

BULLS-EYE

Duration: 6' 48"

J. Maassen

1 Daybreak Misterioso ♩ ± 88

Snaredrum Cowbell

Snaredrum / Cowbell

Fielddrum Woodblock

Fielddrum (s) Woodblock

Bongos / Fl

Toms

Toms (3) / Timbales

Templeblocks

Templeblocks (5) / Conga's

Barchimes (with brushes) Catanets

Barchimes / Claves

Cabasa

Cabasa / Whip / Claves A-go-go bells / Vibraslap

Ride Cymbal (with Timpani mallets)

Ridecymbal / Crashcymbal

Hihat

Cymbals a 2 / Hi-hat Windmachine

Gong

Tenordrum

Tenordrum(s) (ad lib. small bassdrum) Gong

Bassdrum

Bassdrum / Whistle

4 (Cowbell) $\text{♩} = \text{♩}$ Snaredrum

Snare *sfp* *f*

(Woodblock)

Field

Bongo *sfp* *sf*

Toms *sf* *sf* *mf* *f*

Templeblocks

Templ

Barch

Cabasa

Cabas

Crash Cymbal choke *sf* choke *sf*

Scymb

HiHat

Tenor

Bdrum

Detailed description: This is a percussion score for a 3/4 time signature. The score is divided into five measures. The first measure is marked with a '4' and '(Cowbell)'. The second measure is marked with a '3/4' time signature. The instruments and their parts are: Snare (with accents and dynamics *sfp* and *f*), Field (with '(Woodblock)' annotation), Bongo (with accents and dynamics *sfp* and *sf*), Toms (with accents and dynamics *sf*, *sf*, *mf*, and *f*), Templeblocks, Cabasa, Scymb (with 'Crash Cymbal choke' and 'choke' annotations and dynamic *sf*), HiHat, Tenor, and Bdrum. The notation includes various rhythmic patterns, rests, and dynamic markings.

9

Snare

Fieldrum (snares off)

Field

Bongo

Toms

Temp

Barch

Cabas

Scymb

HiHat

Tenor

Bdrum

sfpp *accel.* *f*

sfpp *f accel.*

f accel.

f accel.

sf accel. *f*

accel.

sf accel.

choke *choke* *f*

sf accel.

f *sf accel.*

f *sf accel.*

Whip

3

3

13 Presto volante Allegro con moto

Snare
sf *mf* *sf* *sf* *mf*

Field
sf *sf* *mf*

Bongo
sf *sf* *mf*

Toms
sf *sf* *mf*

Temp
sf *sf*

Barch
Barchimes
Castanets
mf

Whip
sf *sf*

Scymb
choke choke
Ride Cymbal (with drumsticks)
sf *sf* *mf*

Cymb.
Cymbals a 2
choke choke
sf *sf* *sf*

Tenor
sf *sf*

Bdrum
sf *sf*

19

Musical score for percussion instruments, measures 19-22. The score includes parts for Snare, Field, Bongo, Toms, Conga, Cast., Agogo Bells, Scymb, Cymb., Tenor, and Bdrum. The Conga part starts in measure 20 with a *mf* dynamic. The Cast. part features a complex rhythmic pattern with accents. The Agogo Bells part has a steady eighth-note pattern with a *mf* dynamic. The Scymb part has a consistent eighth-note pattern. The Tenor part has a steady eighth-note pattern. The Bdrum part has a steady quarter-note pattern. The Snare, Field, Bongo, and Toms parts are mostly silent, with some initial activity in the first measure.

Snare

Field

Bongo

Toms

Conga

Cast.

Agogo Bells

Agogo

Scymb

Cymb.

Tenor

Bdrum

Congas

mf

mf

23 25

Snare *f*

Field *f*

Bongo *f*

Toms *f*

Conga

Cast.

Agogo

Scymb

Cymb.

Tenor *mf*

Bdrum *mf*

Bongos

Toms

26

Musical score for percussion instruments. The score is organized into ten staves, each representing a different instrument. The instruments are: Snare, Field, Bongo, Toms, Conga, Cast., Agogo, Scymb, Cymb., Tenor, and Bdrum. The score is divided into three measures. The Snare, Conga, Cast., and Agogo staves are mostly silent, indicated by a horizontal line. The Field staff plays a continuous eighth-note pattern starting in the first measure, marked *mf*. The Bongo staff has a single eighth note in the second measure, followed by a triplet of eighth notes in the third measure. The Toms staff has a triplet of eighth notes in the second measure, marked *f*, and a triplet of eighth notes in the third measure. The Scymb staff plays a continuous eighth-note pattern throughout all three measures. The Tenor staff has a quarter note in the second measure, marked *mf*, followed by a quarter note in the third measure. The Bdrum staff has a quarter note in the second measure, marked *mf*, followed by a quarter note in the third measure.

29

Snare : *f* *p* *f*

Field : *mf*

Bongo : -

Toms : -

Conga : -

Cast. : -

Agogo : -

Scymb : *mf*

Cymb. : -

Tenor : *mf*

Bdrum : *mf*

31

Musical score for percussion instruments, including Snare, Field, Bongo, Toms, Conga, Cast., Agogo, Scymb, Cymb., Tenor, and Bdrum. The score is divided into two measures, with a double bar line and repeat sign at the end of the second measure. The Snare part is mostly silent, with a *p* dynamic marking at the end. The Field part features eighth-note patterns with accents. The Bongo part has triplet patterns starting with a *f* dynamic. The Toms part also features triplet patterns with a *f* dynamic. The Conga part is silent. The Cast. part is silent until the end, where it has a *mf* dynamic marking and a pattern of eighth notes with accents. The Agogo part is silent. The Scymb part has a rhythmic pattern of eighth notes with accents. The Cymb. part is silent. The Tenor part has a simple eighth-note pattern with accents. The Bdrum part has a simple eighth-note pattern with accents.

38

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

- Snare:** Plays a rhythmic pattern of eighth notes with a dynamic marking of *mf*.
- Field:** Rests throughout the measures.
- Bongo:** Rests throughout the measures.
- Toms:** Rests throughout the measures.
- Templ:** Rests throughout the measures.
- Cast.:** Plays a complex rhythmic pattern of sixteenth notes with accents.
- Cabas:** Rests throughout the measures.
- Scymb:** Rests throughout the measures.
- Cymb.:** Labeled "Cymbals a 2", plays a pattern of cymbal strokes with a dynamic marking of *mf*.
- Tenor:** Plays a pattern of quarter notes with a dynamic marking of *mf*.
- Bdrum:** Labeled "Whistle" and "Bassdrum", plays a pattern of quarter notes with a dynamic marking of *f*.

42 45

Snare

Field
Fieldrum (snare off)
mf

Bongo
mf

Toms

Templ

Cast.

Cabas

Scymb

Cymb.

Tenor

Bdrum

46

Snare *f*

Field *f*

Bongo *f*

Toms *f*

Templeblocks *f*

Cast. (muta Claves) Claves

Cabas

Scymb

Cymb. Cymbals a 2 *f* choke

Tenor *f*

Bdrum *f*

50

$\text{♩} = \text{♩}$

Musical score for percussion instruments, starting at measure 50. The score is in 3/4 time and includes the following parts:

- Snare:** *p* (piano), starting in measure 50.
- Field:** *p* (piano), starting in measure 50.
- Bongo:** *mf* (mezzo-forte), starting in measure 52.
- Toms:** *mf* (mezzo-forte), starting in measure 52.
- Templeblocks:** *mf* (mezzo-forte), starting in measure 53.
- Clave:** *p* (piano), starting in measure 50.
- Cabas:** *p* (piano), starting in measure 50.
- Scymb (Ride Cymbal):** *mf* (mezzo-forte), starting in measure 53.
- HiHat:** Rest throughout.
- Tenor:** *p* (piano) in measures 50-51, *mf* (mezzo-forte) in measures 52-53.
- Bdrum:** *p* (piano) in measures 50-51, *mf* (mezzo-forte) in measures 52-53.

55

Snare *f*

Field *f*

Bongo *mp*

Toms *mp*

Templeblocks *f*

Clave

Whip

Scymb (Ride) *mp*

HiHat *mp*

Tenor *mp*

Bdrum *mp*

58 59

Snare *f*

Field *f*

Bongo *f sf*

Toms *f sf*

Tempi *f sf*

Clave *f sf*

Whip

Scymb *f sf* choke

HiHat *f sf*

Tenor *f sf*

Bdrum *f sf*

± 96

Snaredrum *f*

Fieldrum *f*

Bongos *mf*

Toms *mf*

Congas with soft mallets *p*

Barchimes *p*

Gong *p*

Bassdrum *p*

Detailed description: This page contains a musical score for percussion instruments. It is divided into two main sections. The first section covers measures 58 and 59, which are in 3/4 time. A double bar line separates measure 58 from 59. The instruments listed on the left are Snare, Field, Bongo, Toms, Tempis, Clave, Whip, Scymbal, HiHat, Tenor, and Bassdrum. The second section covers measure 96, which is in common time (C). The instruments listed on the right are Snaredrum, Fieldrum, Bongos, Toms, Congas (with soft mallets), Barchimes, Gong, and Bassdrum. Dynamics such as *f*, *sf*, *mf*, and *p* are indicated throughout the score. A 'choke' instruction is present above the Scymbal part in measure 59.

63

|| = cowbell

|| = woodblock

Toms

Whip

Cymbals a 2 choke

Tenordrum

Whistle

3 Starting the fight

68

Marziale

The musical score is arranged in a vertical stack of staves for various percussion instruments. The instruments listed on the left are Snare, Field, Bongo, Timb., Templ, Cast., Whip, Scymb, HiHat, Tenordrum, and Whstl. The score is divided into measures by vertical bar lines. The Snare staff shows a rhythmic pattern of eighth notes with rests, starting with a dynamic of *p*. The Field, Bongo, and Timb. staves are mostly empty, with an *accel.* marking. The Templ staff also has an *accel.* marking. The Cast. staff features a section for Castanets, marked with *f* and *p* dynamics, and an *accel.* marking. The Whip, Scymb, and HiHat staves are empty. The Tenordrum staff shows a rhythmic pattern of eighth notes starting with a dynamic of *mf*. The Whstl staff shows a rhythmic pattern of eighth notes starting with a dynamic of *f*, followed by *mf < f* and *mf*, with an *accel.* marking. A dashed box labeled "Bassdrum" is positioned above the Whstl staff in the first measure.

72

Snare

Field

Bongo

Timb.

Templeblocks

Templ

Cast.

Whip

Scymb

HiHat

Tenor

Bdrum

f *p*

mp

f *mf*

f *mf*

Castanets

Ride Cymbal (medium soft mallets)

Detailed description: This is a percussion score for measures 72-75. The score includes parts for Snare, Field, Bongo, Timbale, Templeblocks, Castanets, Whip, Ride Cymbal, HiHat, Tenor, and Bdrum. The Snare part has a rhythmic pattern in the first two measures. The Templeblocks part features a triplet of eighth notes in the first measure, marked *f*, followed by a quarter rest and a triplet of eighth notes marked *p*. The Castanets part has a *p* dynamic marking in the fourth measure. The Ride Cymbal part has a *mp* dynamic marking and a sustained sound in the second, third, and fourth measures. The Tenor and Bdrum parts have triplet markings in the second and third measures, with dynamics of *f* and *mf* respectively.

accelerando

84

The musical score is arranged in a vertical staff format with the following instruments and parts:

- Snare:** Features a rhythmic pattern of eighth notes in the first measure, followed by a sustained note in the second and third measures. Dynamics range from *pp* to *sf*.
- Field:** Similar to Snare, with a rhythmic pattern in the first measure and sustained notes in the second and third measures. Dynamics range from *pp* to *sf*.
- Bongo:** Similar to Snare, with a rhythmic pattern in the first measure and sustained notes in the second and third measures. Dynamics range from *pp* to *sf*.
- Timb. (Timbales):** Features triplet eighth notes in the first measure, followed by a sustained note in the second and third measures. Dynamics range from *pp* to *sf*. Includes the instruction "muta Toms" in the third measure.
- Templ. (Templeblocks):** Features triplet eighth notes in the first measure, followed by a sustained note in the second and third measures. Dynamics range from *pp* to *sf*.
- Cast. (Castanets):** Similar to Snare, with a rhythmic pattern in the first measure and sustained notes in the second and third measures. Dynamics range from *pp* to *sf*.
- Whip:** Remains silent throughout the piece.
- Scymb (Ride Cymbal):** Features a sustained note in the second and third measures. Dynamics range from *pp* to *sf*.
- HiHat:** Features a rhythmic pattern of eighth notes in the first measure, followed by a sustained note in the second and third measures. