

Metamorphosis of Ayers Rock
Percussion Opus 18

L. Camp

A Ayers-Rock ♩ ± 120 **Energico**

Snaredrum

Fielddrum

Fielddrum (snare off)/ Congas
Shaker(s)/ Belltree

Bongos/ Congas
Templeblocks/ Rainmakers

Toms

Glockenspiel/ Marimba
Xylophone/ Tub.Chimes

Tub.Chimes/ Vibraphone
Glockenspiel

Timpani

Cowbell/ Cabasa/ Belltree
Fingercymb./ African Claves/ Triangle

Tambourine/ Claves/ Maracas
African claves/ Belltree

Shaker(s)/ Maracas/ Cabasa
Didgeridoo/ Whip/ Barchimes/ Breakdrum

Susp.cymbal

Cymbals a 2
Wooden chimes

Gong/ Tam-tam
Fingercymbals

Bassdrum 1
Shaker(s)

Bassdrum 2

Tub.Chimes

with timpani mallets

4 3 6

Snare *f* *p* *fp* *f*

Field *p* *fp* *f*

Bongos *p* *f*

Toms *f*

Gl. sp 2nd time only Glockenspiel gliss. up

Chime 2nd time only *ff*

Timp 2nd time only *ff*

Cowb. Large Cowbell *f*

Scymb 2nd time *f*

Cymb. + = Hi-hat effect *f*

Gong *f*

Bass 1 *p* *f*

Bass 2 *p* *f*

12 14 $\text{♩} = \text{♩}$

Snare *p* *fp* *f*

Field *p* *fp* *f*

(Bongos) Congas $\text{♩} = \text{slap}$ *p poco a poco cresc.*

Toms *p poco a poco cresc.*

(glockenspiel) Marimba *p poco a poco cresc.*

Gl. sp. *f*

Chime

Timp. *p poco a poco cresc.*

Cabas shake upside down *p poco a poco cresc.*

Tamb. *p* *p poco a poco cresc.*

Shake Shaker(s) *p poco a poco cresc.*

Susp. cymbal

Scymb. *p* *f*

Cymb.

Fcymb. *p poco a poco cresc.*

Bass 1 *p poco a poco cresc.*

Bass 2 *p poco a poco cresc.*

16

♩ = stickshot x = woodblock

mf poco a poco cresc.

♩ = on rim

mf poco a poco cresc.

Claves

Fingercymbals

Detailed description: This is a percussion score for 16 measures. The score is divided into four measures, each with a 3/4 time signature. The instruments and their parts are: Snare (rest, then stickshots and woodblocks), Field (rest, then on-rim notes), Conga (continuous eighth-note pattern), Toms (quarter notes), Marim (chords with a 4-measure tie), Chime (rest), Timp (quarter notes with a 4-measure tie), Cabas (quarter notes), Claves (chords with a 4-measure tie), Shake (quarter notes with slash marks), Scymb (rest), Cymb (rest), Fcymb (quarter notes), Bass 1 (quarter notes), and Bass 2 (quarter notes). Dynamics include *mf* and *poco a poco cresc.*. Symbols for stickshots (♩) and woodblocks (x) are defined at the top.

20 21 22

Snare *f*

Field *f*

Conga *f*

Toms *f*

Marim *f*

Chime *f* Tub.Chimes

Timp. *f*

Cabas tick cabasa *f*

Clave Claves *f*

Shake *f*

Scymb

Cymb. *f*

Fcymb Fingercymbals *f* muta gong Gong

Bass 1

Bass 2

Detailed description: This is a musical score for a percussion ensemble, spanning measures 20, 21, and 22. The score is written in common time (C) and features a 3/4 time signature starting in measure 21. The instruments include Snare, Field, Conga, Toms, Marim, Chime, Timpani (Timp.), Cabasa, Claves, Shake, Scymbal (Scymb), Cymbal (Cymb.), Fingercymbal (Fcymb), Bass 1, and Bass 2. The score is divided into three measures. Measure 20 shows the initial rhythmic patterns for Snare, Field, Conga, Toms, Marim, Chime, Timpani, Cabasa, Claves, and Shake. Measure 21 continues these patterns, with a 3/4 time signature and a '4' indicating a four-measure phrase for Claves. Measure 22 features a dynamic marking of *f* (forte) for most instruments, with specific techniques like 'Tub.Chimes', 'tick cabasa', 'muta gong', and 'Gong' indicated. The score uses various rhythmic notations, including eighth notes, quarter notes, and rests, with some instruments having specific articulation marks like accents and slurs.

