

CHINESE ZODIC

Percussion Opus 7

Leon Camp

Duration \pm 10 min.

Energico $\text{♩} = 80$ stickshot

Snaredrums

Fielddrums (snare off) / Flexatone

Bongo's

Toms

Barchimes Fingercymbals Conga's Misterious sounds

Timpani

* Play cymbal on timp.: play cymbal placed on timpani while making gliss. with pedal

Drumset Tubular chime

Templeblocks (5)

Sleighbells Claves

Triangle Beating

Vibraslap Cowbells (2)

Whip

Susp. Cymbal

Cymbals a 2

Gong
Gong small (watergong)

Bassdrum 1 (ad lib. Tenordrum)

Bassdrum 2

The musical score is written for a percussion ensemble in 3/4 time. It consists of 14 staves, each representing a different instrument or group of instruments. The tempo is marked as 'Energico' with a quarter note equal to 80 beats per minute. The dynamic level is consistently 'fff' (fortissimo) across most parts. The score includes various rhythmic patterns, rests, and performance instructions such as 'stickshot', 'gliss.', and 'sizzle eff.'. The instruments listed are Snaredrums, Fielddrums (snare off) / Flexatone, Bongo's, Toms, Barchimes Fingercymbals Conga's Misterious sounds, Timpani, Drumset Tubular chime, Templeblocks (5), Sleighbells Claves, Triangle Beating, Vibraslap Cowbells (2), Whip, Susp. Cymbal, Cymbals a 2, Gong, Gong small (watergong), Bassdrum 1 (ad lib. Tenordrum), and Bassdrum 2. The score is divided into two measures, with the second measure often containing more complex rhythmic figures and dynamic markings.

A

3

Misterioso $\text{♩} = 60$

x = woodblock

Snare
= on rim
mp
string.

Field
mp
= on rim
string.

Bongo
mp
= on rim
string.

Toms
fade out
mp
string.

Timp.
mp vary dynamics
string.

Drmst
string.

ImpBl
mp
string.

SlghB
p
string.

Trngl
p
string.

Vibra
string.

Whip
string.

Sus.C
p
string.
with drumsticks
mf

Cymb.
string.

Gong
string.

Bass1
p
string.

Bass2
p
string.



Rubato e Misterioso
(free in tempo & dynamics)

9 (woodblock) a tempo

Snare (on rim) *fff* (stickshots) brush on snaredrum (one player)

Field *fff*

Bongo *fff*

Toms *fff*

FingC fingercymbals

Timp. iss. gliss.

Drmst

TmpBl templeblocks

SlghB sleighbells

Trngl

Vibra

Whip whip *fff*

Sus.C *fff* cymbals sizzle eff.

Cymb. *fff*

Gong gong watergong *f sf* cont. putting gong in and out of water while playing rolls

Bass1 *fff*

Bass2 *fff*

Part 1

longa Marziale ♩ 120

flex-a-tone

ppp \leftarrow f

ppp \leftarrow f

ppp \leftarrow f

pp \leftarrow f

hard sticks (wood)

pp \leftarrow ff

ppp \leftarrow f

vibraslap

ppp \leftarrow f

closed Hi-hat eff.

f

ppp \leftarrow f

ppp \leftarrow f

p \leftarrow f

ppp \leftarrow f

17

Musical score for percussion instruments. The score is divided into two systems. The first system includes Snare, Field, Bongos, Toms, Barch, Timp., Drmst, ImpBl, Clave, Beatr, Vibra, and Whip. The second system includes Sus.C, Cymb., Gong, Bass1, and Bass2. The Snare and Field parts feature a triplet of eighth notes marked with a '3' and a dynamic of 'f'. The Timp. part has a melodic line in the bass clef. The Sus.C part is marked 'soft mallets' and has a dynamic change from 'p' to 'f'. The Cymb. part has a rhythmic pattern of eighth notes. The Bass1 and Bass2 parts have a rhythmic pattern of eighth notes, with Bass1 having a dynamic change from 'p' to 'f'.

Snare

Field

Bongos

Toms

Barch

Timp.

Drmst

ImpBl

Clave

Beatr

Vibra

Whip

Sus.C

Cymb.

Gong

Bass1

Bass2

soft mallets

f

p

f

p

f

3

3

3



21 24

Snare *p* *f* *p* *f* *p* *f* *sfp* *f* *p*

Field *p* *f* *p* *f* *p* *f* *mf*

Bongo

Toms

Barch

Timp. *p* *f* *p* *f* *p* *f*

Drumst. *p* *f* *p* *f*

ImpBl

Clave

Beatr

Vibra

Whip

Sus.C

Cymb.

