Cem: cementmixer
Lpt: laptop-instrument
E.Bass: electric bass tuned down 2 semitones
Dr: drums (BD: bass drum & SN: snare drum)
Cl: clarinet
Kbd: keyboard synthesizer on laptop

Parish of Tama

for cementmixer, clarinet, electric bass,
drums and laptop-instrument
(approx 18')

Robert van Heumen © 2016

♩ = 99

A approx 1'30"   *Start cementmixer and let it run.*
Stop it for 1 second after approx 1'30", this is the cue for the laptop

Cem.

5 **B** approx 2'   *Fill the cementmixer slowly, step by step, with hydrokorrels, sand, water,*

Cem.

Low drone with sample of cementmixer

Lpt.

9 **C** *Add stones, throw them in, out of sync with the pulse*   Play 3 times

Cem.

Start on cue

E. Bass

ff

Cue E.Bass   Sample-play cementmixer stone hits

Lpt.

13 **D** *Add water and other material at will, towards a 'wet sound'*   Play 4 times

Cem.

E. Bass

BD   SN

Dr.

ff

Dub delay (incidental) on drums and sample-play snare as fills

Lpt.

17 **E** *Use sticks and stones on the cementmixer to interact with the drums*   Play 2 times
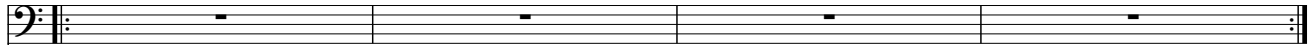
Cem.

E. Bass

Add fills to the groove

Dr.

Dub delay (incidental) on drums and sample-play snare and percussion as fills
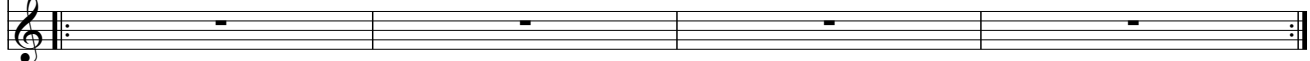
Lpt.

F *Keep improvising with drums*

Play 2 times

Cem.

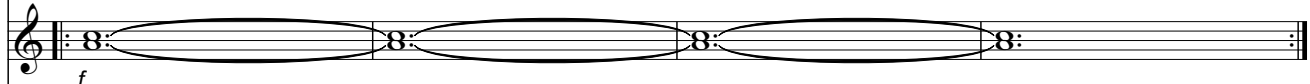*Hectic free playing, regular return to (parts of) this groove*

E. Bass

Dr.

Silent

Lpt.

G *Build down improv and settle in groove with drums*
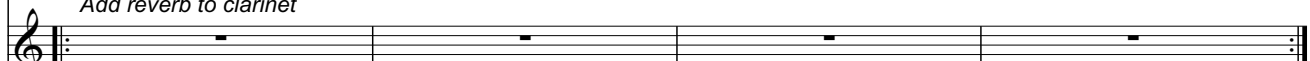
Play 3 times

Cem.

Kbd.

f

Improvise in the high register, loud

Cl.

E. Bass

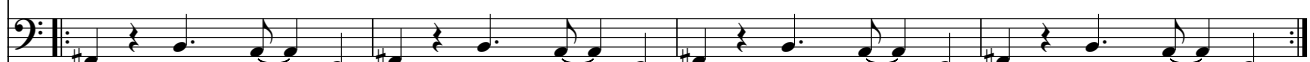*Build down improv and settle in groove*

Dr.

Add reverb to clarinet

Lpt.

Key Change

H *Stop 'playing' the cementmixer and add more stuff to it*
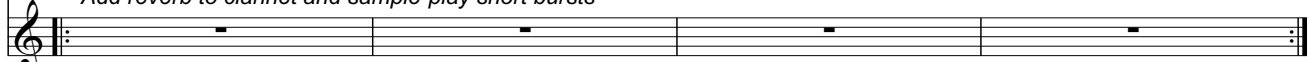
Play 2 times

Cem.

Am/C

Kbd.

Improvise in the high register, loud

Cl.