24

Snare

Field

Congas

Toms

Marim

Chime

Tub. Chimes

Timp.

Cabasa

Clave

Shake

Scymb

Cymb.

Gong

Bass 1

Bass 2

p *f* *p* *f*

3 3 3 3

1

(rall.)

31 (simile) 34

Snare

Field (simile)

Conga

Toms

Marim (4)

Chime

Timpani

Cabas

Claves (4)

Maracas

Susp. cymbal (pp)

Cymb.

Gong

Bass 1

Bass 2

35 \downarrow \pm 60 Grandioso e Bombastico

This musical score is for a percussion ensemble. It features 15 staves, each for a different instrument. The music is in common time (C) and includes various dynamic markings such as *sfpp*, *f*, and *p*. The score includes complex rhythmic patterns, including triplets and sixteenth-note runs. The instruments are: Snare, Field, Bongos, Toms, Marim, Chime, Timp, Cabas, Clave, Marac, Scymb, Cymb, Gong, Bass 1, and Bass 2. The score is divided into four measures. The first measure starts with a *sfpp* dynamic. The second measure features a *f* dynamic. The third measure has a *f* dynamic. The fourth measure concludes with a *p* dynamic. The score also includes a key signature change from B to Bb for the Timp instrument.

molto rall. $\text{♩} \pm 120$

39

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

- Snare:** Features a complex rhythmic pattern with triplets and dynamic markings of *sf*, *pp*, and *f*.
- Field:** Mirrors the Snare's pattern with dynamic markings of *f*, *sf*, and *pp*.
- Bongos:** Includes a *tr* (trill) marking and dynamic markings of *f*, *sf*, and *pp*.
- Toms:** Features a *tr* marking and dynamic markings of *f*, *sf*, and *pp*.
- Marim:** Plays a melodic line with slurs and dynamic markings of *f*.
- Chime:** Plays a melodic line with slurs and dynamic markings of *ff*.
- Timp.:** Features a melodic line with slurs and dynamic markings of *ff*, *pp*, and *f*. A key signature change from *Bb* to *B* is indicated.
- Cabasa:** Remains silent until the final measure, where it plays a rhythmic pattern with a dynamic marking of *f*.
- Clave:** Remains silent throughout the piece.
- Marac:** Remains silent throughout the piece.
- Symb:** Features a melodic line with slurs and dynamic markings of *f* and *pp*.
- Cymb.:** Features a melodic line with slurs and dynamic markings of *sf* and *f*.
- Gong:** Features a melodic line with slurs and dynamic markings of *sf* and *f*.
- Bass1:** Features a melodic line with slurs and dynamic markings of *f* and *pp*.
- Bass2:** Features a melodic line with slurs and dynamic markings of *f* and *pp*.

44 46

Snare

Field

Conga

Toms

Marim

Chime

Timp.

Cabasa

Cabas

Claves

Clave

Maracas

Marac

Susp.cymbal

Scymb

Cymb.

