

Asha Srinivasan

Tantrums

for saxophone, percussion, and interactive electronics

Commissioned by the DRAX duo (Leo Saguiguit and Megan Arns).

2017

Notes to Performers

Most of the exact entrances and durations have been left indeterminate in the piece. This is notated in various ways, such as *senza misura* (without tempo or meter), with tempo but no meter, and boxed items. Boxed items are meant to be independent units that are not synchronized between the performers. In the non-metered sections, barlines show large-scale phrasing.

Percussion:

Cabasa

Caxixi (on foam)

Cowbell (with foam and sitting on foam)

Clave (sitting on foam)

* The above small instruments should be placed on the top half of the snare drum, on top of a towel, and on foam if specified.

Snare drum (towel on half with small instruments on top, snares off)

Bongos

Brake drum (on a snare stand, with foam inside the hole)

Low tom (tuned as low as possible, towel covering entire head)

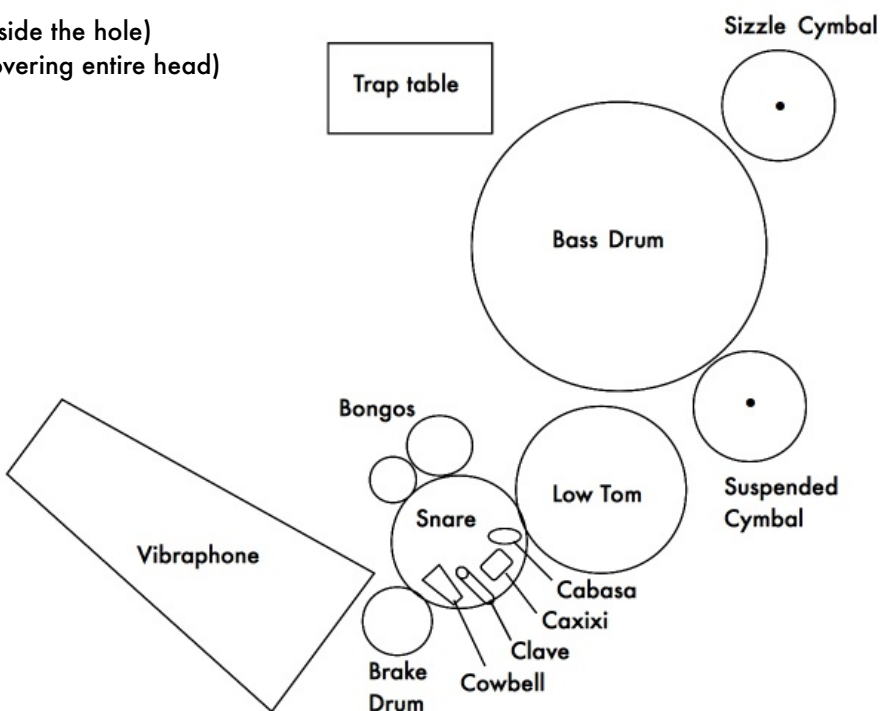
Large Suspended Cymbal

Large Sizzle Cymbal

Bass Drum

Medium Cymbal (unsuspended, free)

Vibraphone



There are sections in the piece that call for playing on one or more instruments from Group 1 or Group 2. Here are those specifications:

Group 1:

Cabasa

Caxixi on foam

Cowbell

Clave

Snare rim only

Bongos rim only

Group 2:

Bongos

Snare Drum

Brake Drum

Low Tom

Page turns in parts:

Percussion: pp. 1-9 placed at multi-percussion setup and pp. 10- placed at the vibraphone; page turns are possible at pp. 1, 2, 4, 6 and p. 9 needs to be a fold-out to form a 3-page spread (7,8,9); pp. 10, 12, 15, where p. 15 needs to be a fold-out to form a 3-page spread (13,14,15).

Percussion

Tantrums

Asha Srinivasan

1 Wail!
senza misura

2

Bass Drum
standard soft mallets

Percussion

Electronics
Percussion
Processing

sfz *pp* *p* *pp* *sfz*

get cue
from sax

**3 each in your own world,
wrapped up in your anguish**

4

Alto Sax.*

ca. 10 sec.

fff *possibile* (non dim.)

