

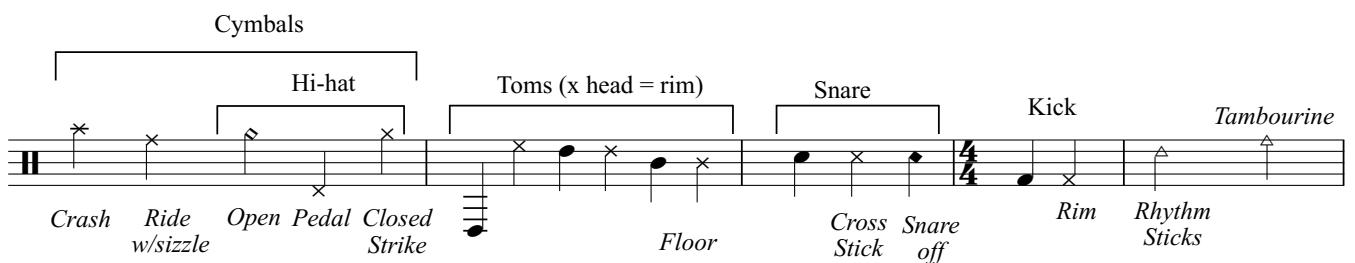
Frank

PESCI

**SPEAKING of
SANTERIA**

for Drum Set &
Recorded Voice

Ichthus Music Press
ichthusmusicpress.com



for Ramon Gardella
SPEAKING OF SANTERIA

for Drum Set and Recorded Voice

Frank PESCI
 2024

Intro

Voice $\text{♩} = 93$

Are we talk-ing a-bout a goat? I don't e-ven know what!

Drum Set

(click in)

Voice

Dr.

Swing $\text{♩} = 110$

Voice

if you need some-thing ri - dic - u-lous to read dur-ing the

Dr.

Voice

sum - mer, just pick up a - ny book by Car - 1

Dr.

8 $\text{♩} = 120$

Voice

Hi-aa-sen.

Dr.

$\text{♩} = \text{♩}$

I... we love Car-l Hi-as-sen

11

Voice

rit.

Dr.

3

19

Voice Dr.

he makes me laugh so much

Dr.

21

Voice Dr.

um what was it called?

Dr.

23 3+3+2

Voice Dr.

the one... the one with the lizard... that we just finished...

Dr.

25 $\text{♩} = \text{♪}$

Voice Dr.

Was that sick puppy? No...

ff 3 p sf mp

Section I

4

Tempo primo ♩ = 93

Voice

Are we talk-ing a - bout a goat? I dont't e - ven know what!

Drum Set

2

Voice

Dr.

4

Voice

Dr.

6

Voice

Dr.

Measure 1: Voice sings "Are we talk-ing a - bout a goat? I dont't e - ven know what!" over a simple percussive pattern on the drums. Measure 2: Voice rests, Drums play a rhythmic pattern. Measure 3: Voice rests, Drums play a rhythmic pattern. Measure 4: Voice rests, Drums play a rhythmic pattern. Measure 5: Voice rests, Drums play a rhythmic pattern. Measure 6: Voice sings "Are we talk-ing a - bout a goat?", Drums play a rhythmic pattern.

9

Voice

Dr.

12

Voice

I don't e-ven know what!

Dr.

14

Voice

Dr.

16

Voice

Dr.

17

Voice

I don't care...

Dr.

19

Voice

Dr.

21

Voice

Dr.

23

Voice

Dr.

25

Voice Dr.

Dr. **p**

27

Voice Dr.

speak-ing of San-te-ri-a:

30

Voice Dr.

32

Voice Dr.

34

Voice speak-ing of

Dr. (depress head
to raise pitch)

37

Voice

Dr.

40

Voice San - te - ri - a... San - te - ri - a...

Dr. *mf*

42

Voice

Dr.

Groove

First Interlude

9

Loosey-goosey $\text{♩} = 77$

Voice

Dr.

sim. ad lib.

PERFORMANCE NOTE

Play the above groove once as written, then continue ad libitum.

Pre-recorded sections of the following text will then be heard:

*If you need something ridiculous to read over the summer,
just pick up any book by Carl Hiaasen!*

Upon hearing the section of text, interact with it.
Interactions may be rhythmic, vocalizations, or movement-based.
Return to the groove until the next text segment of text is heard.

This interlude should continue for at least a minute, and end when appropriate.

Section 2

10

$\text{♩} = 155$

Voice I don't e - ven know what!

Drum Set f

Voice

Dr.

Dr.

Voice

Dr.

Voice

Dr.

Voice

Dr.

$\text{♩} = 145$

Are we talk-in a- bout... San-te - ri - a

10

Voice

Dr.

13

Voice

$\text{♩} = 74$

You need San-te-ri-a

Dr.

snare off

16

Voice

Dr.

5

20

Voice

Dr.

3

5

5

22

Voice

You need... San-te - ri - a.

You need... San-te - ri - a.

Dr.

$\underbrace{\quad}_{3}$

24

Voice

You need... San - te - ri - a.

Dr.

p

26

Voice

You need... a goat?

Dr.

sf

Groove

Second Interlude

13

Smooth ♩. = 90

Voice

Drum Set

The musical score for the 'Groove' Second Interlude is presented on two staves. The top staff is labeled 'Voice' and the bottom staff is labeled 'Drum Set'. Both staves are in 12/8 time. The 'Voice' staff has four measures, each containing a single vertical bar line. The 'Drum Set' staff has four measures, each containing a series of vertical bars with various symbols: asterisks (*), crosses (x), and greater-than signs (>). The symbols are grouped by vertical bars, suggesting specific drum parts like snare, bass, and hi-hat.

PERFORMANCE NOTE

Play the above groove once as written, then continue ad libitum.

Pre-recorded sections of the following text will then be heard:

Nobody can do...so much.

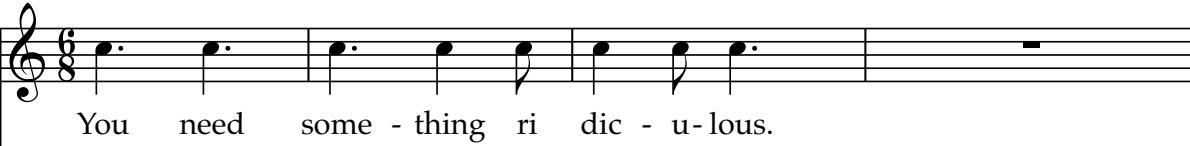
Upon hearing the section of text, interact with it.

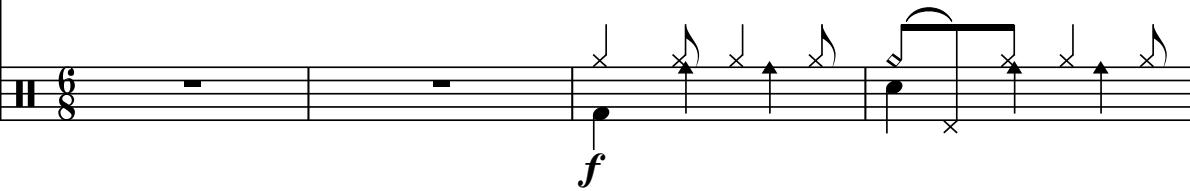
Interactions may be rhythmic, vocalizations, or movement-based.
Return to the groove until the next text segment of text is heard.

This interlude should continue for at least a minute, and end when appropriate.

