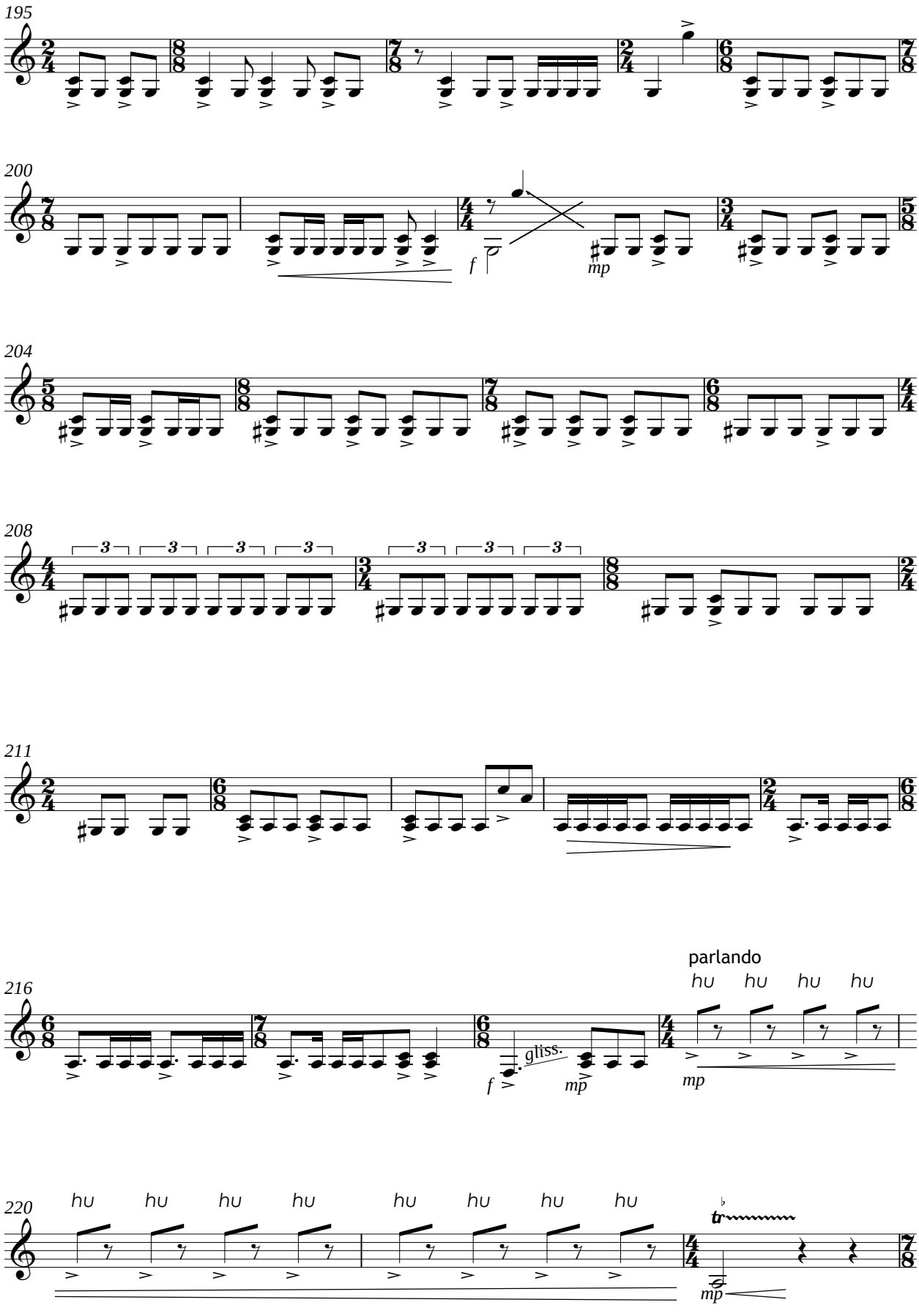
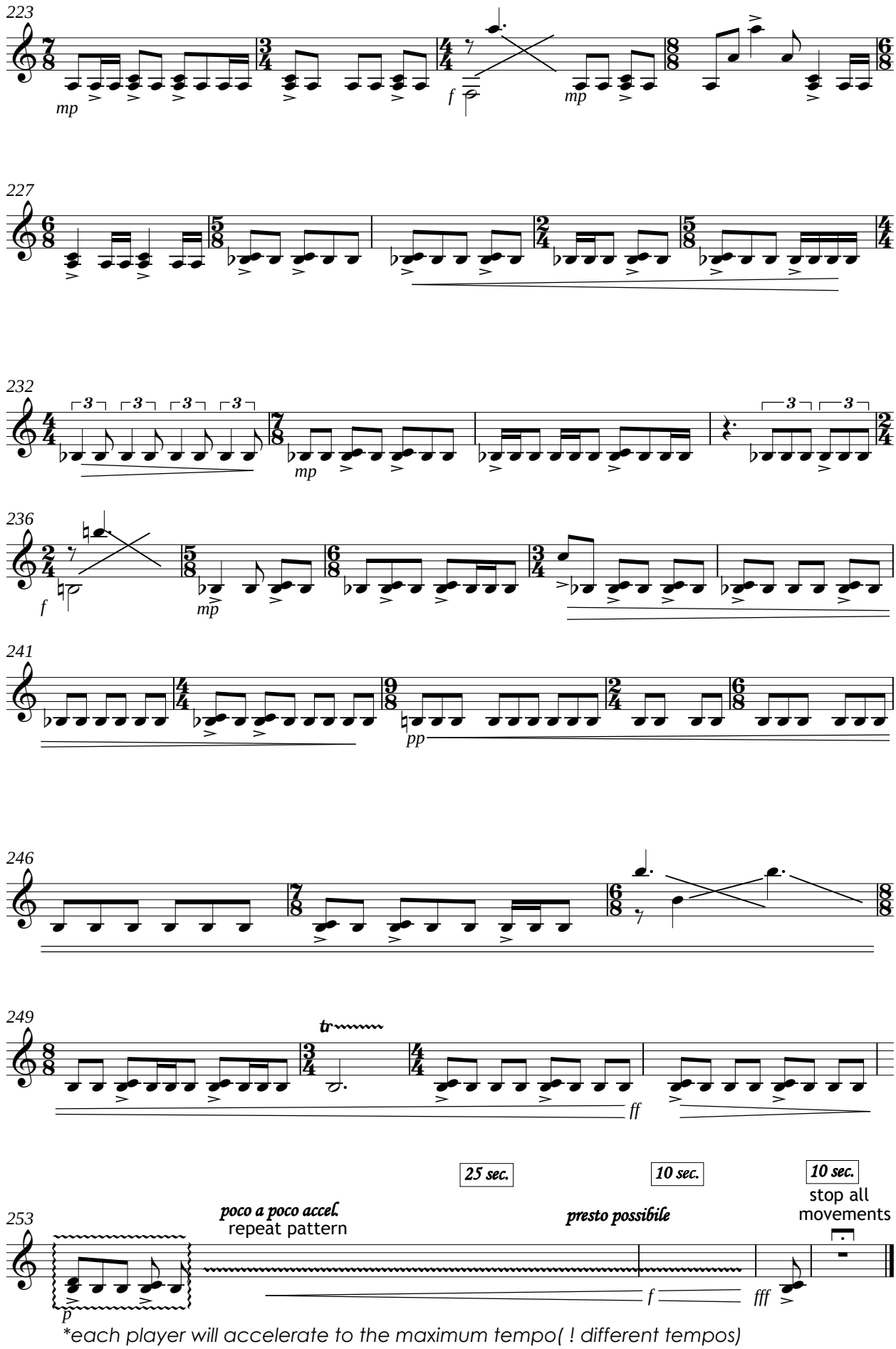
V.S.