Perc.

B.D.
sticks
non linear accel.

pp *mp*

get cue
from sax

Elec.

long delays,
bass drum trails

**Loosely in time ♩=80
no meter**

5

Alto Sax.

ff *fff* *p* *f*

like scattered thoughts
(sticks)

3

mp

on any one
instrument
in Group 1 (see Notes)

Elec.

textured looping

* The alto sax part is provided where there is no meter and where synchronization is loose or unclear.

Alto Sax.

8

Perc.

Elec.

across two instruments _____

across multiple instruments _____

erratic noise bursts _____

ff *p*

Alto Sax.

10

Perc.

Elec.

mf *pp* *p*

non linear rit.

Alto Sax.

12

Perc.

(loose placement between sax gestures)

pp *p*

ca. 7 sec.

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3

6

Alto Sax. 15 (press pedal discreetly) **Wail!** long, but not as long as before ord. —————> bisb. , slap (non dim.) **ff**

Perc. **fff** (overlap with Elec.) Sus. Cym. hard mallets **In time** ♩=80 not coordinated with sax per se **ff** erratic, but full of energy across multiple instruments in Group 2 (see Notes) *optional: roll longer rhythms

Elec. distortion, textured looping

Soundfile: Elec. "Wail" -----|

7

Perc. 16 3 6 3 3 5 get cue from sax

Elec. erratic noise bursts, & distortion, textured looping across two instruments

8

Perc. 17 3 med to low high to low Sus. Cym. on one instrument **f** **ff** 3 **p**

Elec.

9

Perc. 18 **mp** Bongos slow to fast **ppp**

Elec. sample & hold

14

Rage!

28 Perc. **Med. Cym. on B.D. hard mallets** **ffff** sudden rage ("NO!") (no break) **Sus.** **ffff** **Sizzle** ca. 15s ca. 9s

Elec. distortion, delay, erratic fluctuations

15 **Brake drum** ca. 6s **mf** **fff** (unspecified # of hits, molto accel. effect)

(give sax the cue for pedal)

Elec. distortion, granular texture sample & hold
Synth: murmuring fast, low pitches

16

29 Perc. cue: fast, random pitches on sax ca. 3s **Brake drum** ca. 10s random jagged, erratic rhythm vary dynamics and articulation **angry** 3s **Cymbal - crown** ca. 4s (like Brake drum gesture) (unspecified # of hits, molto accel. effect)

Elec. metallic distortion swooshes distortion, granular texture

17

30 Alto Sax. **rit.** ca. 5s (slow pattern down gradually) **ff** **mf** **ff** **In time** ♩=60 **Sizzle** soft mallets **ppp**

Perc. (loose sync with sax)

Elec.

32 *molto espr.*

Alto Sax. *ad lib. within f - fff range*

Perc. *l.v.*

Elec. *sample & hold*

mf

33

Alto Sax.

Perc. *pick up two hard mallets and one vibe mallet*

Elec. *s & h fades out*

s & h fades out

18

Alto Sax. 35

Bongos
(loose sync with sax) very slow to very fast

Perc. **p**

Elec. distortion, granular texture fades out sample & hold

19

Alto Sax. 38

play randomly on Group 2 as fast as possible

Perc. [ca 5 sec., then rit.] **rit.**

Elec. **f** textured looping cascading swooshes, then s & h fades out

20

Alto Sax. 41

(slow to fast to bisb.)
tr bisb. ---

f **fff** **ppp**

In time ♩=60 (continue playing on Group 2 with random interjections of pitch)

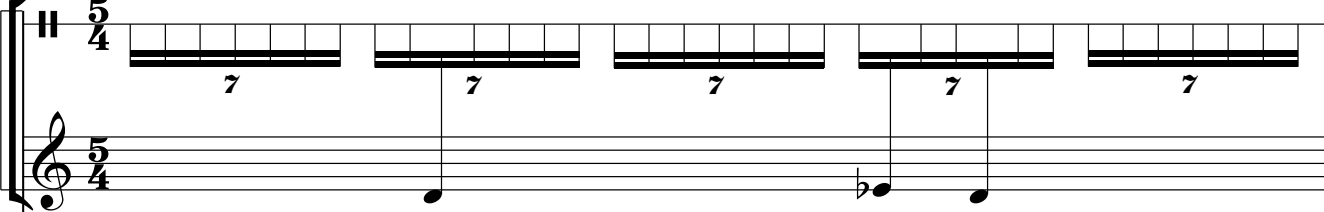
Perc. **mp** **p** *sempre, quiet texture*

Vibraphone

Elec.