Gong watergong *sf* *sf*

Bass1 *f* *p* *f* *p* *mf*

Bass2 *f* *p* *f* *p* *f* *p*

26

Snare *mf* *ff* *f* *sfp* *f* *p*

Field *f* *sfp* *ff* *f*

Bongo

Toms

Barch

Timp. *mf*

Drmst

ImpBl

Clave

Beatr

Vibra

Whip

Sus.C

Cymb. sec. sec. Hi-hat effect
sf sf mf

Gong

Bass1 *f* *mf*

Bass2 *mf* *f* *f* *p*



3 0 3 2

Snare *mf* *ff*

Field *f* *sfp* *ff*

Bongo *sfp* *f* 3 3 3 3 *sf*

Toms *mf*

Barch

Timp. *mf* *f*

Drmst

ImpBl

Clave

Beatr

Vibra

Whip

Sus.C

Cymb. *mf* *f*

Gong

Bass1 *f*

Bass2 *mf* *f* *sf*

3 4

1 2

Snare *p* *f* *p*

Field *p* *f* *p*

Bongo *mp* *f* *sfp* *f* *p* *f* *p*

Toms *f* *ff* *p* *f* *p*

Barch

Timp. *mf* *f* *p* *f* *p*

Drmst *p*

Detailed description: This block contains the first six staves of a musical score. The top staff is Snare, followed by Field, Bongo, Toms, Barch, and Timp. The Bongo staff has dynamic markings *mp*, *f*, *sfp*, *f*, *p*, *f*, and *p*. The Toms staff has *f*, *ff*, *p*, *f*, and *p*. The Timp. staff has *mf*, *f*, *p*, *f*, and *p*. The Snare, Field, and Drmst staves have *p*, *f*, and *p* markings. The Bongo and Toms staves feature triplet markings (3) above the notes. A vertical bar line separates the first and second measures.

ImpBl

Clave

Beatr

Vibra

Whip

Detailed description: This block contains five empty musical staves for ImpBl, Clave, Beatr, Vibra, and Whip. Each staff has a double bar line at the beginning and end of the section.

Sus.C *p* *sf*

Cymb. *mf* *f* *sf* *watergong*

Gong *sf*

Detailed description: This block contains three staves: Sus.C, Cymb., and Gong. The Sus.C staff has *p* and *sf* markings. The Cymb. staff has *mf*, *f*, *sf*, and *watergong* markings. The Gong staff has *sf* markings. The Cymb. staff has a note marked with a triangle (^) above it.

Bass1 *mf* *f* *f* *f* *p*

Bass2 *mf* *f* *sf* *f* *f* *p*

Detailed description: This block contains two staves: Bass1 and Bass2. The Bass1 staff has *mf*, *f*, *f*, *f*, and *p* markings. The Bass2 staff has *mf*, *f*, *sf*, *f*, *f*, and *p* markings. Both staves feature triplet markings (3) above the notes.

E

38 39

Snare *f p* *f p*

Field *f p* *f*

Bongo *f p* *f*

Toms *f p* *f*

Barch

Timp *f p* *f p*

Drmst *f p* *f*

ImpBl

Clave

Beatr

Vibra

Whip

Barchimes *p*

Sus.C *p*

Cymb. *p*

Gong *sf*

Bass1 *f p* *f*

Bass2 *f p* *f*

43

Snare *f p* 3 3 3 3

Field

Bongo *f*

Toms

Barch *fade out* *p*

Timp. *p*

Drumst

ImpBl *f*

Clave *f* *claves*

Beatr

Vibra

Whip

Sus.C *p*

Cymb. *mf*

Gong

Bass1 *mf* = on rim.

Bass2 *mf* = on rim.

F

Snare *f p-f*

Field *f*

Bongo *f*
Bongo's Ima Tacet

Toms *f*

Barch *fade out* *p*

Timp. *p-mf*

Drum
Vibra
Whip

Sus.C *f* *p*

Cymb. *p-mf*

Gong *mf*

Bass1 *f*

Bass2 *f*

G

2 stickshot meno mosso – con bravura

Snare *rall.....sf ff*

Field *rall.....sf ff*

Bongo *rall.....sf ff*

Toms

Barch

Timp.

Drmst *sf sf sf*

ImpBl *rall.*

Clave *rall.*

Beatr *rall.*

Vibra *rall.*

Whip *rall.....sf sf sf sf*

Sus.C *rall.*

Cymb. *rall.....sf sf sf sf*

Gong

rall.

Bass1 *rall.....sf ff ff*

Bass2 *ff rall.....sf ff p ff*

[H]

55

57

Snare
p < *f* *p* < *f* *p* *rall.*..... *mf*.....

Field
p < *f* *p* < *f* *rall.*..... *mp*..... *f*.....

Bongo
p < *f* *p* < *f* *p*.....

Toms
p < *f* *p* < *f* *rall.*.....

M.Snd
rall......

Timp.
p < *f* *p* < *f* *p* *f* *p* *rall.*.....

Drmst
p < *f* *p* < *f* *rall.*.....

ImpBl
rall......

Clave
rall......

Beatr
rall......

Vibra
Vibraslap
sf *sf* *rall.*.....

Whip
sf *sf* *rall.*.....

Sus.C
p < *f* *p* < *f* *rall.*.....

Cymb.
crash crash
sf *sf* *f* *p* *f* *p* *rall.*.....

Gong
f *f* *sf* *rall.*.....

Bass1
p < *f* *p* < *f* *f* *p* *f* *p* *rall.*.....

Bass2
p < *f* *p* < *f* *f* *p* *f* *p* *rall.*.....

Part 2

59

Allegro Giocoso ♩ 152 or faster

Snare *ff* 3 3

Field *ff* 3 3

Bongo *ff* 3 3

Toms *ff* 3 3

M.Snd

Timp. *ff* *sf*

Drumst. *sf*

8/8 *pp* *mf* *p* *f* *p*

8/8 *pp* *mf* *p* *f* *p*

8/8 *mf*

8/8

8/8

8/8

Hi-Hat

8/8 *pp cresc.*

ImpBl

Clave

Beatr. *sf*

Vibra

Whip *sf* whip

8/8

8/8 *pp cresc.* claves

8/8 *pp cresc.* beating

8/8

8/8

Sus.C

Cymb. *f* *sf* sec.

