

Sofia Kamayianni

"Puhpowee"*

the force that makes mushrooms emerge from ground overnight

for Piano + and percussion

* Potawatomi-a native American language

"Pohpowee"

the force that makes mushrooms emerge from ground overnight

Sofia Kamayianni

The musical score consists of three staves: Percussion, Glockenspiel, and Piano. The tempo is marked as $\text{♩} = 60$. The Percussion staff features a series of quarter notes and a half note, with a dynamic marking of *mp* and a note labeled "outside edge". The Glockenspiel staff features a series of quarter notes and a half note, with a dynamic marking of *mp* and a note labeled "with bow". The Piano staff features a series of quarter notes and a half note, with a dynamic marking of *mp* and a note labeled "pull string". The score includes various musical notations such as slurs, ties, and dynamic markings.

[illegible]

9 dip slowly into water,
hit once, total 6"

Perc. *mf*

hit softly with palm on strings, middle area

Pno. *sim.(any notes approx) fingertip gliss. l.v.*

*Ped. duration 4" ** *Ped. ** *Ped.*

dip gong into water by accelerating
and then ritarding (out) the hits c.5"

12

Perc.

Pno. *for 5" ** *Ped.* *

14 fingers

Perc. *mf*

Pno. *Ped. mf*

18

Perc.

Pno.

$\square + 4$

∇ (both)

faster

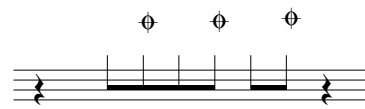
γ a tempo

3 3 6

Ped. * Ped. * Ped.

*

sustained note, but mute and unmute sound with fingers



on the outside edge



Perc.

Pno.

$\square$

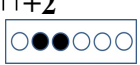
$\square$

8va

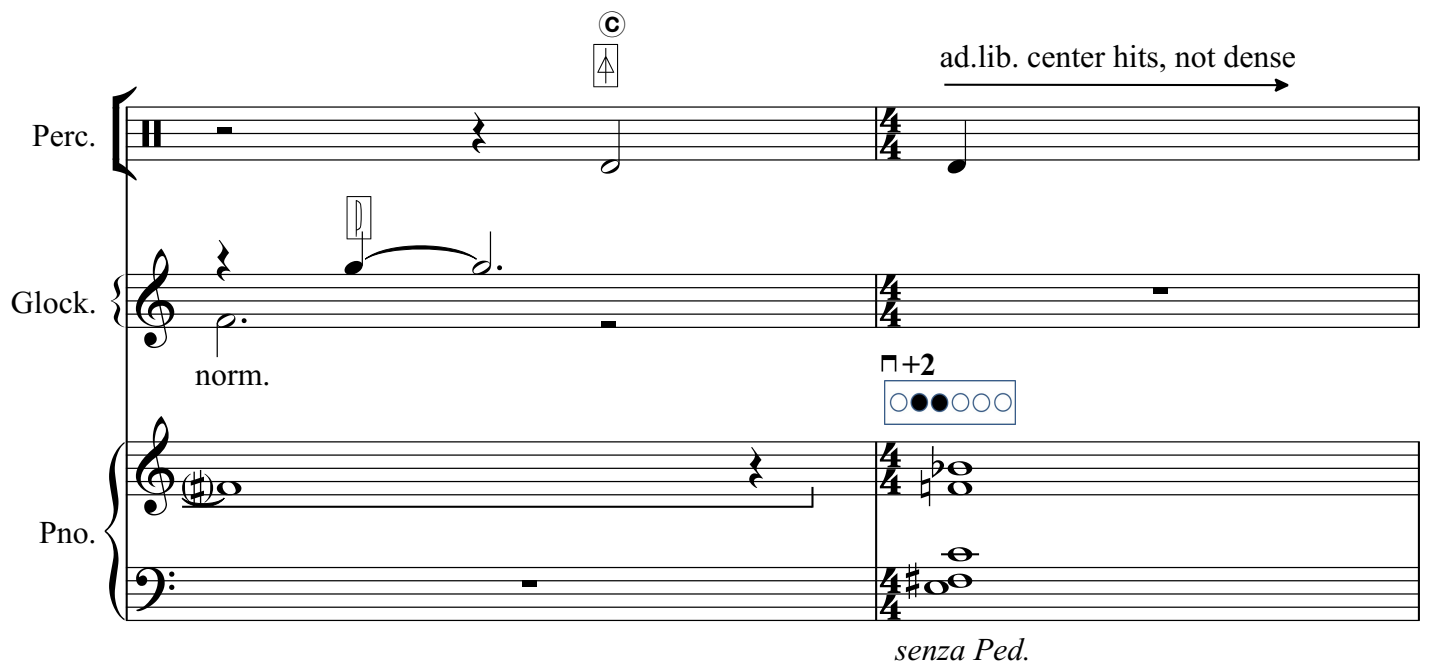
∇ $\square$ ∇ $\square$ ∇ $\square$ ∇ $\square$

Ped. Ped.

