

Mad Amoeba

duration 2:40 approx.

Second version for drums (1 high, 2 medium, 1 medium-low, 1 low) flexatones, optional: siren whistles

Begin with all four players ad lib on flexatones, each stopping just before drum entry

Top part player may elaborate rhythm ad lib. 2nd time of each repeated section between A and J

Optional: 5th player - loud sustaining inst. (for example tam tam) at E and I

Paul Burnell

♩ = 160 approx.

X4 add another drum at each repeat

Musical notation for the first line, measures 1-6. It features a 6/8 time signature and dynamics of *f*, *p*, *cresc.*, and *ff*.

Musical notation for section A, measures 7-13. It features a 9/8 time signature and dynamics of *f* and *cresc.*

Musical notation for section B, measures 14-18. It features a 9/8 time signature and dynamics of *ff* and *f*.

Musical notation for section C, measures 19-23. It features a 9/8 time signature and dynamics of *cresc.* and *ff*.

Musical notation for section D, measures 24-28. It features a 9/8 time signature and dynamics of *f* and *cresc.*

29 D

ff ff ff and drum rim f f

33 E

cresc. cresc. cresc. cresc. ff ff sfp cresc. mf mf mf

37

cresc. cresc. ff ff ff

41 F All on drum rims

p p p p

45

f f fp dim. pp (siren whistle) cresc. f

(siren whistle) (siren whistle) (siren whistle)

G All normal
high drum 2nd time only, optional: add siren whistle ad. lib.

49

ff optional: add siren whistle ad. lib. until letter I

ff optional: add siren whistle ad. lib. until letter I

ff optional: add siren whistle ad. lib. until letter I

ff

H

53

I

57 (stop siren whistle) 2nd time - shout nonsense words based on individual drum rhythm

mp *cresc.*
(stop siren whistle) 2nd time - shout nonsense words based on individual drum rhythm

ff
(stop siren whistle) 2nd time - shout nonsense words based on individual drum rhythm

ff
(stop siren whistle) 2nd time - shout nonsense words based on individual drum rhythm

ff

60

ff

p

p

p

J

64

pp *molto cresc.* (x2)

pp *molto cresc.* (x2)

pp *molto cresc.* (x2)

pp *molto cresc.* (x2)

dead stick

normal - add ascending vocal yelp

ff dead stick

normal - add ascending vocal yelp

ff dead stick

normal - add ascending vocal yelp

ff dead stick

normal - add ascending vocal yelp