Gong *sf* watergong

8/8

8/8

8/8

8/8

Bass1 *ff* *sf*

Bass2 *ff* *sf*

8/8 *pp cresc.*

8/8 *pp cresc.*

63

I

stickshot



Snare *ff sf*

Field *ff sf*

Bongo *ff*

Toms *ff*

MSnd

Timp. *decresc. p*

Drumst (Hi-hat) *f*

f (latin rimshot + bassdrum) decresc. variations on bassdrum allowed p

ImpBl

Clave *f decresc. p*

Beatr *f decresc. p*

Vibra

Whip

Sus.C

Cymb.

Gong

Bass1 *f decresc. p*

Bass2 *f decresc. p*

J

Leggiero

The musical score is arranged in a system of staves. The instruments and their parts are as follows:

- Snare:** Features a rhythmic pattern of eighth notes with accents, starting in 8/8 and transitioning to 7/8. Dynamics include *p*.
- Field:** Similar to Snare, with eighth notes and accents, dynamics include *p*.
- Bongo:** Similar to Snare, with eighth notes and accents, dynamics include *p*.
- Toms:** Similar to Snare, with eighth notes and accents, dynamics include *p*.
- MSnd:** Mostly rests, with a gliss. marking.
- Timp.:** Features a melodic line with eighth notes and accents.
- Drmst:** Features a melodic line with eighth notes and accents, marked with 'x' symbols.
- ImpBl:** Features a melodic line with eighth notes and accents, marked with 'x' symbols. Dynamics include *p* and *f*.
- Clave:** Features a rhythmic pattern of eighth notes. Dynamics include *p* and *mf*.
- Beatr:** Features a rhythmic pattern of eighth notes. Dynamics include *p* and *mf*.
- Vibra:** Mostly rests.
- Whip:** Mostly rests.
- Sus.C:** Mostly rests.
- Cymb.:** Mostly rests.
- Gong:** Mostly rests.
- Bass1:** Features a rhythmic pattern of eighth notes. Dynamics include *p* and *mf*.
- Bass2:** Features a rhythmic pattern of eighth notes. Dynamics include *p* and *mf*.

74

76

This musical score is for a percussion ensemble and is divided into two main sections, marked 74 and 76. The score is written for the following instruments:

- Snare:** Features a rhythmic pattern of eighth notes. It starts with a dynamic of *f* in section 74 and transitions to *pp* *cresc.* in section 76, ending with a *f* and a **stickshot**.
- Field:** Similar to the Snare, with a dynamic shift from *f* to *pp* *cresc.* and a *f* ending with a **stickshot**.
- Bongo:** Plays a steady eighth-note pattern. Dynamics range from *f* to *pp* *cresc.* and back to *f*.
- Toms:** Plays a series of eighth notes. Dynamics include *f*, *cresc.*, and *f*.
- M.Snd (Medium Snare):** Shows a single note in section 74 and remains silent in section 76.
- Timp. (Timpani):** Plays a series of eighth notes. Dynamics include *f*, *cresc.*, and *f*.
- Drmst (Drumstick):** Uses 'x' marks to indicate drum strokes. Dynamics include *f*, *pp* *cresc.*, and *f*.
- ImpBl (Impassible Block):** Plays eighth notes with a dynamic shift from *f* to *pp* *cresc.* and back to *f*.
- Clave:** Plays a rhythmic pattern of eighth notes. Dynamics range from *f* to *pp* *cresc.* and back to *f*.
- Beatr (Beater):** Plays a rhythmic pattern of eighth notes. Dynamics range from *f* to *pp* *cresc.* and back to *f*.
- Vibra (Vibraphone):** Shows a single note in section 74 and remains silent in section 76.
- Whip:** Shows a single note in section 74 and remains silent in section 76.
- Sus.C (Suspension Cymbal):** Shows a single note in section 74 and remains silent in section 76.
- Cymb. (Cymbal):** Shows a single note in section 74 and remains silent in section 76.
- Gong:** Shows a single note in section 74 and remains silent in section 76.
- Bass1:** Plays a series of eighth notes. Dynamics range from *f* to *pp* *cresc.* and back to *f*.
- Bass2:** Plays a series of eighth notes. Dynamics range from *f* to *pp* *cresc.* and back to *f*.

The score is divided into two main sections, marked 74 and 76. Section 74 covers measures 1-6, and section 76 covers measures 7-12. The time signature changes from 7/8 in section 74 to 8/8 in section 76. Dynamics include *f* (forte), *pp* (pianissimo), and *cresc.* (crescendo). The **stickshot** notation is used for specific percussive effects at the end of the Snare and Field parts.

79



woodblock

The musical score is arranged in a multi-staff format. The instruments and their parts are as follows:

- Snare:** Features a woodblock part with dynamics *p*, *f*, *f*, *p*, *f*, *p*.
- Field:** Dynamics *p*, *f*, *f*, *p*.
- Bongo:** Dynamics *p*, *mf*, *mf*.
- Toms:** Dynamics *p*, *mf*. Includes "on rim" markings.
- M.Snd:** No notation.
- Timp.:** Dynamics *sf*, *mf*. Includes "gliss." marking.
- Drmst:** Dynamics *p*, *f*, *mf*. Includes "3 toms" marking.
- ImpBl:** Dynamics *f*, *p*. Includes "Templeblocks 1ma Tacet" marking.
- Clave:** Dynamics *p*, *f*, *mf*.
- Beatr:** Dynamics *p*, *f*, *mf*.
- Vibra:** No notation.
- Whip:** No notation.
- Sus.C:** No notation.
- Cymb.:** No notation.
- Gong:** No notation.
- Bass1:** Dynamics *p*, *f*, *mf*.
- Bass2:** Dynamics *p*, *f*, *mf*.