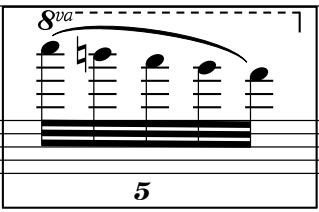
Perc.  *ad.lib. center hits, not dense*

Glock.  *norm.*  $\square + 2$

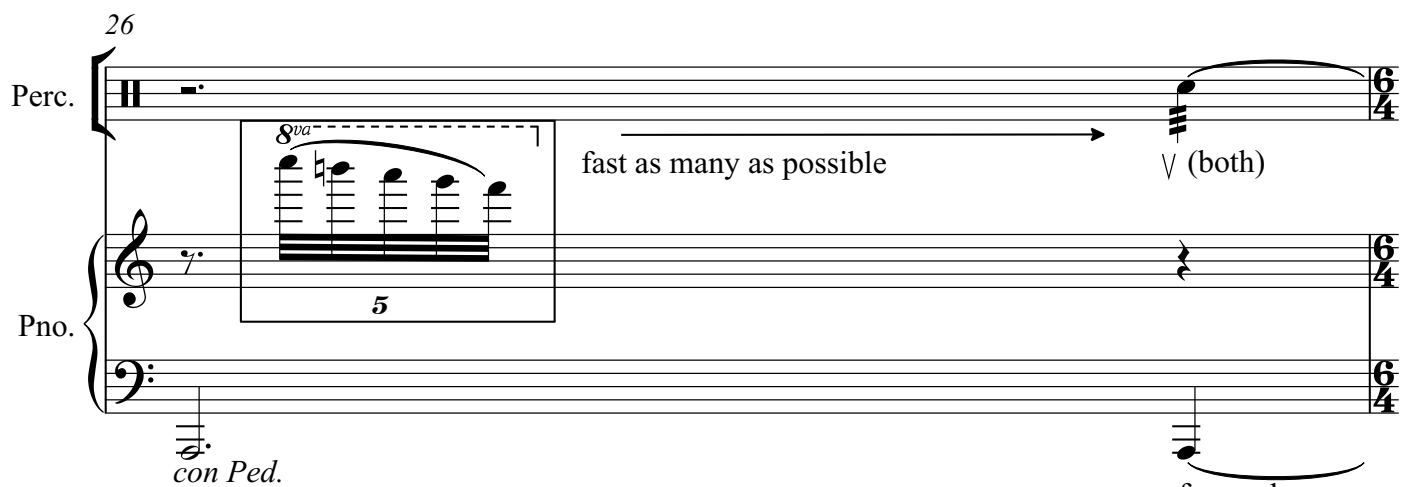
Pno. *senza Ped.*



26

Perc. *fast as many as possible*  *8va*  *∨ (both)*

Pno. *con Ped.*



27 *on rim*

Perc.  *hit strings with palm*  *sim.(any notes approx)*

Pno. *Ped.*



29

Perc. *mf* same mallet

fingertip inside

gliss.

l.v.

Ped.

V

$\text{♩} = 50$

31

Pno.

con Ped.

8va

8va

32

Perc.

count 10"

bowing on the outside edge, as much as possible and prepare the dipping

Playback starts

dip slowly into water, hit once

mf

l.v. count 10"

release all

hit with palm, inside pno

♩ = 60

34 dip into water, ad.lib
hit and dip in and out of water **sim.**

A

Perc.

Glock.

Pno.

con Ped

8^{va}

V

□ □ +2

V 7 (both)

8

37 **Più mosso**

A tempo (♩ = 60) inside pno thumb roll

Perc.

Più mosso

Pno.

8^{va}

40

B

Perc.

B

only 3

Pno.

con Ped.

8^{vb}

44

Pno.

muted

(8)-----

V

47

Perc.

C $\text{♩} = 65$

C $\text{♩} = 60$
count 6"

Pno.

C $\text{♩} = 65$
8va

count 6"

cluster

V

(in the small gap)

50

Perc.

PLAYBACK A

mf

Glock.

follow 1st note of 6ths
(playback A)

fingertip, any high notes
inside piano
gliss.

ad.lib.
muted

Ped.