Gong

Bass 1

Bass 2

f

ff

pp

B The Night

senza misura - misterioso

with brushes

snare off coperti

Snare

Congas gliss. down *mf* 3

gliss. up 5

Templ Templeblocks *mf*

Toms soft mallets

Marimba *pp* vary dynamics

Vibes

Timp. *pp* vary dynamics

Belltree *mf*

AfrCl African Claves *p*

Didg. Didgeridoo or similar effect (also see explanation) *mf* vary dynamics

Scymb scratch *f* gliss. (trianglebeater) *sf*

WdnCh wooden chimes *p* wooden chimes

T.tam Tam-tam *mp* *f*

Shake

Bass2 play with maracas or rattlesticks with normal mallets

♩ ± 66

± 1'

Snare *mp* *mp* *mf*

Shake Shaker *m* Shaker(s) *mf* Belltree *mf*

Temp

Toms *mp* *mf* *mp* *mf*

Marim Marimba *mp* *mf* *mp* *mf*

Vibes *mf* *mf* *mf* *mf* Vibraphone motor on

Timpani *mp* *mf* *mp* *mf*

Fingercymbals *mf* *mf*

Maracas *mf* *mf*

Didg. Cabasa (tick beads) *mf* *mf*

Scymb gliss. (trianglebeater)

Wooden Chimes tick few chimes *mf* *mf*

WdrCh *mf* *mf*

T.tam scratch *mf* *mf*

Shake

Bass2 *mp* *mf* *mp* *mf*

(snare off) (coperti)

53

Musical score for percussion instruments. The score is divided into three measures. The instruments and their parts are:

- Snare:** Three measures of triplet eighth notes. Dynamics: *pp*, *f*, *pp*.
- Shake:** Rests in all three measures.
- Temp:** Rests in all three measures.
- Toms:** Three measures of triplet eighth notes. Dynamics: *pp*, *f*, *pp*.
- Marim:** Three measures of chords. Dynamics: *pp*, *f*, *pp*.
- Vibes:** Three measures of sustained chords. Dynamics: *pp*, *f*, *pp*.
- Timp.:** Three measures of chords. Dynamics: *pp*, *f*, *pp*.
- Fcymb:** Rests in all three measures.
- Marac:** Three measures of chords. Dynamics: *mf*, *mf*.
- Cabas:** Rests in all three measures.
- Susp. Cymbal:** Three measures of sustained chords. Dynamics: *pp*, *f*, *pp*.
- WdhCh:** Rests in all three measures.
- T. tam:** Three measures of chords. Dynamics: *pp*, *pp*.
- Shake:** Rests in all three measures.
- Bass 2:** Three measures of triplet eighth notes. Dynamics: *pp*, *f*, *pp*.

56

Snare
f *mp* *mf*

Shake
Shaker(s) *mf*
Belltree *mf*

Toms
f *mp* *mf*

Marim
f *mp* *mf*

Vibes
f

Timp.
f *mp* *mf*

Fcymb
Fingercymbals *mf*

Marac
(mysterious sounds) *mf*
Maracas *mf*

Cabas
Cabasa (tick) *mf*

Scymb
f
gliss. (trianglebeater)

WdrCh

T.tam
f *mf*

Bass2
f *mp* *mf*

62 snares on scoperti

This musical score is for a percussion ensemble. It consists of 14 staves, each representing a different instrument. The instruments and their parts are as follows:

- Snare:** A staff with a few scattered notes.
- Conga:** A staff with a complex, rhythmic pattern of eighth and sixteenth notes.
- Templeblocks:** A staff with a melodic line of quarter notes, starting with a *mf* dynamic marking.
- Toms:** A staff with a rhythmic pattern of eighth notes.
- Marim:** A staff with a melodic line of eighth notes, starting with a *mf* dynamic marking.
- Vb+Gs:** A staff with a few scattered notes.
- Timp.:** A staff with a rhythmic pattern of quarter notes.
- Afr Cl:** A staff with a rhythmic pattern of quarter notes, some with a '2' above them, starting with a *mf* dynamic marking.
- Marac:** A staff with a rhythmic pattern of eighth notes, some with a slash through them.
- Didg.:** A staff with a continuous, wavy line representing a shaker or similar instrument.
- Scymb:** A staff with a few scattered notes, some with a '2' above them, starting with a *mf* dynamic marking.
- WdrCh:** A staff with a few scattered notes.
- T.tam:** A staff with a few scattered notes, starting with a *mf* dynamic marking.
- Shaker(s):** A staff with a rhythmic pattern of eighth notes, some with a slash through them.
- Bass2:** A staff with a rhythmic pattern of quarter notes.