Synth fades out

43 **Calming down**

Perc. 

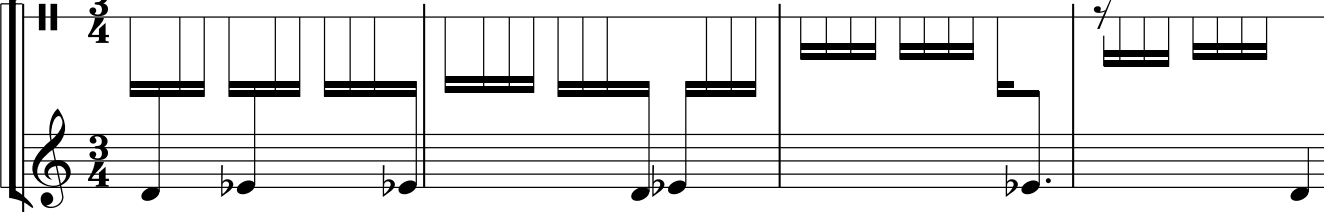
Elec. 

44 21

Perc. 

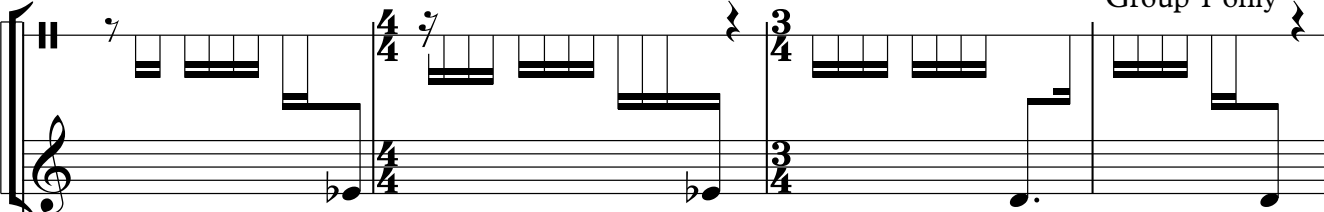
Elec.  textured looping continues,
some loops transposed low

46

Perc. 

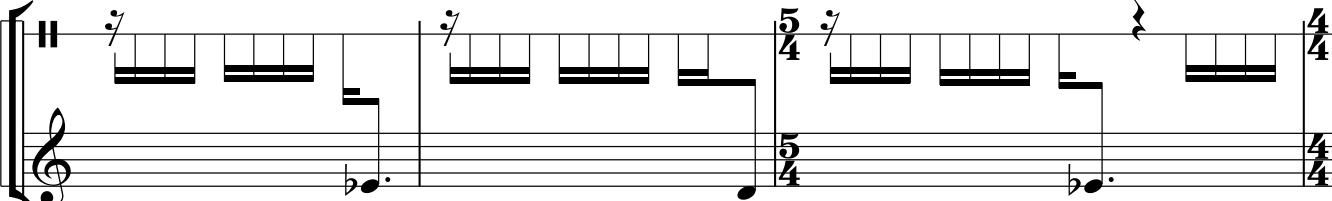
Elec. 

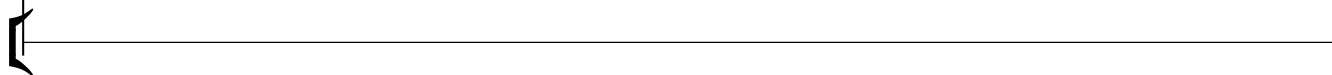
50 22 gradually move to
Group 1 only

Perc. 