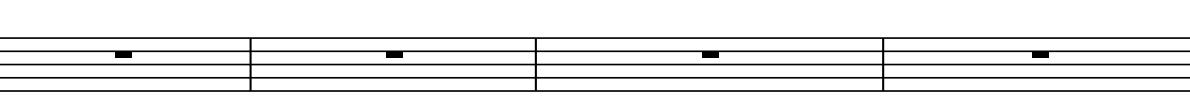
Section 3

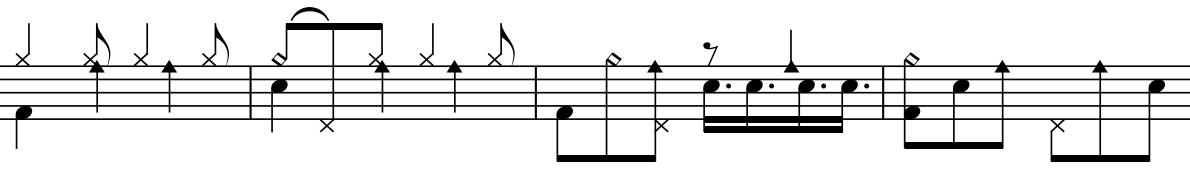
Vivo $\text{♩} = 150$

Voice 

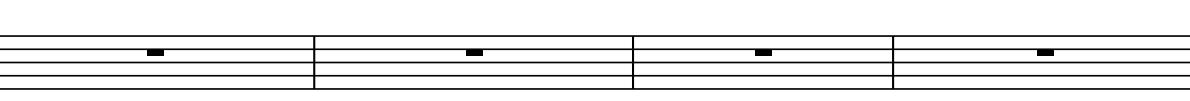
Drum Set 

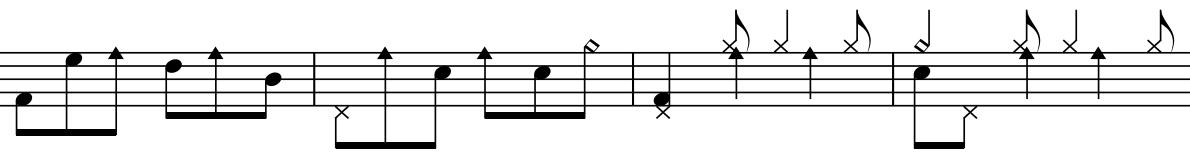
5

Voice 

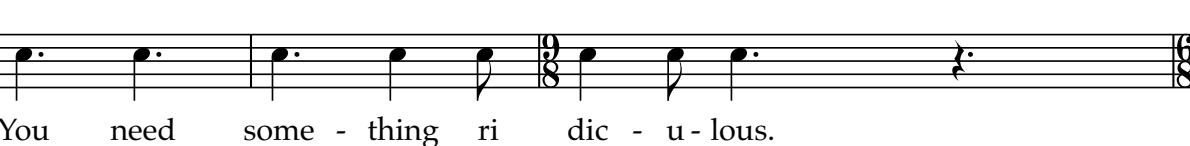
Dr. 

9

Voice 

Dr. 

13

Voice 

Dr. 

16

Voice

You need San-te - ri - a

Dr.

20

Voice

You need San-te-ri-a

Dr.

24

Voice

San-te-ri-a

Dr.

26

Voice

Dr.

28

Voice Dr.

30

Voice Dr.

32

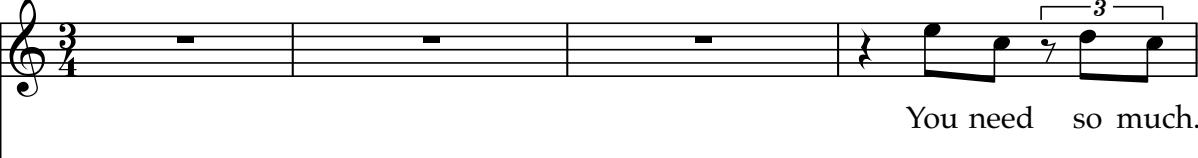
Voice Dr.