65

Snare

Conga

Temp

Tom

Marim

Vb+Gs

F-D-C-G

Timp

pp

AfrCl

2 2 2 2

Marac

Didg

Scymb

gliss. gliss.

WdrCh

T.tam

Tam-tam

pp

Shake

Bass2

to Vibraphone + Glockenspiel

67 take brushes

This musical score is for a percussion ensemble. It features 14 staves, each representing a different instrument. The instruments and their dynamics are as follows:

- Snare:** No notation, dynamic *mf*.
- Congas:** Complex rhythmic pattern, dynamic *mf*.
- Templ:** Simple rhythmic pattern, dynamic *mf*.
- Toms:** Simple rhythmic pattern, dynamic *mf*.
- Marim:** Melodic line, dynamic *mf*.
- Vib+Gs:** Melodic line with accents, dynamic *f*.
- Timp:** Simple rhythmic pattern, dynamic *f*.
- Afr Cl:** Simple rhythmic pattern with accents, dynamic *mf*.
- Marac:** Simple rhythmic pattern, dynamic *mf*.
- Didg:** No notation.
- Scymb:** Simple rhythmic pattern with glissando, dynamic *mf*.
- WdrCh:** No notation.
- T. tam:** Simple rhythmic pattern, dynamic *f*.
- Shaker(s):** Simple rhythmic pattern, dynamic *mf*.
- Bass2:** Simple rhythmic pattern, dynamic *f*.

The score is divided into two measures. The first measure contains the main rhythmic and melodic patterns for all instruments. The second measure shows some instruments (Scymb, WdrCh, T. tam) with glissando markings and others (Afr Cl, Marac, Shaker(s)) with accents.

69

with brushes

Snare *f* *p*

Conga

Temp

Toms

Marim

Vb+Gs

Timp

AfrCl 2 2 2

Marac

Didg m. effect)

Scymb gliss. gliss. gliss. *f*

WdhCh Wooden Chimes (tick separate chimes)

T.tam Tam-tam *f*

Shake

Bass2 *mf*

72

strike drumhead

f *p* *f* (*simile*)

Snare

Conga

Templ

Toms

Marim

Vb+Gsn

Timp.

AfrCl

Marac

Didg.

Scymb

WdrCh

T.tam

Shake

Bass2

74

Snare *p* *ff*

Conga

Temp

Toms

Marim

Vb+Gs

Timp

Afr Cl 2 2

Marac

Didg

Scymb gliss. gliss.

WdrCh

T.tam Tam-tam *pp*

Shake

Bass2

rall.

2

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

- Snare:** Features a dynamic marking of *ff* (fortissimo) at the beginning of the second measure.
- Conga:** Plays a rhythmic pattern of eighth notes with a consistent articulation.
- Temp:** Plays a steady sequence of quarter notes.
- Toms:** Plays a rhythmic pattern of eighth notes.
- Marim:** Plays a melodic line with eighth notes and a key signature of one flat.
- Vb+Gs:** Remains silent throughout the piece.
- Timp:** Plays a simple melodic line in the bass clef.
- Afr Cl:** Plays a rhythmic pattern of quarter notes with a dynamic marking of *mf* (mezzo-forte).
- Marac:** Plays a rhythmic pattern of eighth notes with a dynamic marking of *mf*.
- Didg:** Plays a continuous, wavy, tremolo-like texture.
- Scymb:** Features a dynamic marking of *gliss.* (glissando) above the staff.
- Wch Ch:** Remains silent throughout the piece.
- T. tam:** Plays a melodic line with a dynamic marking of *mf*.
- Shake:** Plays a rhythmic pattern of eighth notes with a dynamic marking of *mf*.
- Bass 2:** Plays a rhythmic pattern of quarter notes.

(rall.)

Tempo primo ♩ ± 66

78

snare off coperti

The musical score is arranged in a grand staff format with 14 individual staves for different percussion instruments. The score is divided into two measures by a double bar line. The first measure is marked with a 'rall.' (rallentando) and the second measure is marked 'Tempo primo' with a tempo of 66 beats per minute. The key signature has one flat (B-flat).

- Snare:** Rest in the first measure; in the second measure, it plays a rhythmic pattern starting with a half note followed by eighth notes, marked *mp*.
- Conga:** Plays a steady eighth-note pattern throughout both measures.
- Tom:** Plays a rhythmic pattern of eighth notes in the first measure, then rests in the second measure, marked *mp*.
- Marim:** Plays a melodic line of eighth notes in the first measure, then rests in the second measure, marked *mp*.
- Vb-Gs:** Rests in both measures.
- Tim:** Plays a bass line with notes G, Eb, C, G in the first measure, then rests in the second measure, marked *mp*.
- Afr Cl:** Plays a rhythmic pattern with accents in the first measure, then rests in the second measure, marked *mf*.
- Marac:** Plays a rhythmic pattern in the first measure, then rests in the second measure, marked *mf*.
- Didg:** Rests in both measures.
- Scymb:** Plays a rhythmic pattern with gliss. markings in the first measure, then rests in the second measure, marked *mf*.
- WdrCh:** Rests in both measures.
- T.tam:** Rests in both measures.
- Shake:** Plays a rhythmic pattern in the first measure, then rests in the second measure, marked *mf*.
- Bass2:** Plays a bass line with notes G, Eb, C, G in the first measure, then rests in the second measure, marked *mp*.

molto rall.....

80

Snare
mf *p* *mp*

Btree
mf

Toms
mf *p* *mp*

Marim
mf *p* *mp*

Vb+Gs

Timp.
mf *p* *mp*

Fcymb
mf M

Marac

Cabas (tick beads)
mf

Scymb
gliss.
mf

WdnCh
mf

T.tam
mf *mp*

Shake
mf

Bass2
mf *p* *mp*

Belltree

Fingercymbals

Shaker(s)

85

This musical score is for a percussion ensemble. It features 14 staves, each representing a different instrument. The instruments and their parts are as follows:

- Snare:** Features a rhythmic pattern of eighth notes with dynamic markings *p* and *f*.
- Field:** Features a rhythmic pattern of eighth notes with dynamic markings *p* and *f*.
- Bongo:** Features a rhythmic pattern of eighth notes with dynamic markings *f*.
- Toms:** Features a rhythmic pattern of eighth notes with dynamic markings *f*.
- Xylo:** Features a melodic line with dynamic markings *f*.
- Glockenspiel:** Features a melodic line with dynamic markings *ff*.
- Timp:** Features a rhythmic pattern of eighth notes with dynamic markings *f*.
- Triangle:** Features a melodic line with dynamic markings *ff*.
- Iron sounds:** Features a melodic line with dynamic markings *ff*.
- Whip:** Features a rhythmic pattern of eighth notes with dynamic markings *f*.
- Susp. Cymbal with drumsticks:** Features a melodic line with dynamic markings *ff*.
- Cymb:** Features a rhythmic pattern of eighth notes with dynamic markings *f*.
- Gong:** Features a melodic line.
- Bass 1:** Features a rhythmic pattern of eighth notes with dynamic markings *f*.
- Bass 2:** Features a rhythmic pattern of eighth notes with dynamic markings *f*.

89

Snare

Field

Bongo
f p f p

Toms

Xylo
mf

Glockenspiel
Glockenspiel
f mf

Triangle
f mf
+ = muted
o = open
2 2 2 2

Iron

Whip

(with drumsticks)

Scymb
f p

Cymb.
sf

Gong
Gong
sf

Bass1
f

Bass2
f

♩ = on drumshell

92

The musical score is arranged in a grand staff format with multiple staves for different percussion instruments. The instruments and their parts are as follows:

- Snare:** Starts with a *p* (piano) dynamic, then switches to *f* (forte) for the remainder of the piece.
- Field:** Starts with *p*, then *f*, and returns to *p* before ending with *f*.
- Bongo:** Starts with *f*, then *p*, and ends with *f*.
- Toms:** Starts with *p*, then *f*, and ends with *f*.
- Xylo:** Played in treble clef with a key signature of one flat.
- Gl. sp:** Played in treble clef with a key signature of one flat.
- Timp:** Played in bass clef.
- Trngl:** Played in bass clef with a '2' above each note, indicating a double stroke.
- Iron:** No notation.
- Whip:** No notation.
- Scymb:** Cymbals a 2, starting with *f* and *p* dynamics.
- Cymb:** Cymbals, starting with *f* dynamic.
- Gong:** Played in bass clef, starting with *p* and *f* dynamics.
- Bass 1:** Played in bass clef.
- Bass 2:** Played in bass clef.

98 \diagup = on rim

Snare
ff
 \diagup = on rim

Field
ff
 \times = woodblock

Bongo

Toms
 \times = stick on stick
ff *f* *f*

Xylo
f *f*

Gl. sp
ff

Timp.
f *f*

Trngl
2 2 2 2
ff

Iron
Iron sounds
ff

Whip
Whip
f

Scymb
ff
both times

Cymb.
sf *f*

Gong
Gong
ff

Bass 1
f *f*

Bass 2
f *f*

$\text{♩} = \text{♩}$ poco meno mosso

2

Snare *f* *p* *f*

Field *f* *p* *f*

Bongo *f* *p* *f*

Toms *f* *p* *f*

Xylophone *ff*

Gl.s.p. *ff*

Timp. *f*

Triangle *f*

Iron

Barchimes *f*

Susp.Cymbal $\circ = \text{on cup}$ *f*

Cymb. *f*

Gong *f*

Bass1 *f*

Bass2 *f*

105

This musical score is for a percussion ensemble, starting at measure 105. The instruments and their parts are as follows:

- Snare:** Features a dynamic range from *f* to *p* and back to *f* across the measures.
- Field:** Similar to the snare, with dynamics of *f*, *p*, and *f*.
- Bongo:** Also follows the *f*, *p*, *f* dynamic pattern.
- Toms:** Includes a section with a 7/8 time signature and dynamics of *f*, *p*, and *f*.
- Xylo:** Plays a complex rhythmic pattern with a *ff* dynamic.
- Gl. sp:** Mirrors the xylophone's pattern with a *ff* dynamic.
- Timp:** Features a melodic line with a *f* dynamic.
- Triangle:** Plays a sustained chord with a *f* dynamic.
- Tamb:** Remains silent throughout the section.
- Barch:** Plays a dense, sustained texture with a *f* dynamic.
- Scymb:** Features a rhythmic pattern with a *f* dynamic.
- Cymb:** Features a rhythmic pattern with a *f* dynamic.
- Gong:** Plays a sustained chord with a *f* dynamic.
- Bass 1:** Provides a bass line with a *f* dynamic.
- Bass 2:** Provides a bass line with a *f* dynamic.

108 109

Snare 7/8 8 *pp* poco a poco cresc. $\text{J} = \text{on rim}$

Field 7/8 8 *pp* poco a poco cresc. $\text{x} = \text{woodblock}$

Bongo 7/8 8 *pp* poco a poco cresc.

Toms 7/8 8 *pp* poco a poco cresc.

Xylo 7/8 8 *ff* *pp* poco a poco cresc.

Gl. sp. 7/8 8 *ff* free gliss. (gl.spiel) *pp* poco a poco cresc.

Timp. 7/8 8 *pp* poco a poco cresc.

Trngl. Triangle 7/8 8 *f*

Tamb. Tambourine 7/8 8 *pp* poco a poco cresc.

Barch. free gliss. (barchimes) 7/8 8 *f*

Scymb. 7/8 8 *f* *pp* poco a poco cresc.

Cymb. 7/8 8 *f* *pp* poco a poco cresc.

Gong 7/8 8 *f* *pp* poco a poco cresc.

Bass 1 7/8 8 *f* *pp* poco a poco cresc.

Bass 2 7/8 8 *f* *pp* poco a poco cresc.

