

Malcolm Dedman

Waves of One Sea

for Percussion Quartet

1999, rev. 2008

Player 1: Marimba and Maracus
Player 2: Vibraphone
Player 3: 2 bongos, conga drum and glockenspiel
Player 4: 3 gongs, 2 tam-tams, claves and tambourine

All mankind will dwell together as one family, blend as the waves of one sea, shine as stars of one firmament and appear as fruits of the same tree. This is the happiness and felicity of humankind. This is the illumination of man, the eternal glory and everlasting life; this is the divine bestowal.

(Abdu'l-Bahá, The Promulgation of Universal Peace, p. 145)

Duration: 2 mins 30 secs

Waves of One Sea

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Allegro, ♩ = 120

5

Percussion 1
Marimba

soft sticks

pp *p* *pp*

Percussion 2
Vibraphone

Motor ON soft sticks

p *ped.*

Percussion 3
2 Bongos
& Conga

2 bongos
conga drum

p

Percussion 4
Gongs & Tam-tam

1, 2 & 3 are gongs, 4 & 5 are tam-tams

1 2

ppp *p*

Slow 'tremolo' (re-iteration), building up to as fast as possible

10

Perc. 1
Marim.

mp *mf*

Perc. 2
Vib.

mf *ped.*

Perc. 3
2 Bong
+ Cong

pp *mf*

15

Perc. 1
Marim.

Take maracas

mp

Perc. 2
Vib.

Motor OFF hard sticks

Perc. 3
2 Bong
+ Cong

Take Glockenspiel

pp

Perc. 4
Gngs
+ T.-t.

2 3

pp *mf* Take claves

Perc. 4
Tamb
+ Cls

mf

Perc.1 Marac. *(swirl)* *mf*

Perc.2 Vib. *mf* *Red.* *f* *mf*

Perc.3 Glock. *(white notes)* *f* *gliss* *mf* *gliss*

Perc.4 Tamb + Cls *f* *mf*

20

Perc.1 Marac. *f* *mf* *Red.*

Perc.2 Vib. *f* *mf* *Red.*

Perc.3 Glock. *(sim.)* *f*

Perc.4 Tamb + Cls *f* *mf*

25

Perc.1 Marac. *f* *mf* Take Marimba

Perc.2 Vib. *ff* *mf* soft sticks

Perc.3 2 Bong + Cong

Perc.3 Glock. *ff* *mf* Take Bongos & Conga drum

Perc.4 Gngs + T.-t. Take Gongs and Tam-tams *p* 3 *f* 4

30 soft sticks

Perc.1 Marim.

Perc.2 Vib.

Perc.3 2 Bong + Cong

Perc.4 Tamb + Cls

Take Tambourine

Note: ♪ = tap on edge, ♪ = tap in centre, ♪ = thumb roll

35 hard sticks

Perc.1 Marim.

Perc.2 Vib.

Perc.3 2 Bong + Cong

Perc.4 Tamb + Cls

40

Perc.1 Marim.

Perc.2 Vib.

Perc.3 2 Bong + Cong

Perc.4 Gngs + T.-t.

Perc.4 Tamb + Cls

Motor ON hard sticks

Take Gongs and Tam-tams

45

Perc.1 Marim. *mf* *f* *p* *cresc.*

Perc.2 Vib. *mf* *f* *p* *cresc.* *Red. ad lib.*

Perc.3 2 Bong + Cong *mf* *p* *cresc.*

Perc.4 Gngs + T.-t. *mf* *p* *mf*

50

poco rit.

Perc.1 Marim. *ff* *soft sticks*

Perc.2 Vib. *ff* *Red.* *3*

Perc.3 2 Bong + Cong *f* *Take Glockenspiel*

Perc.4 Gngs + T.-t. *f* *cresc.* *5 Take Tambourine* *fff* *pp*

Perc.4 Tamb + Cls *p*

55 **Meno mosso, ♩ = 88**

Perc.1 Marim. *p* *pp* *mp* *3* *3* *3*

Perc.2 Vib. *soft sticks* *p* *Red.* *pp* *mp* *3* *Red.* *mp*

Perc.3 Glock. *p* *pp* *3* *3*

Perc.4 Tamb + Cls *tr* *pp* *p*

Note: Tambourine notation as page 4, plus *tr* = rapid shake.

Perc.1 Marim.
 Perc.2 Vib.
 Perc.3 Glock.
 Perc.4 Tamb + CIs

accel. -----

Perc.1 Marim.
 Perc.2 Vib.
 Perc.3 Glock.
 Perc.4 Tamb + CIs

Notes for Percussion 1 & 2: Play notes within boxes in a random order, as rapidly as possible at bar 65, gradually slowing down to a halt by the end of the final bar.

Tempo primo, ♩ = 120

Perc.1 Marim.
 Perc.2 Vib.
 Perc.3 Glock.
 Perc.4 Gngs + T.-t.
 Perc.4 Tamb + CIs

Up / down at random, using two sticks, one after the other

70

Perc.1
Marim.

Perc.2
Vib.

Perc.3
Glock.

Perc.4
Gngs
+ T.-t.

Perc.1
Marim.

Perc.2
Vib.

Perc.3
Glock.

Perc.4
Gngs
+ T.-t.

Duration: 2 mins 30 secs