The score is divided into measures with time signatures of 7/8 and 8/8. Various dynamic markings (*p*, *f*, *mf*, *sf*) and performance instructions are present throughout.

83

Snare *f* *p* *f* *pp cresc.*

Field *f* *x* = stick on stick *pp cresc.*

Bongo *f* *pp cresc.*

Toms *pp cresc.*

M.Snd

Timp. *f* *Sf.* *Sf.* *pp cresc.*

Drumst *f* *pp cresc.*

(1ma tacet)

ImpBl *f* *pp cresc.*

Clave *f* *pp cresc.*

Beatr *f* *pp cresc.*

Vibra

Whip

Sus.C

Cymb.

Gong

Bass1 *f* *pp cresc.*

Bass2 *f* *pp cresc.*

J = on rim
stickshot

88 L stickshot

Snare *f*

Field *f* stickshot

Bongo *f*

Toms *f*

M.Snd

Timp. *f*

Drmst *f* High tom + Bassdrum

(1ma tacet)

TmpBl *f*

Clave *f*

Beatr *f*

Vibra

Whip

Sus.C *f*

Cymb.

Gong

Bass1 *f*

Bass2 *f*

93



♩ piu mosso (agitato)

Snare *f decresc.* *p* *f* *f*

Field *f decresc.* *p* *f* *f*

Bongo *f decresc.* *p* *f* *f*

Toms *f decresc.* *p* *f* *f*

MSnd *f decresc.* *p* *f* *f*

Timp. *f decresc.* *p* *gliss.* *sf* *f*

Drmst *f decresc.* *p* *f* *f*

ImpBl *f decresc.* *p* *f* *f*

Clave *f decresc.* *p* *f* *f*

Beatr *f decresc.* *p* *f* *f*

Vibra *f decresc.* *p* *f* *f*

Whip *f decresc.* *p* *f* *f*

Sus.C *f decresc.* *p* *f* *f*

Cymb. *f decresc.* *p* *f* *f*

Gong *f decresc.* *p* *f* *f*

Bass1 *f decresc.* *p* *f* *f*

Bass2 *f decresc.* *p* *f* *f*

D.S. al Coda

Ridecymbal *f*

Bassdrum + Snare *f*

99

This musical score is for a percussion ensemble, featuring 15 staves. The instruments and their parts are as follows:

- Snare:** 5/8 and 4/8 time signatures. Part 1: 5/8 eighth-note triplet with accents. Part 2: 4/8 quarter note with accent. Part 3: 5/8 quarter note with accent. Part 4: 4/8 quarter note with accent. Part 5: 5/8 quarter note with accent.
- Field:** 5/8 and 4/8 time signatures. Part 1: 5/8 eighth-note triplet with accents. Part 2: 4/8 quarter note with accent. Part 3: 5/8 quarter note with accent. Part 4: 4/8 quarter note with accent. Part 5: 5/8 quarter note with accent.
- Bongo:** 5/8 and 4/8 time signatures. Part 1: 5/8 quarter note with accent. Part 2: 4/8 eighth-note triplet with accents, marked *f*. Part 3: 5/8 eighth-note triplet with accents. Part 4: 4/8 eighth-note triplet with accents. Part 5: 5/8 quarter note with accent.
- Toms:** 5/8 and 4/8 time signatures. Part 1: 5/8 quarter note with accent. Part 2: 4/8 quarter note with accent. Part 3: 5/8 quarter note with accent. Part 4: 4/8 eighth-note triplet with accents, marked *f*. Part 5: 5/8 eighth-note triplet with accents.
- M.Snd:** 5/8 and 4/8 time signatures. Part 1: 5/8 quarter note with accent. Part 2: 4/8 quarter note with accent. Part 3: 5/8 quarter note with accent. Part 4: 4/8 quarter note with accent. Part 5: 5/8 quarter note with accent.
- Timp.:** 5/8 and 4/8 time signatures. Part 1: 5/8 quarter note with accent. Part 2: 4/8 quarter note with accent. Part 3: 5/8 quarter note with accent. Part 4: 4/8 quarter note with accent. Part 5: 5/8 quarter note with accent.
- Drmst.:** 5/8 and 4/8 time signatures. Part 1: 5/8 eighth-note triplet with accents, labeled "crash cymb.". Part 2: 4/8 eighth-note triplet with accents, labeled "ride cymb.". Part 3: 5/8 eighth-note triplet with accents. Part 4: 4/8 eighth-note triplet with accents. Part 5: 5/8 eighth-note triplet with accents, labeled "chinese cymbal".
- Vibra:** 5/8 and 4/8 time signatures. Part 1: 5/8 quarter note with accent. Part 2: 4/8 quarter note with accent. Part 3: 5/8 quarter note with accent. Part 4: 4/8 quarter note with accent. Part 5: 5/8 quarter note with accent.
- Whip:** 5/8 and 4/8 time signatures. Part 1: 5/8 quarter note with accent. Part 2: 4/8 quarter note with accent. Part 3: 5/8 quarter note with accent. Part 4: 4/8 quarter note with accent. Part 5: 5/8 quarter note with accent.
- Sus.C:** 5/8 and 4/8 time signatures. Part 1: 5/8 quarter note with accent. Part 2: 4/8 quarter note with accent. Part 3: 5/8 quarter note with accent. Part 4: 4/8 quarter note with accent. Part 5: 5/8 quarter note with accent.
- Cymb:** 5/8 and 4/8 time signatures. Part 1: 5/8 quarter note with accent. Part 2: 4/8 quarter note with accent. Part 3: 5/8 quarter note with accent. Part 4: 4/8 quarter note with accent. Part 5: 5/8 quarter note with accent.
- Gong:** 5/8 and 4/8 time signatures. Part 1: 5/8 quarter note with accent. Part 2: 4/8 quarter note with accent. Part 3: 5/8 quarter note with accent. Part 4: 4/8 quarter note with accent. Part 5: 5/8 quarter note with accent.
- Bass1:** 5/8 and 4/8 time signatures. Part 1: 5/8 quarter note with accent. Part 2: 4/8 quarter note with accent. Part 3: 5/8 quarter note with accent. Part 4: 4/8 quarter note with accent. Part 5: 5/8 quarter note with accent.
- Bass2:** 5/8 and 4/8 time signatures. Part 1: 5/8 quarter note with accent. Part 2: 4/8 quarter note with accent. Part 3: 5/8 quarter note with accent. Part 4: 4/8 quarter note with accent. Part 5: 5/8 quarter note with accent.