Pno.

V

[illegible]

57

Perc.

6/4

6

6

Pno.

change ad.lib.

6/4

6/4

repeat irregularly

always before the motif

PLAYBACK C

The musical score consists of two systems. The first system is for Percussion (Perc.) and the second is for Piano (Pno.).

Percussion (Perc.):

- Staff 1 (Treble Clef):** Starts with a whole note G4. At measure 59, there is a whole rest. At measure 60, there is a whole note G5, marked with an *8va* and a dashed line above the staff.
- Staff 2 (Percussion Clef):** Starts with a whole note G4. At measure 59, there is a whole rest. At measure 60, there is a whole note G4, marked with an *8vb* and a dashed line below the staff.

Piano (Pno.):

- Staff 1 (Treble Clef):** Starts with a whole note G4. At measure 59, there is a whole rest. At measure 60, there is a whole note G4, marked with an *8va* and a dashed line above the staff.
- Staff 2 (Bass Clef):** Starts with a whole note G4. At measure 59, there is a whole rest. At measure 60, there is a whole note G4, marked with an *8vb* and a dashed line below the staff.

Annotations:

- outside edge:** Located below the Percussion staff, measure 59.
- heavy mallet:** Located below the Percussion staff, measure 60.
- PLAYBACK C:** Located above the Percussion staff, measure 60.
- 8va:** Located above the Percussion staff, measure 60.
- 8vb:** Located below the Percussion staff, measure 60.
- follow beats:** Located below the Percussion staff, measure 60.
- 3:** Located below the Percussion staff, measure 60.
- 65:** Located below the Percussion staff, measure 60.

play both independently
of playback, but together

The musical score consists of two staves. The top staff is for Percussion (Perc.) and the bottom staff is for Piano (Pno.). The Percussion staff is in 6/4 time and features a complex rhythmic pattern with various note values and rests. The Piano staff is in 6/4 time and features a melodic line with various note values and rests. The score includes a tempo marking of 70 and a dynamic marking of *l.h.* (left hand).

69 on Rim

Perc.

8va

Pno.

□ +4

○ ○ ● ● ○ ○

3

71

Perc.

Pno.

8va

3V

3

75

Perc.

Pno.

8va

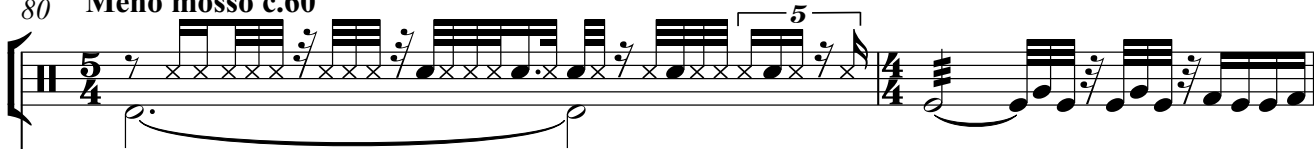
legato

78

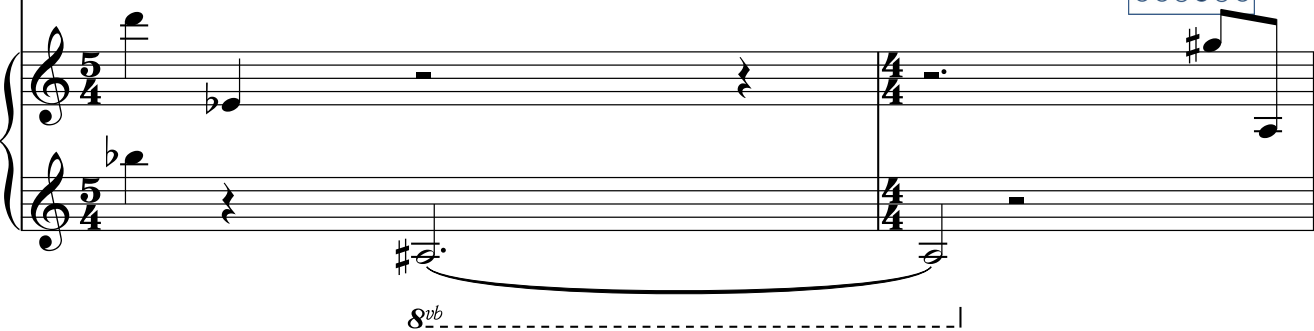
Perc.

Pno.

