

Concerto Kotokoli

essecutore I: Campanelli
essecutore II: Vibrafono, Marimba
BATTERIA 1

Herman Rechberger

1 essecutore: Djembe, Shekere, Legno, Glass-, Wood- and Metalchimes

BATTERIA 2

1 essecutore: Agogos, Tubo, Piatti, Ocarina

The musical score is divided into several systems. The first system shows the Vibrafono/Marimba (VIB. (MAR.)) and Battery II (BATT. II) parts. The VIB. (MAR.) part begins with a tempo marking of $\bullet = 54$ and a dynamic of *p*. A box labeled "Agogos" is placed over the first few measures. The BATT. II part starts with a dynamic of *mf*. The second system continues the BATT. II part, starting at measure 6. The third system shows the VIB. (MAR.) part starting at measure 12, with a dynamic of *sfz*. The BATT. II part continues from measure 6. The fourth system shows the VIB. (MAR.) part starting at measure 18, with a dynamic of *sfz*. The BATT. II part continues from measure 6. The fifth system shows the VIB. (MAR.) part starting at measure 26, with a dynamic of *mf* that increases to *ff* and then decreases to *mp*. The BATT. II part continues from measure 6. The sixth system shows the VIB. (MAR.) part starting at measure 34, with a dynamic of *f*. The BATT. II part continues from measure 6. The score includes various musical notations such as slurs, accents, and dynamic markings.

