

**SABINA KHUJAEVA**

# **Oscillations**

Is dedicated to

*Amy Salsgiver*

Istanbul 2018

## Instrumentation:

Timpani 32 in.

Timpani 28 in.

Marimba 5 octaves

Vibraphone

5 Cowbells

4 Temple Blocks

2 Cymbals

Crotales

Buzzle Bow

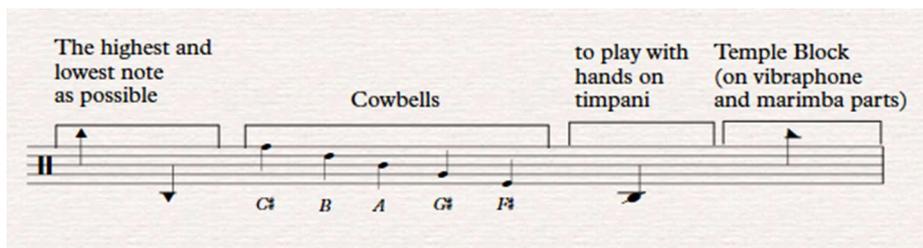
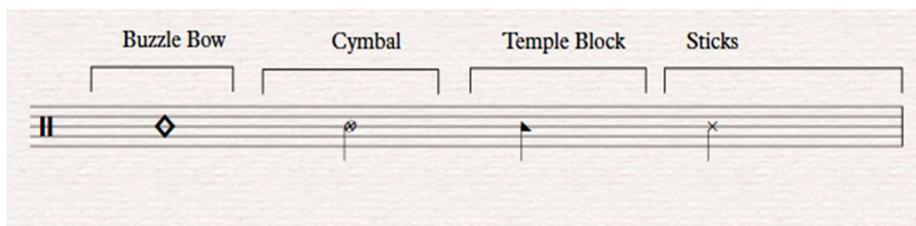
### Notes:

Cowbells can be substituted for Thai gongs, Nipple gongs, Temple bowls, Metal pipes, Bell plates, or any bell type instruments which have 3-5 different pitches.

Temple Blocks can be substituted for any wooden unpitched instruments, such as Wood blocks, Log drums, Boxes.

Drum sticks can be replaced with Claves.

### Note heads for percussions:



## Notation:

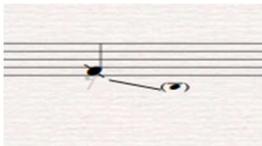
Bending vibraphone with rubber mallets on the left hand



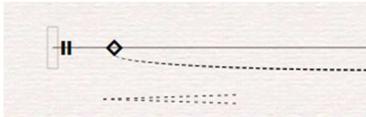
Bowing vibraphone on right hand, bending the pitch with left hand



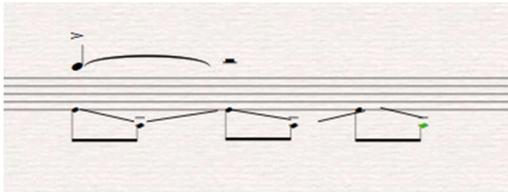
Strike with hands and make glissando on the beat. The second note should not be played



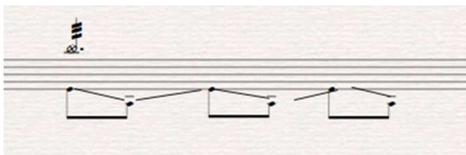
The dotted slurs (crescendo and diminuendo) indicates the speed of spinning Buzzle bow.



Making glissando on timpani with Crotales on the head of the instrument. Glissando beatings might be variable.



Making glissando on timpani by rolling Cymbal on the head of the instrument. Glissando beatings might be variable.



## Comments:

- Vibraphone player needs to use 2 types of mallets: 3 soft and 1 rubber mallet for glissandi
- Marimba player should use harder beaters for the accents in the opening section
- By playing with hands on timpani the player should strike near rim of instruments in order to imitate the sound of the Bendir.



