

Frank

# PESCI

## **SPEAKING of SANTERIA**

for Drum Set &  
Recorded Voice

Ichthus Music Press  
[ichthusmusicpress.com](http://ichthusmusicpress.com)

Cymbals  
 Hi-hat  
 Toms (x head = rim)  
 Snare  
 Kick  
 Tambourine

Crash  
 Ride w/sizzle  
 Open Pedal  
 Closed Strike  
 Floor  
 Cross Stick  
 Snare off  
 Rim  
 Rhythm Sticks

This musical notation is presented on a single five-line staff. It begins with a double bar line on the left. The notation includes various rhythmic symbols: asterisks for crash cymbals, 'x' marks for ride cymbals, diamond shapes for hi-hats, and solid black circles for toms, snare, and kick drums. Brackets above the staff group these symbols under their respective instrument names. A 4/4 time signature is located in the middle of the staff. Below the staff, specific sound names are listed, with some like 'Cross Stick' and 'Snare off' having a small 'x' mark below them.

for Ramon Gardella  
**SPEAKING OF SANTERIA**

for Drum Set and Recorded Voice

Frank PESCI  
2024

**Intro**

♩ = 93

Voice

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

Drum Set

(click in)

*ff*

3

Voice

3

*rall.* . . . . .

I don'te... uh... speak-ing of San-te-ri-a:

Dr.

5

Voice

5

**Swing** ♩ = 110

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

Dr.

*p* *mf*

3 3 3

Voice

7

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

Dr.

3 3

8  $\text{♩} = 120$

Voice  $\text{♩} = \text{♩}$

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

Dr.

11 *rit.* . . . . .

Voice

es - pes-cially be-cause no - bo - dy\_ can do the like...

Dr.

14  $\text{♩} = 86 - 90$  *accel.* . . . . .

Voice

left field, four pa-ra-graph, new char-ac-ter

Dr.

17  $\text{♩} = 80$  *rall.* . . . *accel.*  $\text{♩} = \text{♩} = 89$

Voice

arc that's in and out in no time. I..

Dr.

19

Voice

he makes me laugh so much

Dr.

21

Voice

um what was it called?

Dr.

23

Voice

the one... the one with the liz- ard... that we just fin- ished...

Dr.

25

Voice

Was that sick pup- py? No...

Dr.

*ff* *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

Are we talk-ing a-bout a goat?

Dr.

9

Voice

Dr.

12

Voice

I don't e-ven know what!

Dr.

14

Voice

Dr.

16

Voice

Dr.

17

Voice

Dr.

I don't care...

6

6

6

6

19

Voice

Dr.

*ff*

3

5

5

7

*ff*

3

5

5

7

21

Voice

Dr.

3

5

7

*mp<sf mf<sf sf*

3

5

7

*mp<sf mf<sf sf*

23

Voice

Dr.

*<f p f <ff<sup>3</sup> pp*

*<f p f <ff<sup>3</sup> pp*



25

Voice

Dr.

*p* *ff*

27

Voice

Dr.

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

30

Voice

Dr.

32

Voice

Dr.

34

Voice

Dr.

speak-ing of

(depress head to raise pitch)

37

Voice

Dr.

40

Voice

Dr.

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

*mf*

42

Voice

Dr.

# Groove

## First Interlude

9

Loosey-goosey ♩ = 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*

3

Voice

Dr.

5

Voice

Dr.

8

Voice

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

$\text{♩} = 145$

Dr.

10

Voice

Dr.

13

Voice

$\text{♩} = 74$

You need San-te-ri-a

Dr.

16

Voice

Dr.

20

Voice

Dr.

22

Voice

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

Dr.

24

Voice

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

Dr.

26

Voice

You need... a goat?

Dr.

Groove  
Second Interlude

Smooth ♩. = 90

Voice

Drum Set

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 ♩ = 150

Voice

You need some - thing ri dic - u - lous.

Drum Set

*f*

5

Voice

Dr.

9

Voice

Dr.

13

Voice

You need some - thing ri dic - u - lous.

Dr.



16

Voice

Dr.

You need San-te-ri-a

20

Voice

Dr.

You need San-te-ri-a

24

Voice

Dr.

San-te-ri-a

26

Voice

Dr.

28

Voice

San-te - ri - a

Dr.

3

3

30

Voice

Dr.

3

9

5

5

3

3

3

3

32

Voice

Dr.

6

6

6

6

34

Voice

You need... I don't e - ven know what!

Dr.

brushes

6

Langsam ♩ = 45

Voice

Drum Set

brushes

*mp*

*p*

You need so much.

Voice

Dr.

*mp*

5

Voice

Dr.

*sf*

8

You need so much. so much.

Voice

Dr.

12

so much. I don't e-ven know... I don't e-ven know.

♩ = 90

Voice

Pick up a-ny book.

Drum Set

rhythm sticks

5

6

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?

Voice

Dr.

17

Voice

Dr.

21 sick puppy?

Voice

Dr.

24

Voice

Dr.

27

Voice

...sick puppy?

Dr.

30

Voice

Dr.

33

Voice

Dr.

35

Voice

What was it called?

Dr.

# Groove

Third Interlude

**Sprightly** ♩ = 100

Voice

Drum Set

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:

***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

♩ = 172

Voice

3 2+3+2

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

Drum Set

3 3+2 2+3 3+2

Voice

Dr.

8 2+2+3

Voice

Dr.

12 3+2+2 3+2

Voice

Dr.

3 3

16 2+2+3 To Coda

Voice

Dr.

I don't

21

Voice

Dr.

e-ven know what!

24

Voice

Dr.

I don't

1. 2.

5

28

Voice

Dr.

*ff*

32

Voice

Dr.

36

Voice

Dr.

D.C. al Coda



39

Voice

Dr.

♩. = 80

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

41

Voice

Dr.

e ven know what!

43

Voice

Dr.

e - ven know what!

SEGUE - repeat intro as finale