

Percussion Set - 2  
BassDrum, 4 Toms, Bongos,

1 - Constellatio I.D.A  
(a Cage on Schönberg, Varèse, Boulez)

Salvador Torré

$\text{♩} = 60$   
*as fast and  
as loud  
as possible*

$p \ o \ c \ o \ a \ p \ o \ c \ o \ r \ i \ t \ a \ r \ d \ a \ n \ d \ o$



**Percussion Set - 2**

Bass drum  
4 Toms  
ffff

B.drum  
Toms  
fff

bongos side of the sticks  
ff

Bass drum  
f

sim.

Toms  
Toms trem.?  
Bass drum  
mp

(♩) (♩) sim.  
 $e \ d \ i \ m \ i \ n \ u \ e \ n \ d \ o$

,

$p$

$e$

$d$

$i$

$m$

$i$

$n$

$u$

$e$

$n$

$d$

$o$

over rings ----->

$ppp$

or D.C.



$\infty \cdot$

$\infty \cdot$

$ppp$

Tom

Tom

BassDrum  
ord. trem.

- You can start from the beginning or from the end
- inside each box every time you play, exchange the notes

= very fast breathing

= fast

= normal

# 2 - PUZZLE

(hommage à O.Messiaen)

Salvador Torré

**echoing**

**1.2** **damp-ord-damp-ord...**

**1.5** **(modéré)** **(accel.)**

**Vivo**

**2.2** **f**

**2.3**

**2.5** **mp** **(echo)**

**Vivo**

**3.3** **etc.** **----->**

**3.5** **f**

**4.3** **mf**

**5.1** **p** **mf** **(flitz.)**

**Vivo**

**4.1** **mf**

**4.4** **p** **interchange**

**5.2** **ff**

**5.4** **pp** **f**

**1.3** **Vivo**  
*or 8va. bassa*

**1.4** **Lento**  
trem. **ord. 3**

**suggested starting  
and ending** **x n.**

**1.1** **dal niente** **(p.)**

**2.1** **f**

**2.4** **Moderato**  
**mf** **tr**

**3.1** **..f** **pp**

**3.2** **mf**

**3.4** **(continuous Tr.)** **rall.** **(rall.)**

**4.1** **8va**

**4.5** **Vivo**  
**ff** **mf** **p** **(pizz.)**

**5.3** **mp** **(o o o)** **sim.** **^**

**5.5** **Lento**

Temple blocks (5)

# 4 - Sandclock

( minimal hommage to S. Reich and Africa B. )

Salvador Torré

$\text{♩} = \text{ca. } 232 (\text{♩} \pm 58)$

*staccato sempre*

5 *sim. sempre*

Temple

10

15

20

25

30

35

40

Número de repeticiones indefinido. La marca metrónómica es solo indicativa. Hacer el número de repeticiones con respecto a la velocidad para hacer que todos acaben, mas o menos, al mismo tiempo