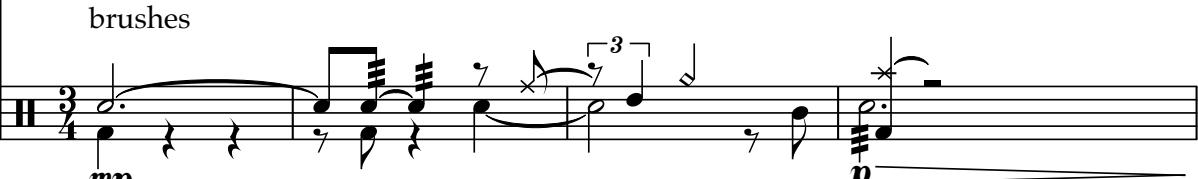
34

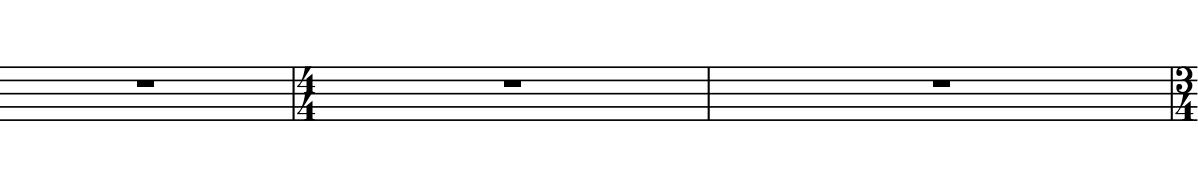
Voice Dr.

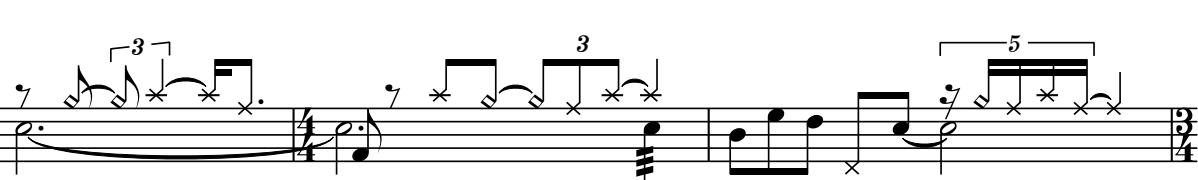
Segue

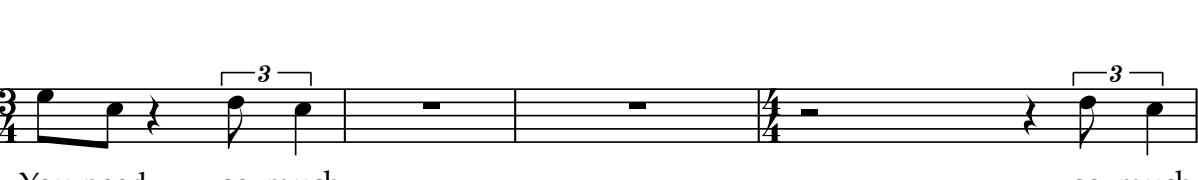
Langsam ♩ =45

Voice 

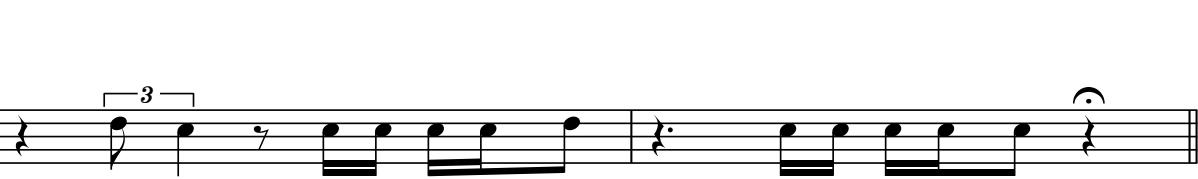
Drum Set 

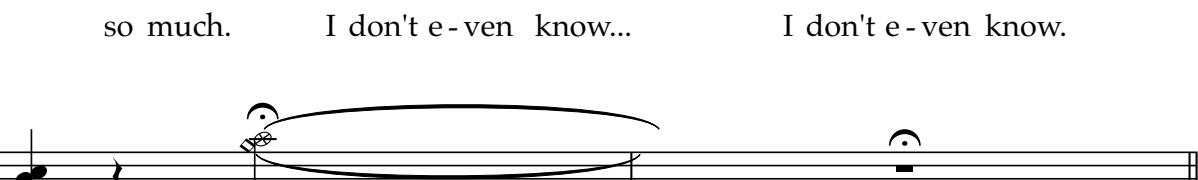
Voice 

Dr. 

Voice 

Dr. 

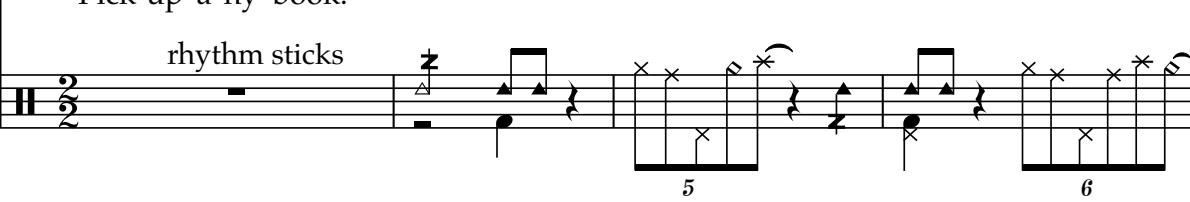
Voice 

Dr. 

$\text{♩} = 90$

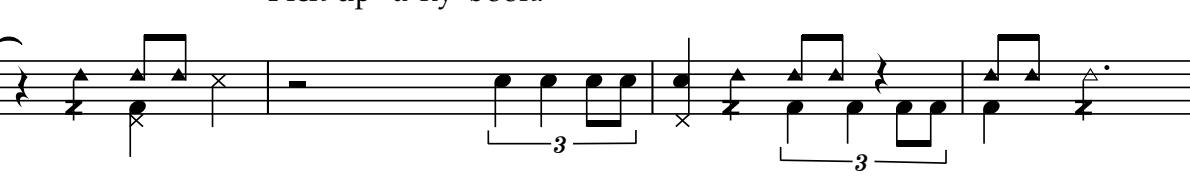
Voice 

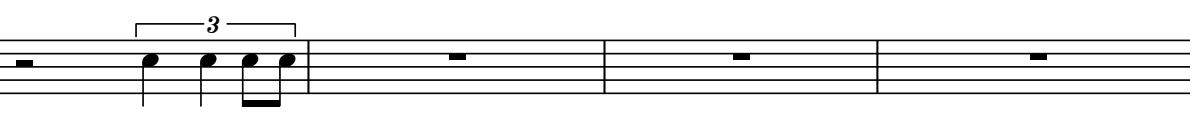
Pick up a-ny book.

Drum Set 

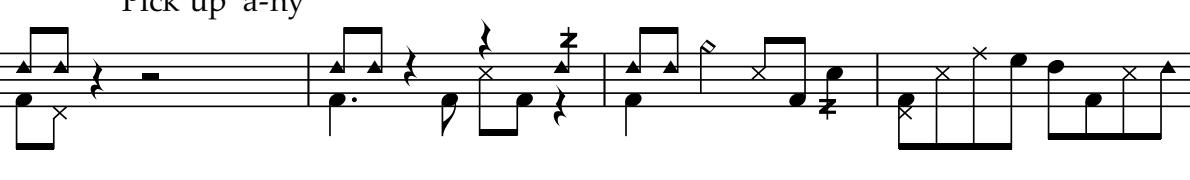
Voice 

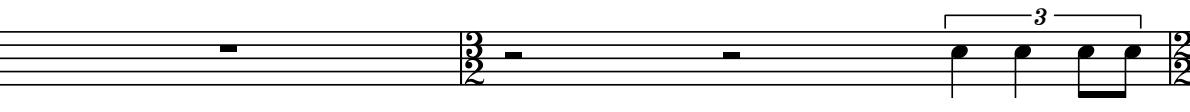
Pick up a-ny book.

Dr. 