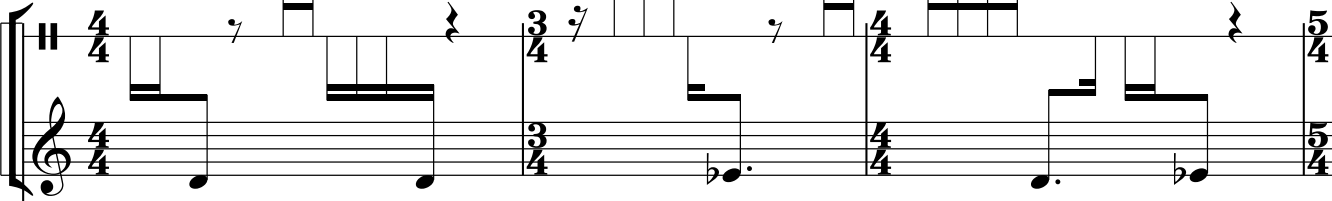
Elec.  textured looping continues,
all loops transposed low

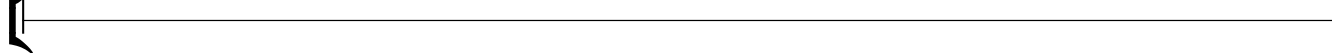
54 Group 1 & Vibe

Perc. 

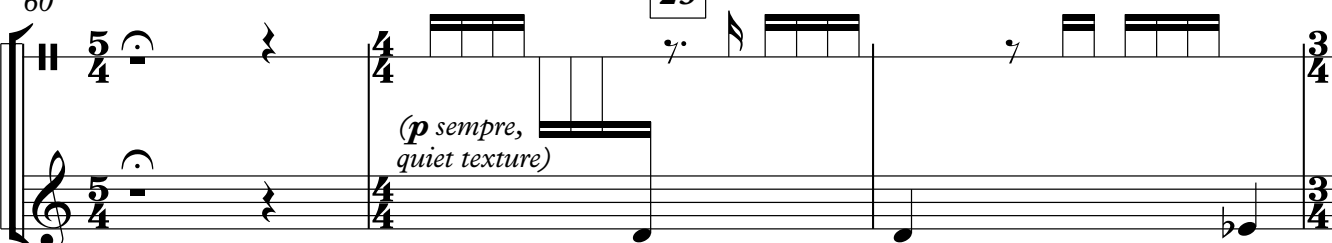
Elec. 

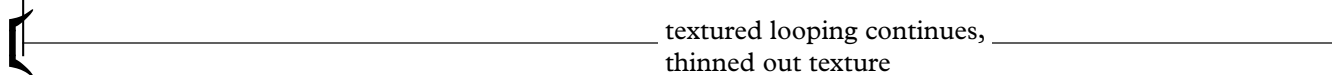
57

Perc. 

Elec. 

60 23

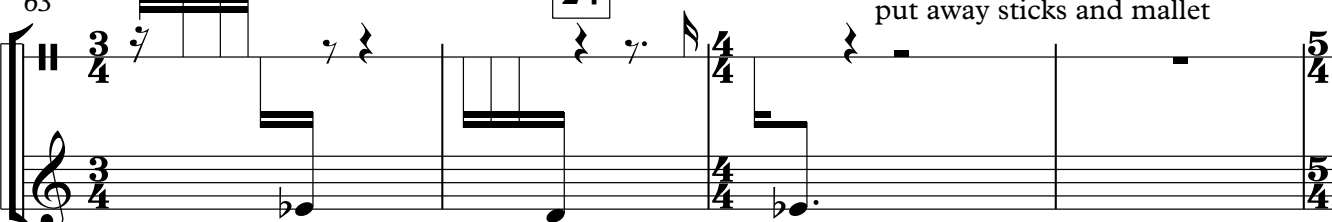
Perc. 

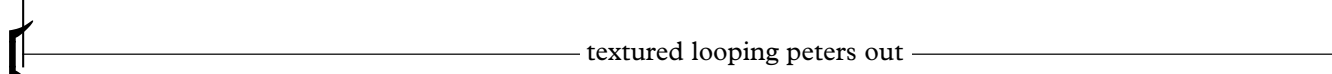
Elec. 