58
trem
accel.
ord.
♩=90
ppp
63
ppp
68
muta in TIMPANI
3
77
C
TIMPANI
bacch. di legno
ppp
82
R
accel.
C
trem.
♩=120
N
ord.
p
88
3
R
N
3
93
gliss.
sf
p
solo
97
101
R
C
p
p
gliss.
sf
p
106
R
C


111
N
p
115
gliss.
sf
p
R
C
p
121
gliss.
sf
N
p
127
3
132
parlando
hu hu hu hu
sf
p
with voice pitch not important
a
sf p
parlando
hu hu
mf
138
p
p
143
gliss.
sf
p
p
148
muta in VIBRAFONO
3
p
gliss.
sf
gliss.
sf
151
accel.


♩=150
VIBRAFONO
senza motore bacch. di gomma
155
mp
160
non cresc.
164
non cresc.
170
parlando
175
hu hu hu hu
p
hu hu hu hu
mf
hu hu hu hu
f
180
mp
f
186
gliss.
mp
190
tr
mp


195
200
f
mp
204
208
3
211
216
gliss.
f
mp
parlando
hu
mp
220
hu
tr
mp



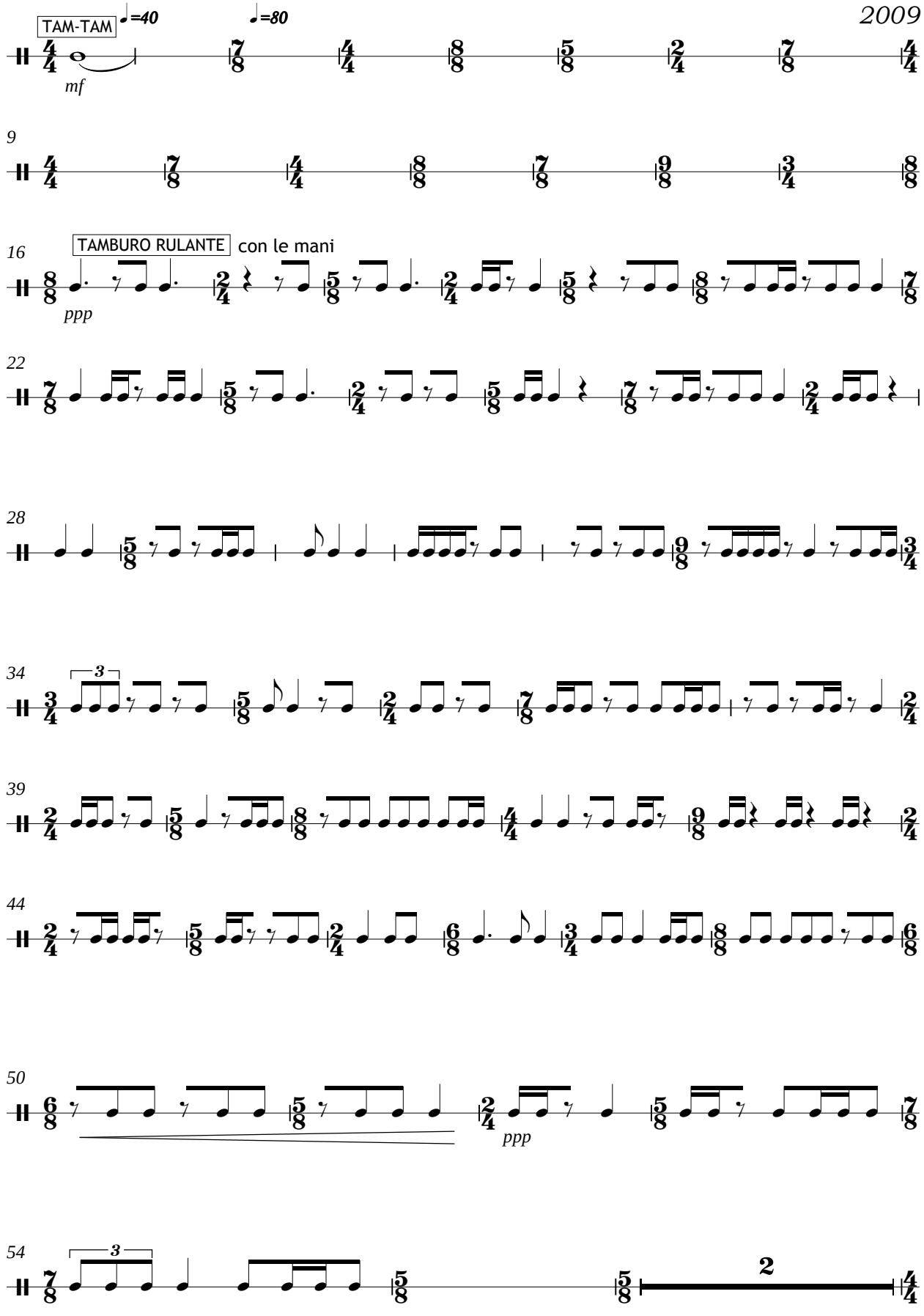
*each player will accelerate to the maximum tempo(! different tempos)