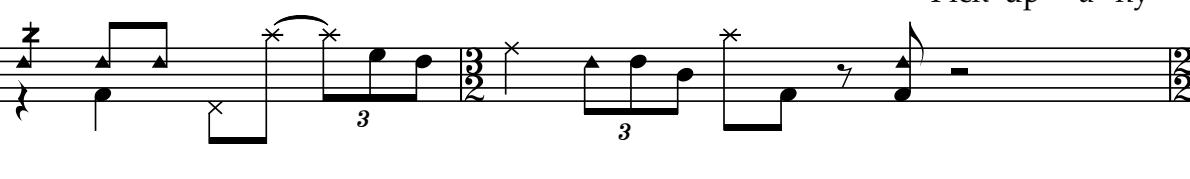
Voice 

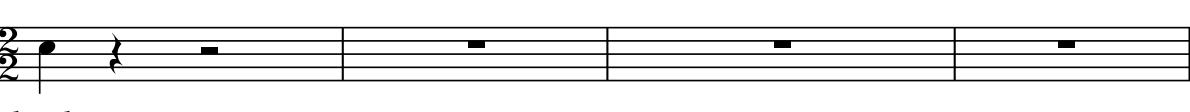
Pick up a-ny

Dr. 

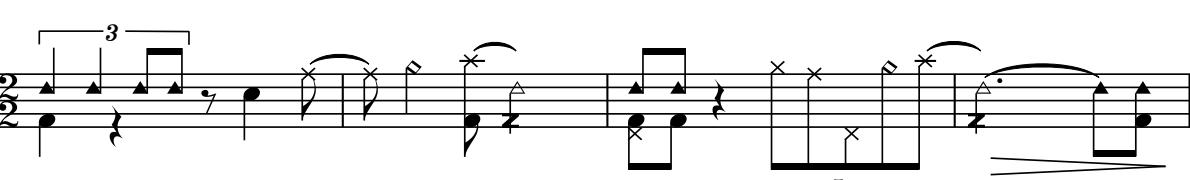
Voice 

Pick up a-ny

Dr. 

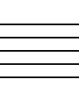
Voice 

book.

Dr. 

Voice 

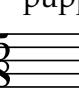
Drum Set 

5 Voice 

Dr. 

9 "What was it called? The one with the lizard? Was it sick..."
 Voice 

Dr. 

10 puppy?
 Voice 

Dr. 

14 The one with the lizard?

The musical score consists of two staves. The top staff, labeled "Voice", has a treble clef and a key signature of one sharp. It contains a single note on the first ledger line below the G-line, followed by three short horizontal dashes. The bottom staff, labeled "Dr.", has a bass clef and a key signature of one sharp. It features a bass drum symbol with a vertical stroke. The drum pattern includes a vertical stroke on the first beat, a "x" on the second, a ".z." on the third, another "x" on the fourth, a vertical stroke on the fifth, a ".z." on the sixth, another "x" on the seventh, and a vertical stroke on the eighth. The eighth note is connected by a curved line to the ninth note, which is also a vertical stroke. Below the staff, the number "3" appears under the first four beats, and another "3" appears under the next four beats.

The one with the lizard?

17

Voice

The musical score shows two staves. The top staff, labeled "Voice", has a treble clef and a key signature of one sharp (F#). It consists of five empty measures. The bottom staff, labeled "Dr.", has a bass clef and a key signature of one sharp (F#). It is in common time (indicated by a '5' over a '8'). The drummer plays a continuous pattern of eighth-note pairs on the snare drum, with various strokes marked by 'x' and 'z' below the notes. Measures 17 through 21 are shown.

Dr.

3

sick puppy?

Musical score for 'Sick Puppy' showing measures 21-22. The score includes two staves: 'Voice' (treble clef) and 'Dr.' (drums). Measure 21 starts with a rest followed by a bass drum (B). Measure 22 begins with a bass drum (B), followed by a snare drum (S) and a tom (T). The drums play a rhythmic pattern of B-S-T-B-S-T.

24

Voice

The Voice part consists of three measures of music. Each measure begins with a quarter note (G4) followed by a rest. The first measure has a duration of one quarter note. The second measure has a duration of one quarter note. The third measure has a duration of one quarter note.