(p sempre, quiet texture)

textured looping continues, thinned out texture

63 24

Perc. 

Elec. 

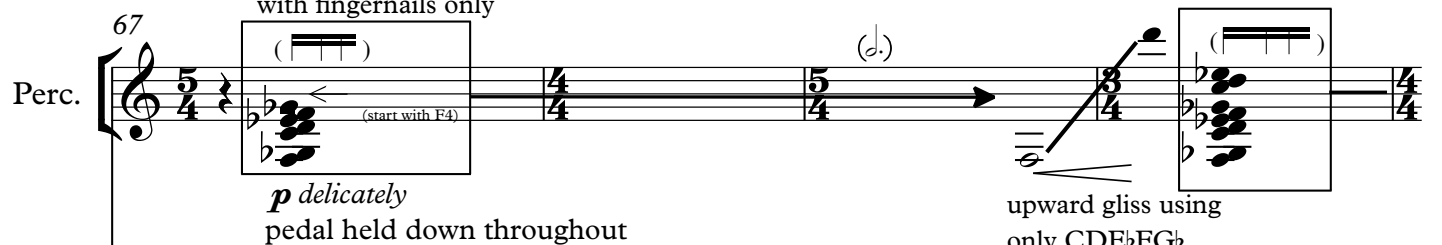
put away sticks and mallet

textured looping peters out

25

26

play single pitches randomly at constant 16ths
in groups of 6, 7, 8, 9, or 10
with a sixteenth rest in between groups
with fingernails only

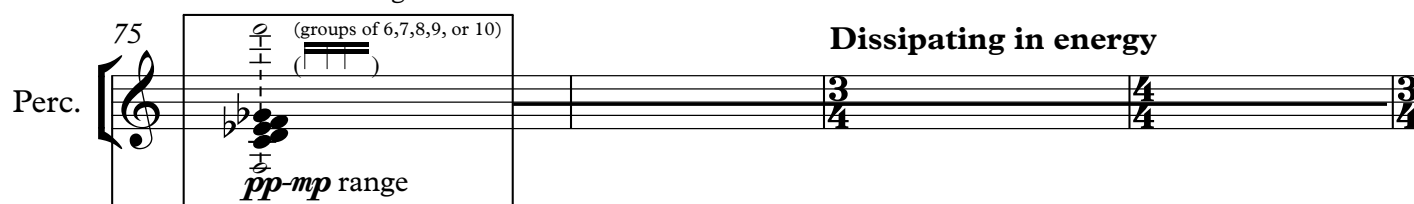
Perc. 

Elec. — quiet textured looping — quiet textured looping & high granular sweep

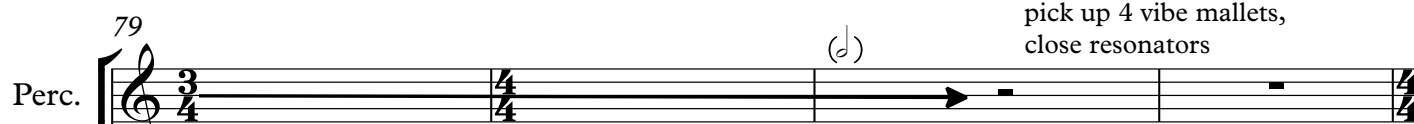
Perc. 

Elec. —

each pitch in all possible 8ves
within the full range

Perc. 

Elec. —

Perc. 

Elec. —

11

(as before)
with mallets - play on the nodes

83

Perc.

groups of 6,7,8,9, or 10

ca. 8-10s

pp-mp range
(pedal)

Elec.

27

85

Perc.

Peaceful reflection

Elec.

28

(as before, add B)

89

Perc.

groups of 6,7,8,9, or 10

Elec.

quiet textured looping continues,
high granular sweeps

29

93

Perc.

Elec.

(as before, add A)

97

Perc.

groups of 6,7,8,9, or 10

30

mp

keep continuous 16th texture going at *p* between the interjections

Elec.

quiet textured looping continues,
high granular sweeps randomly

100

Perc.

mp

p

p

31

p

mp

Elec.