E. Bass

Dr.

Add reverb to clarinet and sample-play short bursts

Lpt.

Key Change

33 **I** A/C#

Play 3 times

Kbd.

Improvise wildly
A/C#

Cl.

E. Bass

Dr.

Sample-play clarinet

Lpt.

37 **J** *Hectic improv with sticks and stones on the cementmixer*

Play 2 times

Cem.

A/C#
Kbd.

A/C# *Keep improvising*
Cl.

E. Bass

Dr.

Hectic sample-play of clarinet
Lpt.

Key Change

41 **K** *Build improv into climax*

FULL STOP
Keep the cement mixer running

Cem.

Bb/D
Kbd.

FULL STOP

Bb/D *Build improv into climax*
Cl.

FULL STOP

E. Bass

Join keyboards, clarinet and laptop in wild improv

FULL STOP

Dr.

Build improv into climax

CUE ! FULL STOP

Lpt.

♩ = 49.5

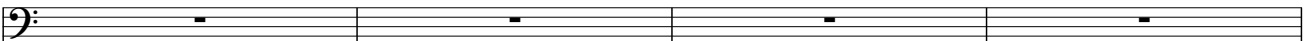**45** **L** *Keep the cement mixer running*
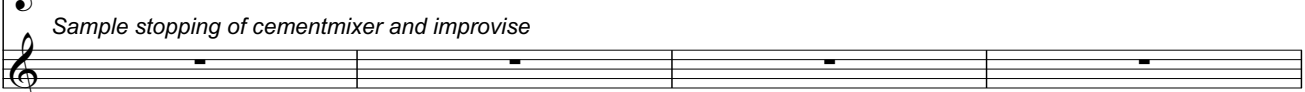
Cem.

Kbd.

f

E. Bass
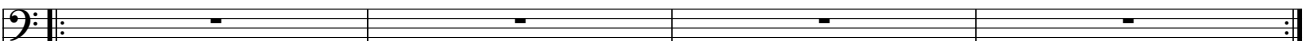
f

49 **M**

Kbd.

E. Bass

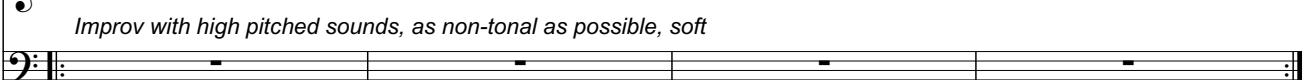**53** **N** [approx 2'] *Stop de cementmixer, improvise sparsely*

Cem.

Improvise, subtle, sparse

Cl.

Sample stopping of cementmixer and improvise

Lpt.

57 **O** [approx 2'] *Start scooping material in and out of cementmixer*

Cem.

Improvise, subtle, sparse

Cl.

Improv with high pitched sounds, as non-tonal as possible, soft

E. Bass

Improvise, subtle, sparse

Dr.

Improvise, subtle, sparse

Lpt.

61 **P** [approx 2'] *Improvise*

Cem.

Improvise

Cl.

Keep the improv static, no real development

E. Bass

Grouped loud hits, repeat irregularly

Dr.

ff

Add Dub delay to drums, keep improvising

Lpt.

♩ = 99

Q approx 1' *Hits in sync with drums & bass*

On cue drums go to R

Cem.

fff 15ᵐᵃ

On cue drums go to R

Kbd.

Improvise

On cue drums go to R

Cl.

On cue drums go to R

E. Bass

Cue to go to R

Dr.

Improvise with hits as fills

On cue drums go to R

Lpt.

R *Add a lot of stones to the cementmixer and then continue heavy hits, improvise*

Play 4 times

Cem.

Am/C

Kbd.

Am/C *Hectic improvisation*

Cl.

E. Bass

Dr.

Hectic sample-play of clarinet

Lpt.

S *Still heavy and loud but more sparse, falling apart*

Repeat ad lib and find an ending

Cem.

Kbd.

Still heavy and loud but more sparse, falling apart

Cl.

E. Bass

Falling apart

Dr.

Still heavy and loud but more sparse

Lpt.