M

106

The musical score is organized into three systems of measures, each with a 4/8, 5/8, and 9/8 time signature. The instruments and their parts are as follows:

- Snare:** *p cresc.* (4/8), *f* (5/8), *pp cresc.* (9/8)
- Field:** *p cresc.* (4/8), *f* (5/8), *pp cresc.* (9/8)
- Bongo:** *p cresc.* (4/8), *f* (5/8), *pp cresc.* (9/8)
- Toms:** *p cresc.* (4/8), *f* (5/8), *pp cresc.* (9/8)
- M.Snd:** Rests in 4/8 and 5/8; notes in 9/8.
- Timp.:** *p cresc.* (4/8), *f* (5/8), *pp cresc.* (9/8)
- Drmst:** *p cresc.* (4/8), *f* (5/8), *pp cresc.* (9/8). Includes the instruction "3 toms + bassdrum" in the 9/8 section.
- ImpBl:** Rests in 4/8 and 5/8; notes in 9/8.
- Clave:** *f* (4/8), *pp cresc.* (9/8)
- Beatr:** *f* (4/8), *pp cresc.* (9/8)
- Vibra:** Rests in 4/8 and 5/8; notes in 9/8.
- Whip:** Rests in 4/8 and 5/8; notes in 9/8.
- Sus.C:** Rests in 4/8 and 5/8; notes in 9/8.
- Cymb.:** Rests in 4/8 and 5/8; notes in 9/8.
- Gong:** Rests in 4/8 and 5/8; notes in 9/8.
- Bass1:** *p cresc.* (4/8), *f* (5/8), *pp cresc.* (9/8)
- Bass2:** *p cresc.* (4/8), *f* (5/8), *pp cresc.* (9/8)

Part 3

Cadenza (vary tempo)

111 114

ff rit. sf sf sf vary dynamics

morendo morendo morendo morendo

Cadenza Timpani gliss. 3

rit. sf sf sf

rit. rit. rit. rit.

ff sf sf sf sf sf

morendo

Gong sf >

morendo morendo

Snare

Field

Bongo

Toms

M.Snd

Timp.

Chime

ImpBl

SlghB

Beatr

Vibra

Whip

Sus.C

Cymb.

Gong

Bass1

Bass2

attaca

Detailed description of the musical score: The page contains 18 staves for percussion instruments. The Timp. (Timpani) part is the only one with notation. It consists of two staves. The first staff is in bass clef and contains two triplet markings (3) over a group of notes, followed by a sextuplet marking (6) over a group of notes. The second staff also contains three triplet markings (3) over groups of notes. The word 'attaca' is written above the second staff. The Chime part has a single staff with a treble clef and a key signature of one flat. All other instrument staves (Snare, Field, Bongo, Toms, M.Snd, ImpBl, SlghB, Beatr, Vibra, Whip, Sus.C, Cymb., Gong, Bass1, Bass2) are empty.



Adagio
(with expression and tension)

ad lib. snares off

Snare

Field

Bongo

Toms

M.Snd

Timp.

Chime

Mysterious sounds

P vary dynamics

tubular chime (G)

mp

p

p

coperti

p

ImpBl

SlighB

Beatr

Vibra

Whip

Sleighbells

p

p

Sus.C

Cymb.

Gong

Susp. Cymbal

p

mp

Bass1

Bass2

p

p

p

123

Musical score for percussion instruments. The score is divided into two systems. The first system includes Snare, Field, Bongo, Toms, M.Snd, Timp., and Chime. The second system includes ImpBl, SlghB, Beatr, Vibra, Whip, Sus.C, Cymb., Gong, Bass1, and Bass2. The Field part features a complex rhythmic pattern with accents and dynamic markings (*mf*, *p < mf*, *p < f*) and triplet markings (3). The M.Snd part is labeled "Misterious Sounds" and features a wavy line. The Timp. part has a melodic line with accents and a dynamic marking (*mp*). The Chime part has a single note with an accent and a dynamic marking (*mp*). The Vibra part has a melodic line with accents and a dynamic marking (*mp*). The SlghB part has a melodic line with a dynamic marking (*p*). The Sus.C part has a melodic line with a dynamic marking (*p*). The Cymb. part has a rhythmic pattern with a dynamic marking (*mp*). The Gong part has a single note with a dynamic marking (*p*). The Bass1 and Bass2 parts have melodic lines with dynamic markings (*mp* and *p*).

128



The musical score is arranged in a vertical stack of staves. The instruments and their parts are as follows:

- Snare:** Starts with a *p* dynamic, playing a rhythmic pattern of eighth notes.
- Field:** Features a complex rhythmic pattern with dynamics ranging from *p* to *mf*. It includes a triplet of eighth notes in the second measure.
- Bongo:** Remains silent throughout the section.
- Toms:** Plays a melodic line with a *f* dynamic, featuring a triplet of eighth notes in the second measure. The instruction "ad lib. Timpani mallets" is written above the staff.
- MSnd:** Provides a textured background with the instruction "Mysterious sounds" and "mp vary dynamics".
- Timp:** Plays a simple bass line with a *p* dynamic.
- Chime:** Remains silent.
- ImpBl:** Remains silent.
- SighB:** Remains silent.
- Beatr:** Remains silent.
- Vibra:** Plays a series of chords with a *mp* dynamic, labeled "Vibraslap".
- Whip:** Remains silent.
- Sus.C:** Plays a sustained chord with a *p* dynamic.
- Cymb:** Plays a rhythmic pattern of eighth notes with a *mp* dynamic.
- Gong:** Remains silent.
- Bass1:** Plays a bass line with a *p* dynamic that transitions to *mp* in the second measure.
- Bass2:** Plays a bass line with a *p* dynamic that transitions to *mp* in the second measure.

132

P

Musical score for percussion instruments, divided into four measures. The instruments and their parts are:

- Snare:** Features triplet patterns in all measures. Dynamics: *f* (Measure 2), *ppp cresc.* (Measure 3).
- Field:** Features triplet patterns. Dynamics: *f* (Measure 1), *pp* (Measure 2), *f* (Measure 3), *ppp cresc.* (Measure 4).
- Bongo:** No part.
- Toms:** Features triplet patterns. Dynamics: *pp* (Measure 2), *f* (Measure 3), *ppp cresc.* (Measure 4).
- M.Snd:** Labeled "Misterious Sounds" with a wavy line indicating sound effects.
- Timp.:** Features a melodic line. Dynamics: *pp* (Measure 2), *ppp cresc.* (Measure 4).
- Chime:** No part.
- ImpBl:** No part.
- SighB:** Labeled "sleighbells". Dynamics: *pp* (Measure 2), *f* (Measure 3), *ppp cresc.* (Measure 4).
- Beatr:** No part.
- Vibra:** Labeled "Vibraslap".
- Whip:** No part.
- Sus.C:** No part.
- Cymb.:** Features a rhythmic pattern of 'x' marks.
- Gong:** Labeled "Gong". Dynamics: *mp* (Measure 2), *f* (Measure 3), *ppp cresc.* (Measure 4).
- Bass1:** Features a rhythmic pattern. Dynamics: *pp* (Measure 2), *f* (Measure 3), *ppp cresc.* (Measure 4).
- Bass2:** Features a rhythmic pattern. Dynamics: *pp* (Measure 2), *f* (Measure 3), *ppp cresc.* (Measure 4).

137

Musical score for percussion instruments, starting at measure 137. The score includes parts for Snare, Field, Bongo, Toms, Barch, Timp., Chime, ImpBl, SighB, Beatr, Cowbl, Whip, Sus.C, Cymb., Gong, Bass1, and Bass2. The notation includes various rhythmic patterns, dynamics (ff, p, mp, crescendo), and performance instructions (gliss., crash, fade out). The score is divided into three measures.

Snare: Measure 137 starts with two triplet patterns (3 3) marked *ff*. Measure 138 has a *p* dynamic. Measure 139 has a *p* dynamic.

Field: Measure 137 starts with two triplet patterns (3 3) marked *ff*. Measure 138 has a *p* *crescendo* instruction. Measure 139 has a *p* dynamic.

Timp.: Measure 138 has a *gliss.* instruction. Measure 139 has a *gliss.* instruction.

Chime: Measure 138 has a *chime* instruction and a *mp* dynamic. Measure 139 has a *mp* dynamic.

SighB: Measure 137 has a *ff* dynamic. Measure 138 has a *p* dynamic. Measure 139 has a *p* dynamic.

Gong: Measure 137 has a *ff* dynamic. Measure 138 has a *ff* *> fade out* instruction. Measure 139 has a *ff* *> fade out* instruction.

Bass1: Measure 137 has a *ff* dynamic. Measure 138 has a *p* dynamic. Measure 139 has a *p* dynamic and two triplet patterns (3 3) marked *p*.