76
GLSP. *f*

78
GLSP.

80
GLSP. *mp*
VIB. (MAR.) 8 5

97
VIB. (MAR.) *mp* 4 5 *mf*
BATT. II 4 5

110
VIB. (MAR.) *mf*
BATT. II

116
VIB. (MAR.)
BATT. II

122
BATT. II

128
BATT. II

left empty for convenient page turn

♩ = 92

135

 Djembe

BATT. I

low

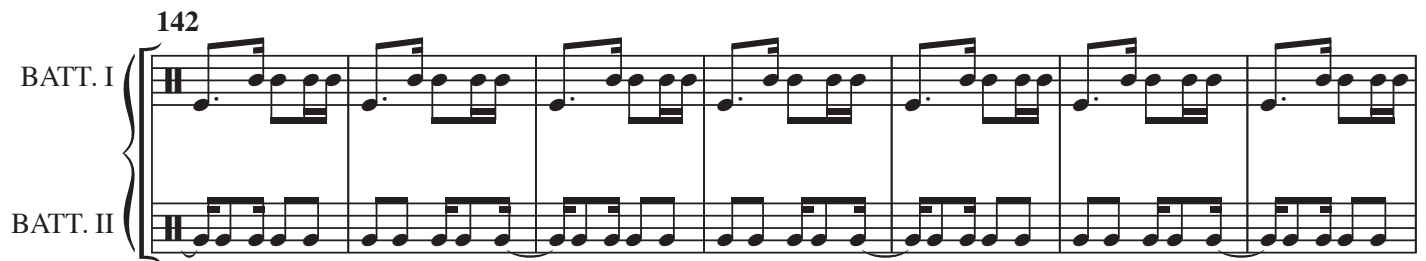
mf



142

BATT. I

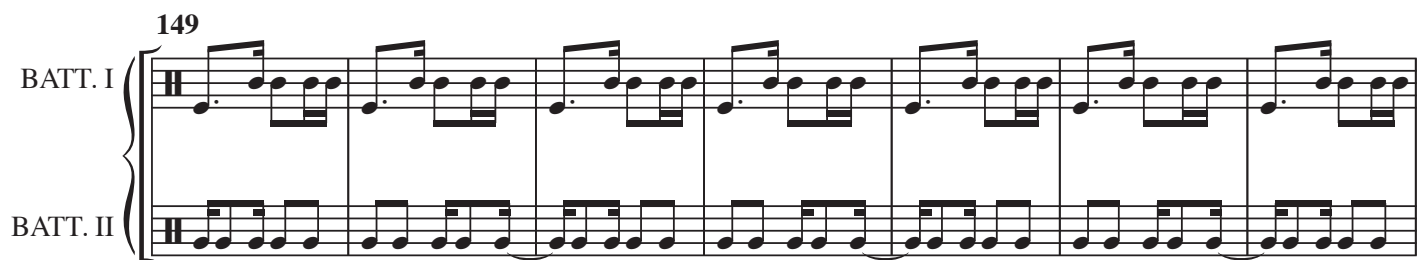
BATT. II



149

BATT. I

BATT. II



156

BATT. I

BATT. II



163

BATT. I

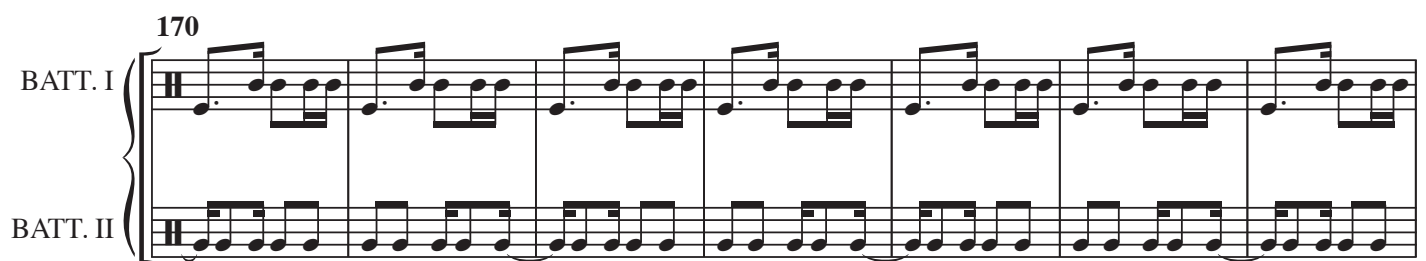
BATT. II



170

BATT. I

BATT. II



177

BATT. I

BATT. II

184

BATT. I

BATT. II

191

BATT. I

BATT. II

198

BATT. I

BATT. II

205

BATT. I

BATT. II

212

BATT. I

BATT. II

219

BATT. I

BATT. II

226

GLSP.

VIB. (MAR.)

BATT. I

BATT. II

$\bullet = 54$

mf

mf

mf

♻️ *Tubo (with gravel)*

232

GLSP.

VIB. (MAR.)

BATT. I

BATT. II

mf

236

GLSP.

VIB.
(MAR.)

BATT. I

BATT. II

240

GLSP.

VIB.
(MAR.)

BATT. I

BATT. II

244

GLSP.

VIB.
(MAR.)

BATT. I

BATT. II

248

GLSP.

VIB.
(MAR.)

BATT. I

BATT. II

252

GLSP.

VIB.
(MAR.)

BATT. I

BATT. II

256

GLSP.

VIB.
(MAR.)

BATT. I

BATT. II

♩ = 92

261 *against knee (down)*
& *palm (up)*

BATT. I

BATT. II

f

266

GLSP.

VIB.
(MAR.)

BATT. II

f

272

GLSP.

VIB.
(MAR.)

f

muta in Vib.

278 *against knee (down)*
& *palm (up)*

BATT. I

BATT. II

f

283

BATT. I

BATT. II

287

VIB. (MAR.)

BATT. I

BATT. II

13

f

305

VIB. (MAR.)

311

VIB. (MAR.)

317

VIB. (MAR.)

4

mf

326

VIB. (MAR.)

15

17

● = 74

● = 92

362

GLSP.

BATT. I

BATT. II

f

mf

low

368

BATT. I

BATT. II

375

GLSP.

f

BATT. I

BATT. II

381

BATT. I

BATT. II

ritardando

387

BATT. I

pp

3

• = 54

7

401

GLSP.

VIB. (MAR.)

BATT. I

BATT. II

crossbar

fff Djembe

fff

fff

4

4

4

4

409

GLSP. *mf*

VIB. (MAR.) *mf*

BATT. II

414

BATT. I

fff Claves

422

GLSP.

VIB. (MAR.)

BATT. I

f

mp

431

GLSP.

VIB. (MAR.)

BATT. I

f

sfz

442

GLSP.

VIB. (MAR.)

BATT. I

6 17

f

mp

471

VIB. (MAR.)

f

mf

quasi CADENZA

muta in Marimba

muta in Vib.

5

● = 96

483

VIB. (MAR.)

BATT. I

BATT. II

11 3

p

Ocarina

improvise on pitch mf

506

VIB. (MAR.)

BATT. I

BATT. II

520

VIB. (MAR.)

BATT. I

BATT. II

533

VIB. (MAR.)

BATT. I

BATT. II

546

VIB. (MAR.)

BATT. I

555

VIB. (MAR.)

BATT. I

13

sfz

572

BATT. I

578

BATT. II

584

BATT. I

BATT. II

fff

589

BATT. I

BATT. II

mf

p

593

BATT. I

BATT. II

597

GLSP.

VIB. (MAR.)

BATT. I

BATT. II

f

p

601

GLSP.

VIB. (MAR.)

604

GLSP.

VIB. (MAR.)

607

GLSP.

VIB. (MAR.)

610

GLSP.

VIB.
(MAR.)

613

GLSP.

VIB.
(MAR.)

615

GLSP.

VIB.
(MAR.)

BATT. I

BATT. II

sfz

sfz

sfz

sfz