to ensemble Percutissimo

Percussion IV

Katharythmos

Gabriel Mălăncioiu
2009



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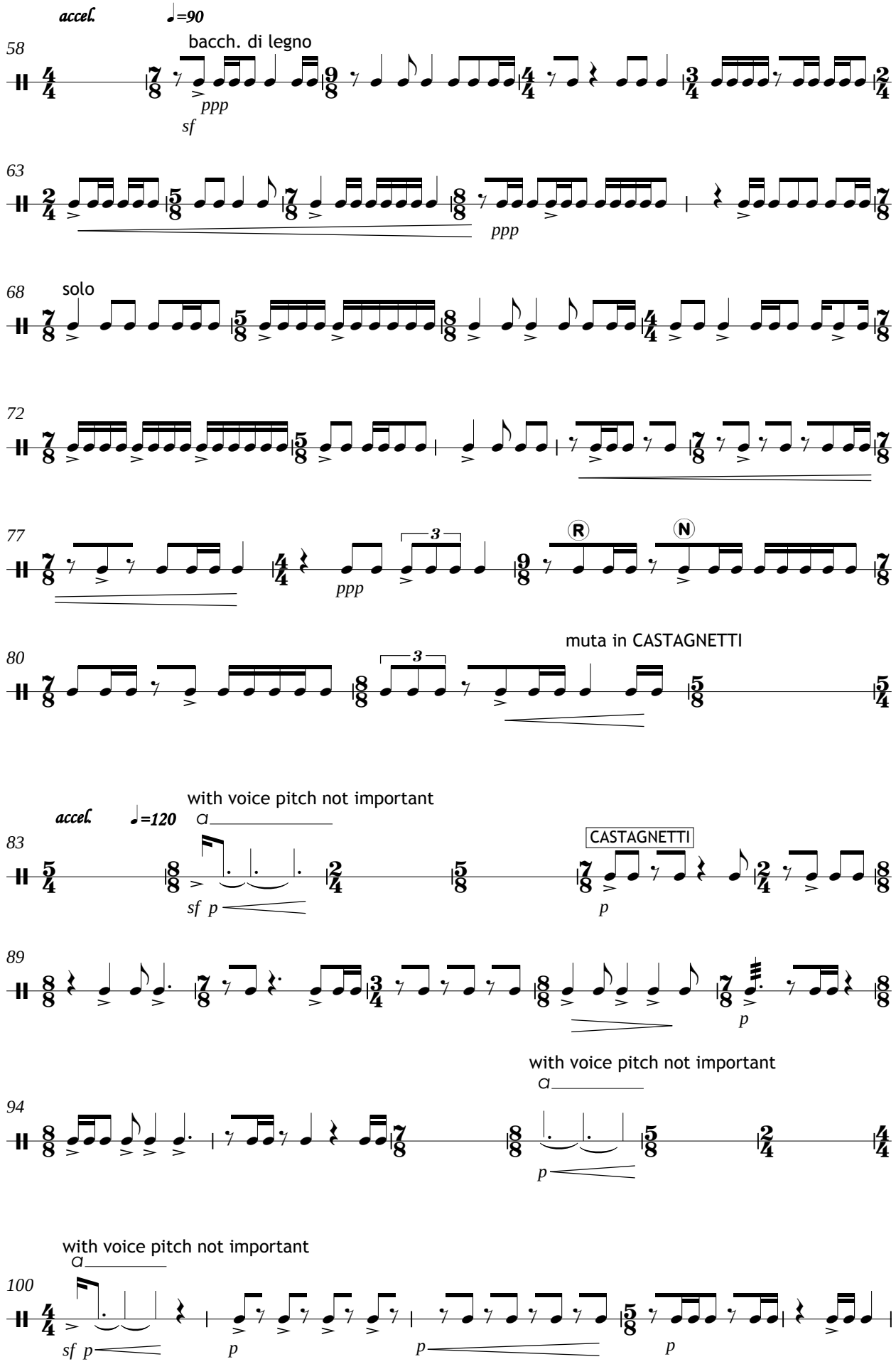
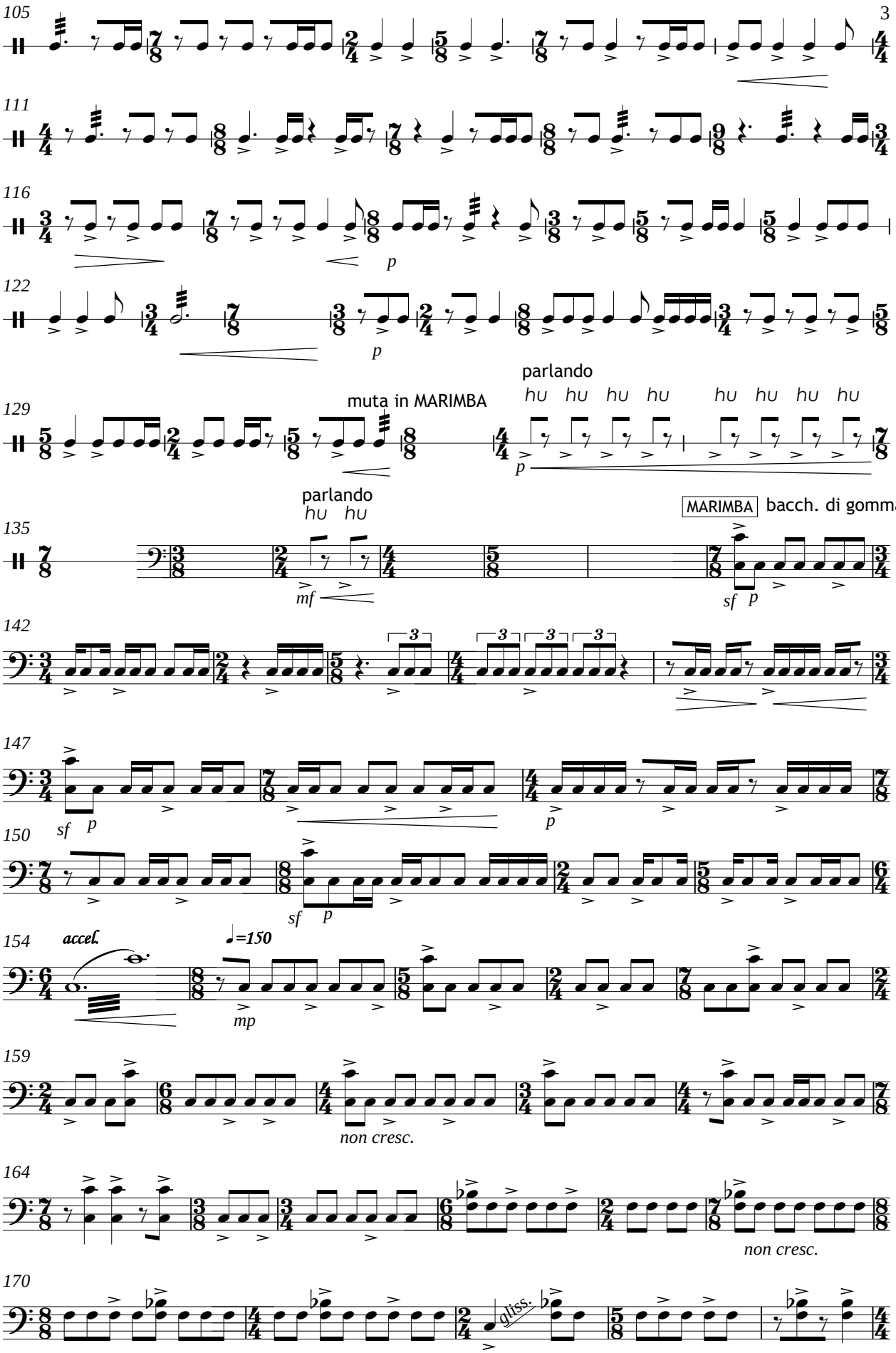