Bass2: Measure 137 has a *ff* dynamic. Measure 138 has a *p* dynamic. Measure 139 has a *p* dynamic and two triplet patterns (3 3) marked *p*.



energico

Snare *ff* *p < ff*

Field *ff* *p < ff*

Bongo

Toms *ff* *p < ff*

Barch

Timp. *ff* *p < ff*
muta G to Bb

Chime

ImpBl

SghB *f*

Beatr

Cowbl

Whip

Sus.C *f* crash

Cymb. *sf.* Cymbals crash *ff sf*

Gong

Bass1 *ff*

Bass2 *ff*

143

R

The musical score is divided into three measures. The first measure features Snare, Field, and Toms playing triplets with a *decresc.* dynamic. The second measure continues these patterns, with Barch playing a glissando and Timp playing a glissando with a *decresc.* dynamic. The third measure is marked with a box 'R' and includes various instruments: Snare and Field play *p* dynamics with *dim.* markings; Toms play *mp* dynamics with *dim.* markings; Barch plays *mp* dynamics with *dim.* markings; Timp plays *mp* dynamics with *dim.* markings; Chime plays *mp* dynamics with *dim.* markings; ImpBl, SighB, Beatr, Cowbl, and Whip are silent; Sus.C plays *p* dynamics with *dim.* markings; Cymb plays *f* dynamics with *decresc.* markings; Gong plays *f* dynamics; Bass1 plays *mp* dynamics with *dim.* markings; and Bass2 plays *mp* dynamics with *dim.* markings. Specific performance instructions include 'coperti' for Snare and Field, 'mysterious sounds' for Barch, 'muta Bb to G' for Timp, and 'chime' for Chime.

146

Mysterious sounds

pp molto rall.

pp molto rall.

molto rall.

molto rall.

pp ppp molto rall. ppp

molto rall. ppp

molto rall.

pp molto rall.

molto rall.

molto rall.

molto rall.

molto rall. pp

molto rall.

molto rall.

pp molto rall.

pp molto rall.

Part 4

♩ = 92 Vivace

S

1 2

Snare

Field

Bongo

Toms

Conga's

slap

p *f*

Drmst

crash cymbal

sec. *sf* sec. *sf*

ImpBl

SighB

Beatr

Cowbl

two large cowbells

f *f*

Whip

Sus.C

Cymb

Gong

Bass1

Bass2

156

T

Snare

Field

Bongo

Toms

Conga

Timp.

(simile)

p

ff

f

6

Drumst

sec.

chin.cymb.

Hi-hat + snare + bassdrum

sf

ff

sf

f

6

Bassdrum variations allowed

TmpBl

SghB

Beatr

Cowbl

Whip

Beating / Tambourin
Ima Tacet

mf

ff

f

6

Sus.C

Cymb.

Gong

Bass1

Bass2

Bassdrum 1 Ima Tacet

mf

mf

162

Musical score for percussion instruments, divided into two measures (1 and 2). The instruments listed are Snare, Field, Bongo, Toms, Conga, Timp., Drmst, ImpBl, SlghB, Beatr, Cowbl, Whip, Sus.C, Cymb, Gong, Bass1, and Bass2.

Measure 1:

- Conga:** Features a rhythmic pattern with accents (^) and a dynamic of *mf*.
- Timp.:** Bass clef, mostly rests.
- Drmst:** Includes *Hi-hat*, *chin.cymb.*, and *crash cymb.* with dynamics *sf* and *v*.
- Beatr:** Rhythmic pattern with dynamics *p* and *mf*.
- Cowbl:** Rhythmic pattern with dynamics *mf*.

Measure 2:

- Snare:** Rest, followed by a dynamic of *p*.
- Field:** Rest, followed by a dynamic of *p*.
- Conga:** Features a sixteenth-note run with a dynamic of *ff* and an accent (^).
- Drmst:** Includes *chin.cymb.* with dynamics *ff* and *sf*, and a sixteenth-note run with a dynamic of *ff*.
- Beatr:** Rhythmic pattern with dynamics *f* and a triplet (3).
- Cowbl:** Rhythmic pattern with dynamics *ff* and a sixteenth-note run with a dynamic of *ff*.
- Bass1:** Rhythmic pattern with dynamics *f* and a triplet (3).
- Bass2:** Rhythmic pattern with dynamics *p* and *f*, and triplets (3).

U

Snare *f* 3 3

Field *f* *p* *f* 3

Bongo

Toms

Conga *mf* *A* *A* *A*

Timp.

Hi-hat

Drmst *mf* Bass + snaredrum

TempBlk *f*

SghB

Beatr *mf* *p*

Cowbl *f*

Whip

Sus.C

Cymb.

Gong

Bass1 *mf* *f* *A* *A*

Bass2 *mf* *f* 3

172

Musical score for percussion instruments, numbered 172. The score is divided into two systems. The first system includes Snare, Field, Bongo, Toms, Conga, Timp., Drmst, ImpBl, SlghB, Beatr, Cowbl, and Whip. The second system includes Sus.C, Cymb, Gong, Bass1, and Bass2. The score features various rhythmic patterns, including triplets and sixteenth notes, and dynamic markings such as *f*, *mf*, *p*, and *ff*. A vertical bar line separates the two systems, with a first ending bracket above the Snare and Field parts and a second ending bracket above the Conga, Timp., Drmst, ImpBl, Beatr, Cowbl, and Whip parts. The Drmst part includes a crash cymbal. The Bass1 and Bass2 parts feature a triplet pattern.