103

Perc.

mp

mp

Elec.

textured looping increases,
high granular sweeps continue

105

Perc.

p

5

Elec.

13

32

107

Perc.

mf *f* *pp-mp range (pedal)*

open resonators and let ring (as before)

groups of 6,7,8,9, or 10

Elec.

109

Perc.

Elec.

33

111

Perc.

mf *f* (gliss.) *ff*

As if in pain

pedal phrases

textured looping holds
high granular sweeps continue

Elec.

34

113

Perc.

mp *f* *fff* *mf* *fff* *p*

long delays

Soundfile fades in: High drone (Gb, then Ab)
Synth fades in slowly

Elec.

115

Perc.

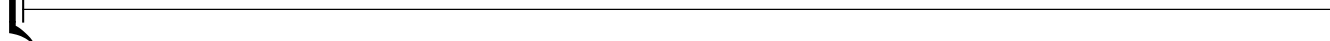
mf *fff* *mf* (gliss.) *fff* *f*

Elec.

117 *relentless*

Perc. 

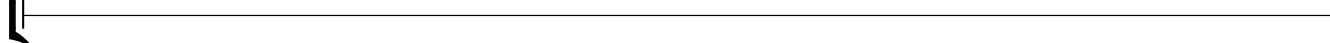
fff mf fff mf fff mf fff mf

Elec. 

118

Perc. 

fff mf fff ff fff

Elec. 

119

Perc. 

f fff f fff mf

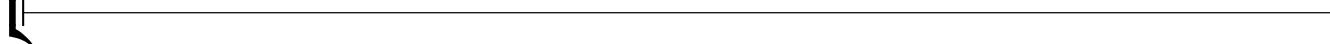
Elec. 

120

Perc. 

fff (non dim.)

$\text{♩} = 90$

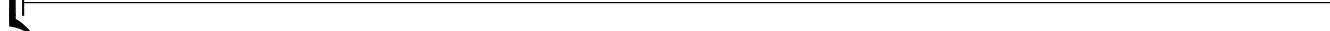
Elec. 

122

Perc. 

f fff mf fff mf f mf ff

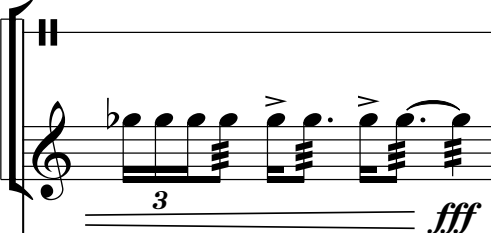
senza ped.

Elec. 

35 Aggressively

15

124

Perc.  *fff* *sffz*

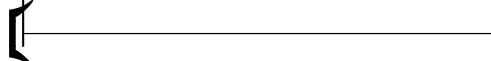
Elec.  long delays out

Sus. Cym.

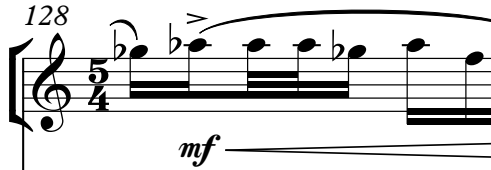
Soundfile: Misty chord
Synth fades out

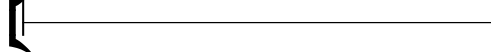
126

Perc.  *mf* *ff* *mf* *fff*

Elec. 

128

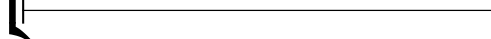
Perc.  *mf* *ff* *f*

Elec.  long delays fade in

36

129

Perc.  *fff* *ff* *f* *mf*

Elec. 

Easing off

131

Perc.  *p* *mf*

Elec. 

With a suddenly
unsettling feeling

ca. 10s

Defeatedly

37

135 $\text{♩} = 60$

Perc.

p like bell tolls
pedal each chord
and let ring

mf

Elec. granular texture
and delays

Soundfile: Drones

138

Perc.

p

mf

più f

Elec.

141

Perc.

mf

p

mf

Elec.

144

Perc.

mp

p

38

Elec.