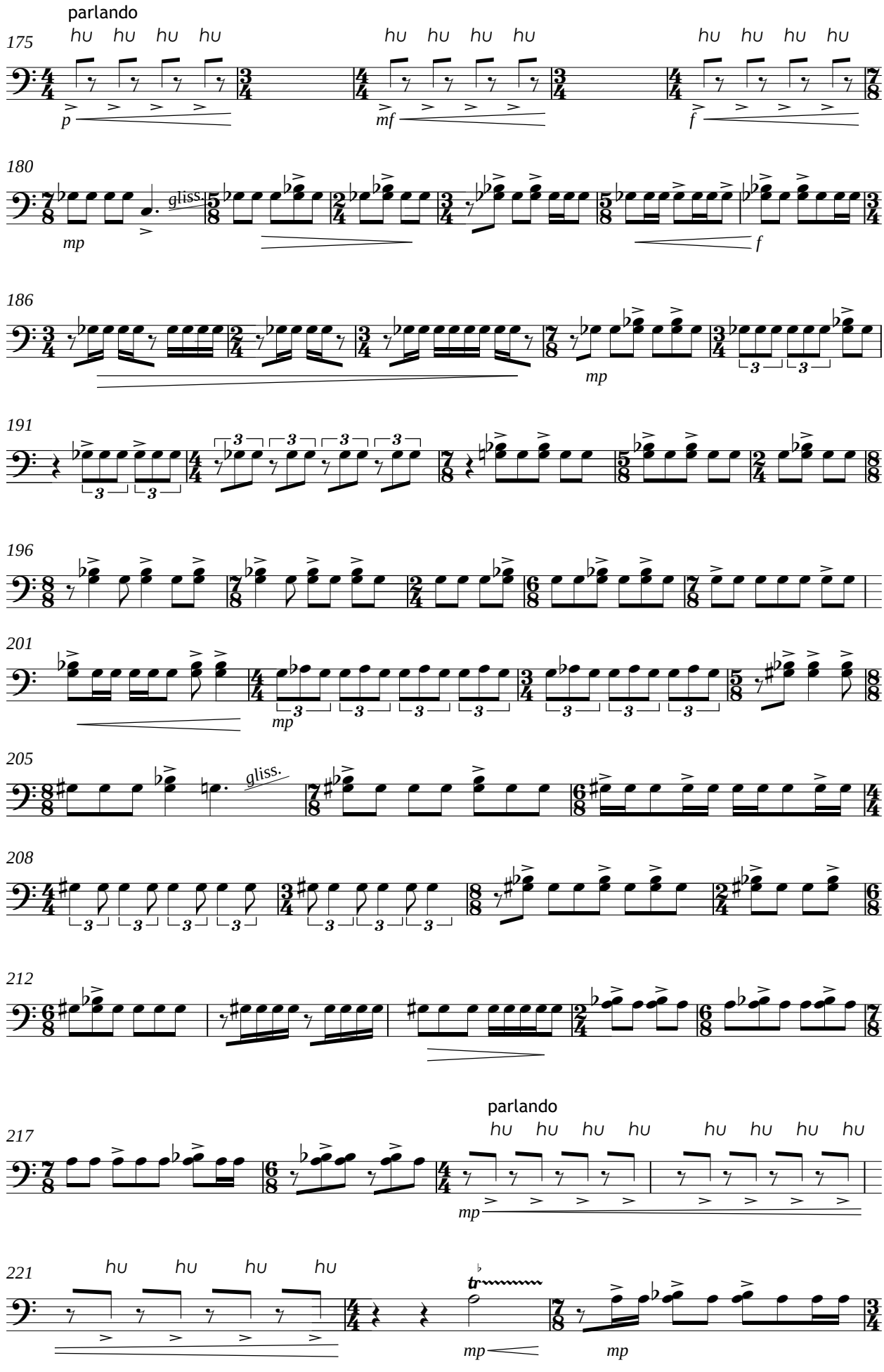
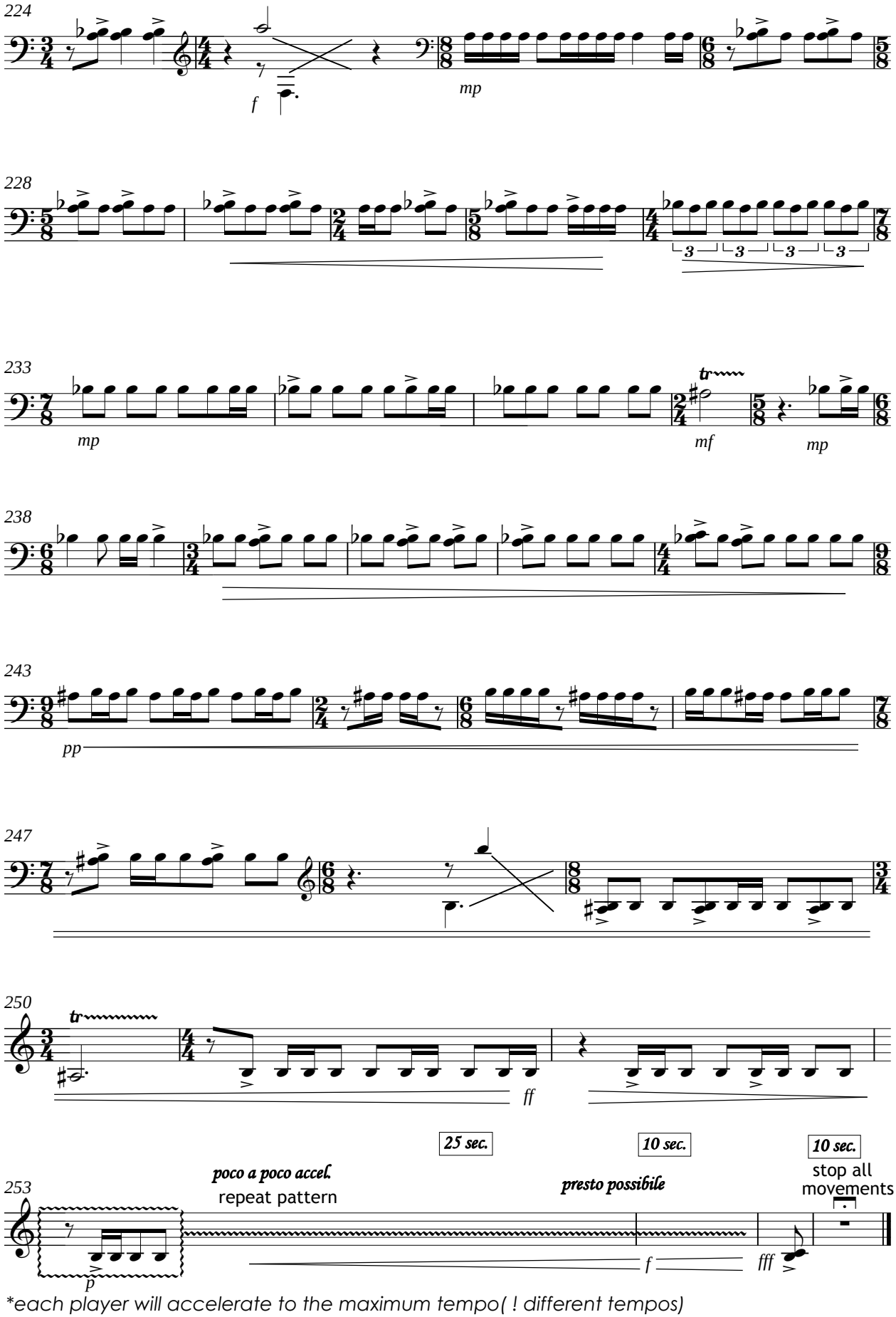