111

Musical score for percussion instruments, page 111. The score consists of 15 staves, each representing a different instrument. The instruments are: Snare, Field, Bongo, Toms, Xylo, Gl. sp (Glockenspiel), Timp (Timpani), Trngl (Triangle), Tamb (Tambourine), Barch (Bachan), Scymb (Scyamb), Cymb (Cymbal), Gong, Bass 1, and Bass 2. The notation includes various rhythmic patterns, rests, and glissando markings. The score is organized into three measures, with some instruments having specific markings like '(free gliss.)'.

Snare

Field

Bongo

Toms

Xylo

Gl. sp
(free gliss.)

Timp

Trngl

Tamb

Barch
(free gliss.)

Scymb

Cymb

Gong

Bass 1

Bass 2

senza misura (see explanation)

114

Snare *fff*

Field *fff*

Bongos Rainmaker(s) *fff* *mp vary dynamics*

Toms *fff*

Xylo *fff*

Gl.sp (play random notes) choose own tempo *P* repeat ad lib. times

Timp. *fff*

Trngl several triangles choose own tempo *P* repeat ad lib. times

Tamb. *fff* Belltree (tick random bells) choose own tempo *P* repeat

Break Breakdrum(s) choose own tempo (with thin mallet) *P* repeat ad lib. times

Scymb several susp.cymbals choose own tempo *P* repeat ad lib. times

Cymb. Cymbals a 2 choose own tempo *P* repeat ad lib. times

G: with trianglebeater own tempo repeat ad lib. times

B:

B: *fff*

Snare

Field

Rainmaker(s) fade out

Rainm (vary dynamics) fade out

Toms

Chime Tub.Chimes ♩ = 120 *f* *molto rall.*

Chime *ff*

Timp Timpani ♩ = 120 *f* *sfp < fp* *molto rall.* fade out

Trngl (keep repeating) fade out

Btree (keep repeating)

Break (keep repeating)

Scymb (keep repeating)

Cymb. (keep repeating)

Gong (keep repeating)

Bass 1 *f*

Bass 2 *f*

Bongos *sfp*

Toms *sfp*

Glockenspiel *f*

Tub.Chimes *ff*

Susp.Cymbal *p*

(Cymbals a 2) *sf*

(Gong) *sf*

117

Snare

Field

Bongo

Toms

Gl. sp

Chime

Timp.

Trngl

Btree

Break

Scymb

Cymb.

Gong

Bass 1

Bass 2

f *sfp* *f* *sfp* *f* *p* *sf*

f *sfp* *f* *sfp* *f* *p* *f* *sf*

f *sfp* *f* *sfp* *f* *p* *f* *sf*

f *sfp* *f* *sfp* *f* *p* *f* *sf*

f *p* *f*

f *sfp* *f* *sfp* *f* *p* *ff*

f *p* *p* *f*

sf *sf* *sf* *sf*

sf

p *f* *p* *f*

p *f* *p* *f*

FINE

121 molto rall.

The score consists of 17 staves for percussion instruments. The first four staves (Snare, Field, Bongo, Toms) feature complex rhythmic patterns with triplets and slurs. The next three staves (Gl.sp, Chime, Timp) have simpler rhythmic lines. The following three staves (Trngl, Btree, Break) are empty. The last seven staves (Scymb, Cymb, Gong, Bass 1, Bass 2) provide a rhythmic foundation with various dynamics and articulation. The score concludes with a 'FINE' marking.

Snare
pp *sf* *pp* *fff*

Field
pp *f* *sf* *pp* *fff*

Bongo
pp *f* *sf* *pp*

Toms
pp *f* *sf* *pp* *fff*

Gl.sp
fff

Chime
fff

Timp.
pp *pp* *fff*

Trngl

Btree

Break

Scymb
pp *f* *pp* *fff*

Cymb.
Cymbals a 2
sf *fff*

Gong
sf *sf*

Bass 1
pp *f* *pp* *fff*

Bass 2
pp *f* *pp* *fff*