Snare $\frac{12}{8}$

Field $\frac{12}{8}$ on rim *f*

Bongo $\frac{12}{8}$ on rim

Toms $\frac{12}{8}$

Conga $\frac{12}{8}$ *f*

Timp. $\frac{12}{8}$

Drumst $\frac{12}{8}$ chii [^] Hi-nat *f* Bassdrum variations allowed fill in *f* crash cymb. ride cymb.

TmpBl $\frac{12}{8}$

SighB $\frac{12}{8}$

Beatr $\frac{12}{8}$

Cowbl $\frac{12}{8}$

Whip $\frac{12}{8}$

Sus.C $\frac{12}{8}$

Cymb. $\frac{12}{8}$

Gong $\frac{12}{8}$

Bass1 $\frac{12}{8}$

Bass2 $\frac{12}{8}$ a def. (if no drumset) *f*

182

with brushes



ad lib. solist

with a jazzy feel

Snare

Field

Bongo

Toms

Conga

Timp.

Ima tacet

mf

f

p

f

mf

cet

mf

f

2

ride cymbal

Drumst

till in

mf

ImpBl

SghB

Beatr

Cowbl

Whip

Ima tacet

mf

Sus.C

Cymb.

Gong

Bass1

Bass2

(a def. drumset bassdrum)

mf

187

Snare

Field

Bongo

Toms

Conga

Timp.

Hi-nat

Drumst

ImpBl

SghB

Beatr

Cowbl

Whip

Sus.C

Cymb.

Gong

Bass1

(a def. drumset bassdrum)

Bass2



191

$\text{♩} = \text{♩}$ Vivace

1 2

Snare *p* *f* *ff*

Field

Bongo

Toms

Conga *ff* *f*

Timp.

Drmst Hi-hat fill in chin.cymb. *f*

ImpBl

SighB

Beatr

Cowbl *ff* *f*

Whip

Sus.C

Cymb.

Gong

Bass1

Bass2 *f* *f* *sf* *f* obligé

196

tutti (drumsticks) 2 1 4



Snare

Field

Bongo

Toms

Conga

Timp.

Drumst

TempBl

SghB

Beatr

Cowbl

Whip

Beating / Tambourin

Templeblocks

Sus.C

Cymb.

Gong

Bass1

Bass2

201

Snare

Field

Bongo

Toms

Conga

Timp.

Drumst

ImpBl

SghB

Beatr

Cowbl

Whip

Beating / Tamb.

Sus.C

Cymb.

Gong

Bass1

Bass2

Finale

Z 6/8 Grandioso

Energico 80

The score is for a percussion ensemble and includes the following parts:

- Snare:** Features a mix of eighth and sixteenth notes with triplets and sixteenth-note runs. Dynamics range from *ff* to *ppp*.
- Field:** Similar to Snare, with triplets and sixteenth-note patterns.
- Bongo:** Features triplet patterns and sixteenth-note runs.
- Toms:** Features triplet patterns and sixteenth-note runs.
- Baruch:** Mostly rests with occasional notes.
- Timp.:** Features sixteenth-note patterns and glissandos.
- Drmst:** Features sixteenth-note patterns and a chin cymbal.
- TmpBl:** Features triplet patterns and sixteenth-note runs.
- SighB:** Mostly rests.
- Beatr:** Features a simple rhythmic pattern.
- Cowbl:** Features patterns with cowbells and a vibraslap.
- Whip:** Features a rhythmic pattern with a whip sound effect.
- Sus.C:** Features a rhythmic pattern with a sizzle effect.
- Cymb.:** Features a rhythmic pattern with a crash.
- Gong:** Features a rhythmic pattern with a gong sound.
- Bass1 & Bass2:** Feature rhythmic patterns with triplets.

The score includes various performance instructions such as *ff*, *fff*, *ppp*, *f*, *p*, *sf*, and *G.P.* (Grave Performance).

210

Snare *f p f sf* G.P. 6 *f p sf p sf*

Field *f p f sf* G.P. 6 *f p sf p sf*

Bongo *f sf* G.P. 6 *f p sf sfp sf*

Toms *f sf* G.P. 6 *f p sf ff*

Barch

Timp. *p f sf* G.P. 6 *f sf p sf ff*

Drmst chin. cymbal *sf sf*

ImpBl

SghB

Trngl

Vibra *Vibraslap sf*

Whip *Whip sf Whip sf*

Sus.C *p f* *sec. sf* *crash sf* *sec. sf* *large gong f* *small gong sf*

Bass2 *f sf* G.P. 3 *f sf p sf ff sf*

G.P. 3 *f sf p sf ff sf*

214

FINE

Snare
p — *sf sf* *pp* — *ff rall.* — *sf ppp* — *fff*

Field
p — *sf sf* *pp* — *ff rall.* — *sf ppp* — *fff*

Bongo
sfp — *sf* — *ff rall.* — *sf ppp* — *fff*

Toms
sf — *ff rall.* — *sf ppp* — *fff*

Barch

Timp.
sf *ff* — *rall.* — *sf ppp* — *fff*
chin.cymb.

Drmst
rall. — *ppp* — *fff*

ImpBl
rall. —

SlghB
rall. —

Triangle(s)
ppp — *fff*

Whip
rall. — *fff*

Cymb.
rall. — *ppp* — *fff*

Gong
large gong *ff* — large gong *ppp* — *fff*
small gong *sf* — water gong *fff*

Bass1
sf *ff* — *rall.* — *sf ppp* — *fff*

Bass2
sf *ff* — *rall.* — *sf ppp* — *fff*