Dr.

The Drum part consists of three measures of music. Measure 1: The bass drum (B) plays a eighth note (X). The snare drum (S) plays a sixteenth note (X). The hi-hat (H) plays a sixteenth note (X). The bass drum (B) plays a eighth note (X). The snare drum (S) plays a sixteenth note (X). The hi-hat (H) plays a sixteenth note (X). The bass drum (B) plays a eighth note (X). The snare drum (S) plays a sixteenth note (X). The hi-hat (H) plays a sixteenth note (X). Measure 2: The bass drum (B) plays a eighth note (X). The snare drum (S) plays a sixteenth note (X). The hi-hat (H) plays a sixteenth note (X). The bass drum (B) plays a eighth note (X). The snare drum (S) plays a sixteenth note (X). The hi-hat (H) plays a sixteenth note (X). The bass drum (B) plays a eighth note (X). The snare drum (S) plays a sixteenth note (X). The hi-hat (H) plays a sixteenth note (X). Measure 3: The bass drum (B) plays a eighth note (X). The snare drum (S) plays a sixteenth note (X). The hi-hat (H) plays a sixteenth note (X). The bass drum (B) plays a eighth note (X). The snare drum (S) plays a sixteenth note (X). The hi-hat (H) plays a sixteenth note (X). The bass drum (B) plays a eighth note (X). The snare drum (S) plays a sixteenth note (X). The hi-hat (H) plays a sixteenth note (X).

27

Voice

A musical score for voice and drums. The voice part has a single note at the beginning of the bar, followed by two fermatas. The drums play a rhythmic pattern of eighth and sixteenth notes. The lyrics "...sick puppy?" are written below the staff.

Dr.

30

Voice

A musical score for voice and drums. The voice part is silent. The drums play a rhythmic pattern of eighth and sixteenth notes, with some notes marked with crosses and others with diamonds.

33

Voice

A musical score for voice and drums. The voice part is silent. The drums play a rhythmic pattern of eighth and sixteenth notes, with some notes marked with crosses and others with diamonds.

Dr.

A musical score for drums at measure 33. It shows a rhythmic pattern of eighth and sixteenth notes, with some notes marked with crosses and others with diamonds.

35

Voice

A musical score for voice and drums. The voice part has a single note at the beginning of the bar, followed by two fermatas. The drums play a rhythmic pattern of eighth and sixteenth notes. The lyrics "What was it called?" are written below the staff.

Dr.

A musical score for drums at measure 35. It shows a rhythmic pattern of eighth and sixteenth notes, with some notes marked with crosses and others with diamonds.

Groove

Third Interlude

Sprightly ♩ = 100

Voice

Drum Set

3

Voice

Dr.

3

sim.
ad lib.

PERFORMANCE NOTE

Play the above groove once as written, then continue *ad libitum*.

Pre-recorded sections of the following text will then be heard:

He makes me laugh...

Upon hearing the section of text, interact with it.
 Interactions may be rhythmic, vocalizations, or movement-based.
 Return to the groove until the next text segment of text is heard.

This interlude should continue for at least a minute, and end when appropriate.

Section 4

23

1

Voice $\text{♩} = 172$ 3 2+3+2
Are we talk-in a-bout a goat? I don't e - ven know what!

Drum Set

2

3 3+2 2+3 3+2
Voice

Dr.

3

8 2+2+3
Voice

Dr.

4

12 3+2+2 3+2
Voice

Dr.

16 2+2+3 To Coda

Voice Dr.

I don't

21

Voice Dr.

e - ven know what!

24

Voice Dr.

I don't

Dr. 5

28

Voice Dr.

ff

32

Voice

Dr.

36 D.C. al Coda

Voice

Dr.

39 $\text{♩} = 80$

Voice e-ven know what! e-ven know what!

Dr.

41

Voice e ven know what!

Dr.

43

Voice e - ven know what!

Dr.

SEGUE - repeat intro as finale