# Oscillations

Dedicated to  
Amy Salsgiver

Sabina Khujaeva

♩ = 80

Percussion 1  
(Timpani 32', Crotales Ab, F, C)

Crotales  $\uparrow$  Ab

Timpani *f*

Percussion 2  
(Temple Block, Timpani 28', Sustain Cymbal, Cowbells, Crotales)

Cowbell

Temple Block *f*

To Croc.

Vibraphone  
(Temple Block)

*f*

Marimba  
(Temple Block)

Use beater change to help accents

*f* *pp*



5

Perc. 1  
Sticks.

Crotales

W.B.

*p*

Vib.

bending

*p*

Mar.

*fp* *fp* *mf* *p < fp* *fp*



10

Perc. 2  
Crot.

*mf*

Vib.

*mf*

Mar.

*fp* *fp* *mf* *fp* *fp* *fp* *fp* *fp* *fp* *fp*

15

**A**

Perc. 1 Sticks. *f* *f*

Cowbells

Perc. 2 Crots.

Vib. *f* *ff* *p*

Mar. *fp* *mf* *f* *ff* *ppp* *mp*



**B**

21

Perc. 1 Sticks. *ff* *rall.*

Perc. 2 Crotales *ff*

Vib. *ff* *ppp* *mp* *pp*

Mar. *pp* *f*



24

*a tempo* **C** *molto rall.*

Perc. 1 Sticks. *ff*

Cowbells *ff*

Perc. 2 Cow. Crots. *ff*

Vib. *f* *p* *ff* *p* *ppp*

Mar. *p* *ff* *ppp*

Perc. 2  
Cow.  
Crot.  
Cym.

Cowbells  
♩ = 100

To Cym.

Vib.

Mar.

*ff*

*mp* *pp*

*ff*

*pp*

Perc. 2  
Cym.  
Cow.

36

Arco

Vib.

Mar.

*ppp*

Perc. 2  
Cym.  
Cow.

42

Arco

Vib.

Mar.

*f* *mp* *sf*

*p* *f*

*mp* *p* *mf*

Perc. 1  
Sticks.

Perc. 2  
Cym.  
Cow.

48

Vib.

Mar.

*sf*

*p* *f*

*pp* *mf* *pp* *mp* *sf* *mp* *sf* *pp*

**D**

54

Perc. 1 Sticks. *pp*

Perc. 2 Cym. Cow. *p* *sfz* *mf* To Cowbells

Vib. *pp*

Mar. *cresc.*



60

Perc. 1 Sticks. *cresc.* *mf*

Perc. 2 Buzzle Bow

Vib. *sfz* *f*

Mar. *p* *cresc.* *mp* *f*



66

**E**

Perc. 1 Sticks. *f*

Perc. 2 Buzzle Bow To Buzzle Bow

Vib. *sfz*

Mar. *f*

Perc. 1 Sticks. *ff*

Perc. 2 B.Bow Crot.

Vib. *ff* *Red.*

Mar. *ff*



Perc. 1 Sticks. *mp* *sfz* *mp* *sfz* *mp* *sfz* *mp* *sfz* *mp*

Perc. 2 B.Bow Crot.

Vib. *mp* *sfz* *f* *mp* *f*

Mar. *mf* *cresc.*



Perc. 1 Sticks. *ff*

Perc. 2 B.Bow Crot.

Vib. *mp* *mf* *f* *mp* *pp*

Mar. *mf* *mp* *f*

83

Perc. 1 Sticks. *f*  $\text{Ab}$

Perc. 2 B.Bow Crot.

Vib. *mf* *pp* *f*

Mar. *p* *f*



86

Perc. 1 Sticks. *f*  $\text{C}$

Perc. 2 B.Bow Crot. *f* To Crot.

Vib. *Red.*

Mar.



89

Perc. 1 Sticks. *mp* *ff* *mf*

Perc. 2 Crot. Cym. *mp* To Timp. / Cymbal Cymbal Timpani *mp*

Vib. *ff* *Red.*

Mar. *mp*