80 **Meno mosso c.60**

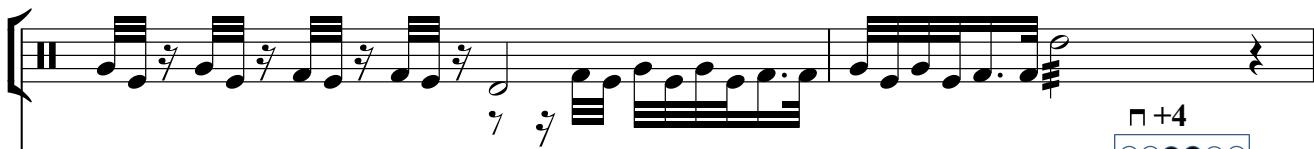
Perc. 

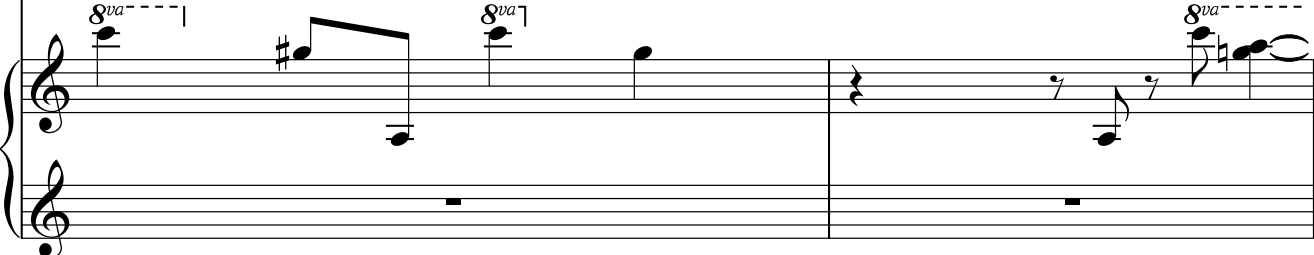
Pno. **Meno mosso c.60**

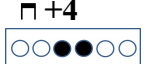


V 

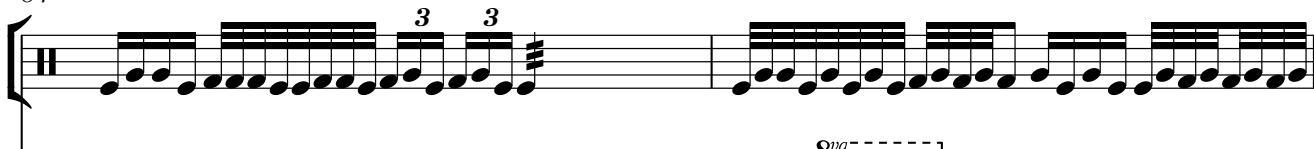
82

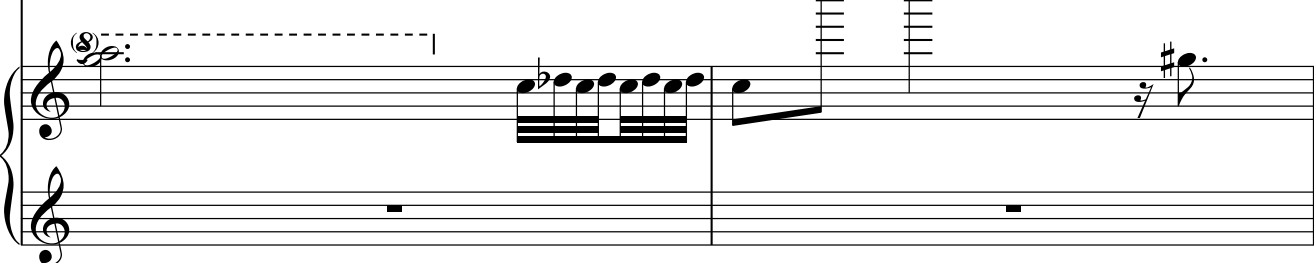
Perc. 

Pno. 



84

Perc. 

Pno. 

86

Perc.

Pno. *legato*

88

Perc.

Pno.

90

Perc.

Pno.

92

Perc.

Pno.

fast changes

sempre 8va up

Rim.

94

Perc.

Rim.

3

(sim.)

3V

□

○ ○ ● ○ ○

Pno.

96

Perc.

3V

15^{ma}

Pno.

98

Perc.

3V

4V

□

○ ○ ● ○ ○

Pno.

100 soft mallet
if possible

Perc.

Glock.

(plain)

Pno.

102 rit.

Perc.

Glock.

Pno.

rit.

gliss.

+4

fingertip, any high notes
inside piano