accel.
♩=90
58
bacch. di legno
ppp
sf
63
ppp
68
solo
72
77
ppp
3
R
N
80
muta in CASTAGNETTI
3
accel.
♩=120
with voice pitch not important
83
sf p
CASTAGNETTI
p
89
p
with voice pitch not important
94
p
with voice pitch not important
100
sf p
p
p
p


105
111
116
p
122
p
129
muta in MARIMBA
parlando
hu hu hu hu hu hu hu hu
p
135
parlando
hu hu
mf
MARIMBA
bacch. di gomma
sf p
142
147
sf p
p
150
sf p
154
accel.
♩=150
mp
159
non cresc.
164
non cresc.
170
gliss.


parlando
hu hu hu hu
175
p
mf
f
180
gliss.
mp
f
186
mp
191
196
201
mp
205
gliss.
208
212
parlando
217
mp
221
hu hu hu hu
mp
mp



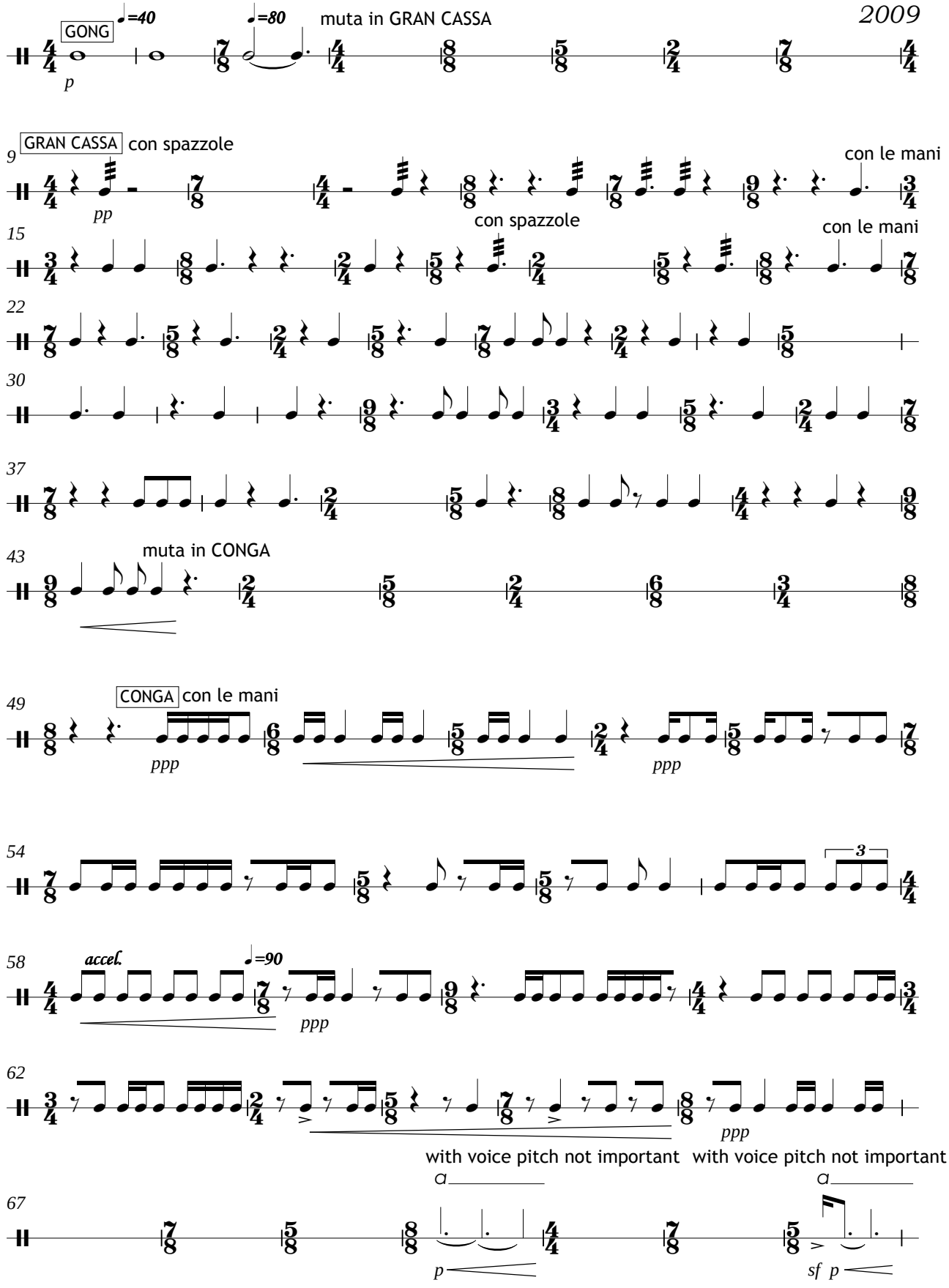
*each player will accelerate to the maximum tempo(! different tempos)

to ensemble Percutissimo

Katharythmos

Percussion V

Gabriel Mălăncioiu
2009



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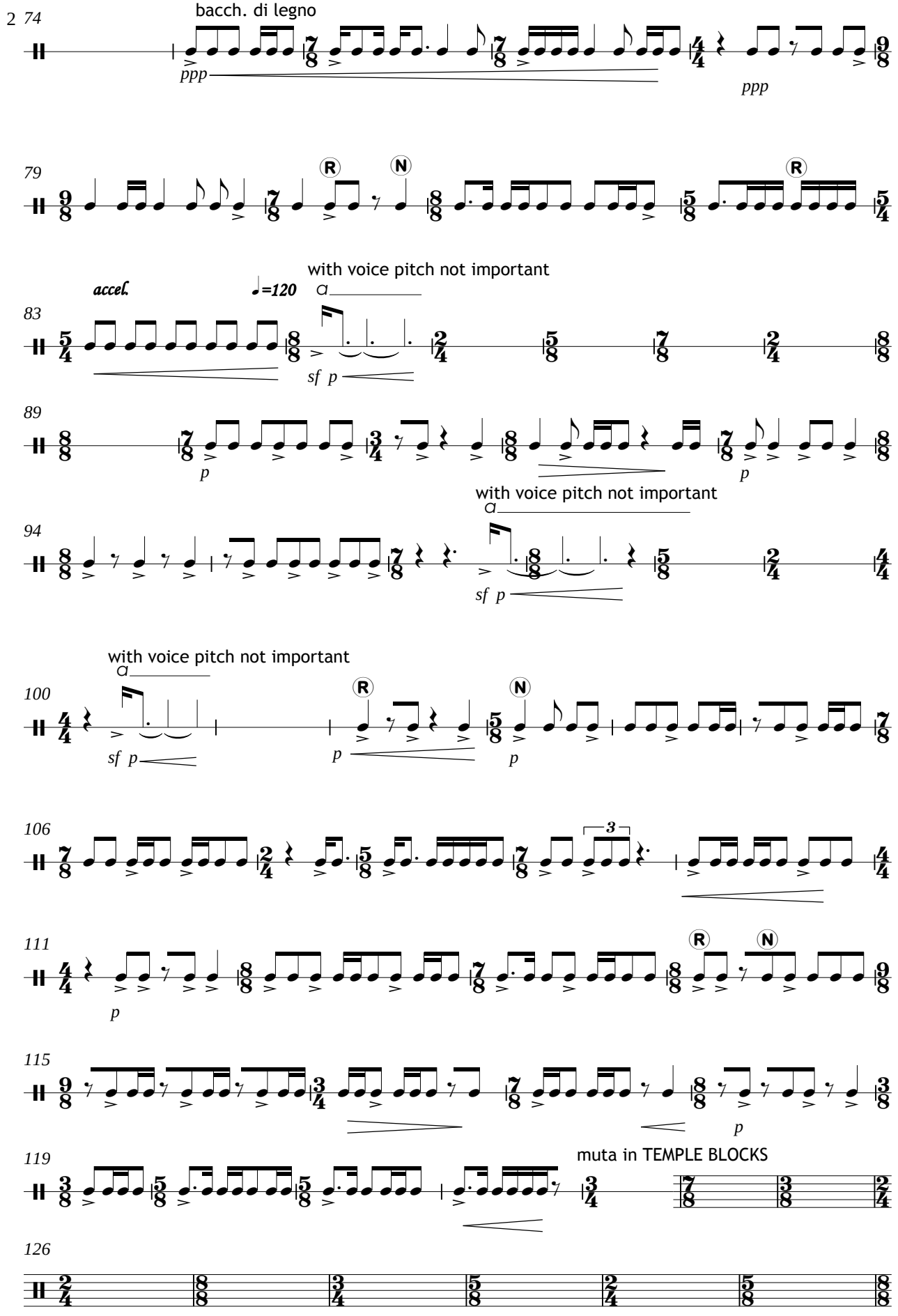

2 74
bacch. di legno
ppp
ppp
79
R
N
R
83
accel.
♩=120
with voice pitch not important
sf p
89
p
p
94
with voice pitch not important
sf p
100
with voice pitch not important
sf p
R
p
N
p
106
3
111
R
N
p
115
p
119
muta in TEMPLE BLOCKS
126

with voice pitch not important

132

sf p

TEMPLE BLOCKS

138 bacch. di legno

p p

143

147

p non cresc. p

151 accel.

155 ♩=150

mp

160

mp

164

169

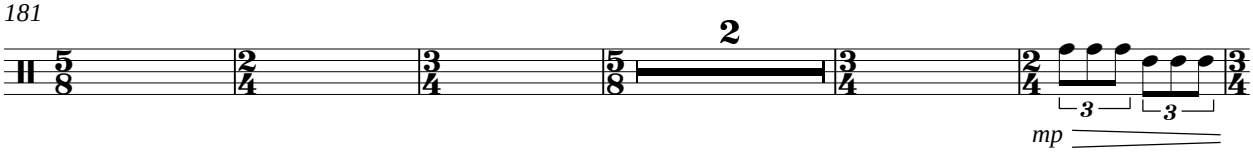
mp

173 solo

177

4

181



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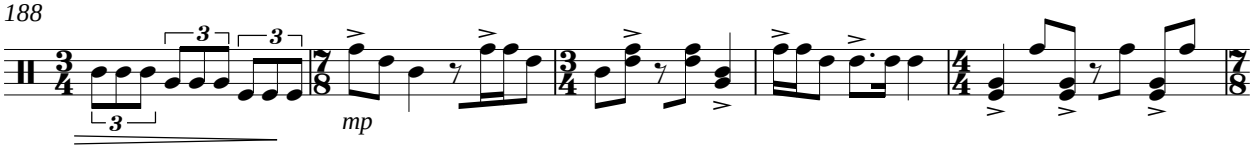
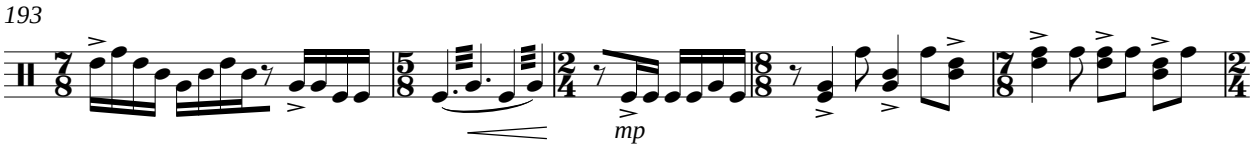


193



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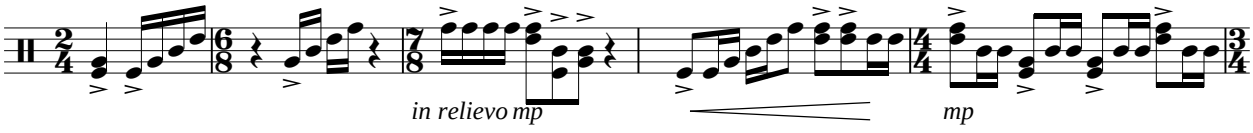

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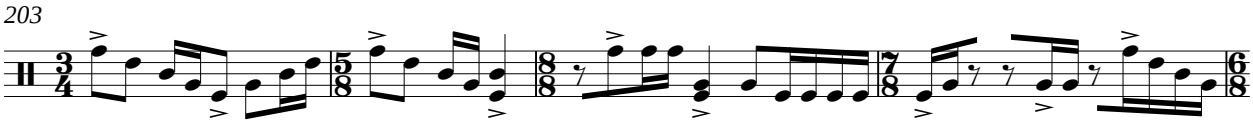

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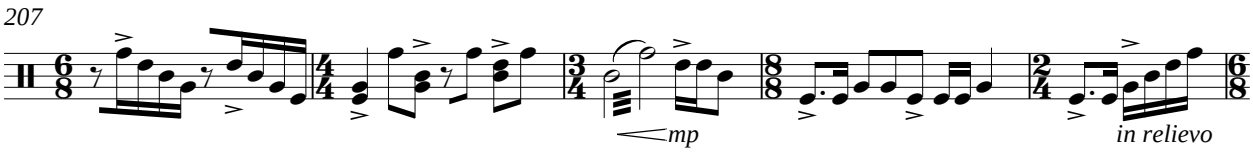

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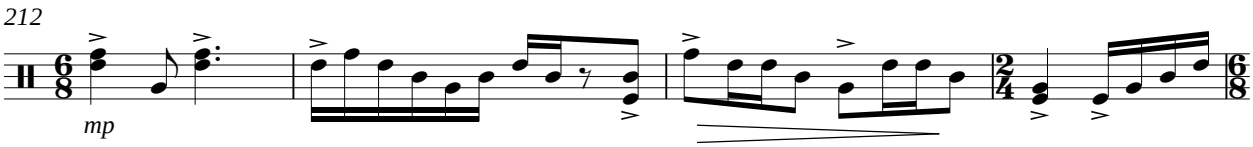

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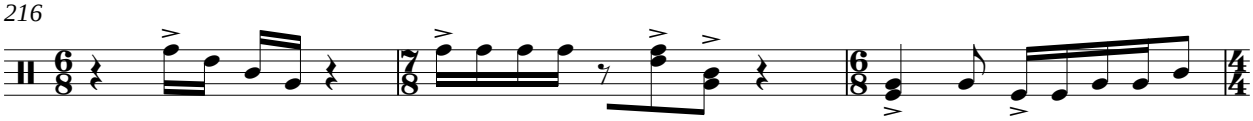

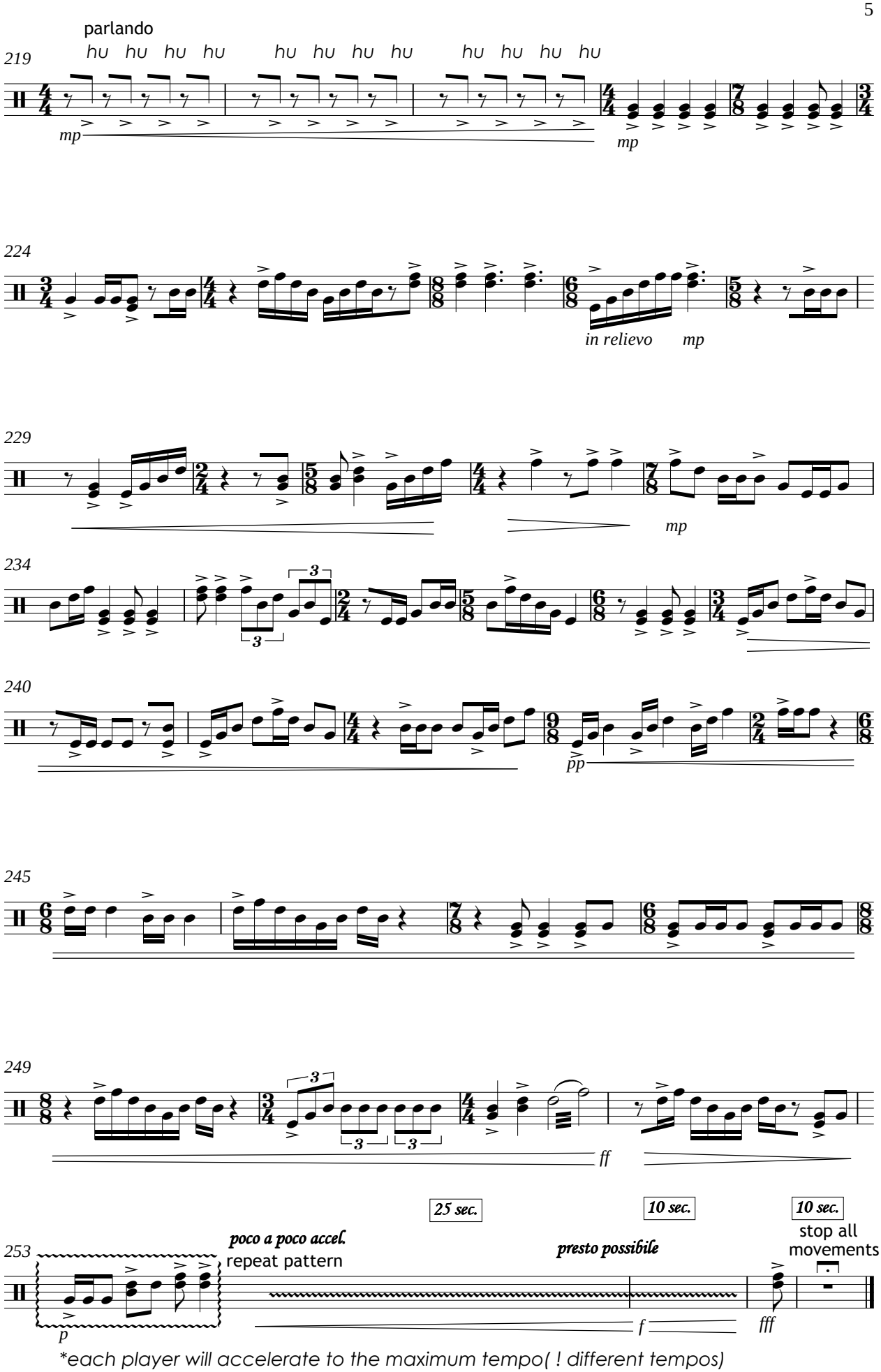

*each player will accelerate to the maximum tempo(! different tempos)