

Sifa

R Puszt

Player 1: guiro, high cymbal, bongos

Player 2: cowbell, low cymbal, congas

Player 3: woodblock, wind chimes, 2 high toms

Player 4: hand drum, triangle, 2 low toms

Sifa is a small peaceful fishing village dwarfed by a glitzy development of apartments, restaurants and marina attracting tourists and providing a different kind of employment.

The piece is a theatrical piece presenting a simple example of how ideas can enter existing cultures and become dominant. The players enter the hall playing their part on the hand-held instruments. So the repeated sections are of indeterminate length and can be decided by the circumstances of the performance. If this is not possible, the repeated measures should be played 4 times. At rehearsal letters B and F the players meet and play to each other before returning to their own motifs as they move to where the stationary instruments are preset.

The bell of the cymbal is to be played with wooden sticks, the edge with wound mallets & the triangle with a triangle beater; the wind chimes should be played only at the high end. The bongos and congas can be played with hard felt beaters (using the handle to play the rim or shell) and the toms can be played with either felt beaters or snare drum sticks, though the rim/shell should be played with wooden beaters.

♩ = 96

1 **4+x**
guiro **mf** **4+x**

A **4+x**

B **f**

C **4+x** **mf** **4+x**

D **4+x**

E **4+x**

2 **4+x** **mf** **4+x** **cowbell** **f** **mf** **4+x** **4+x** **4+x**

3 **4+x** **mf** **4+x** **4+x** **mf** **4+x** **4+x** **woodblock** **mf** **4+x**

4 **4+x** **4+x** **4+x** **4+x** **mf** **4+x** **4+x** **hand drum** **mf**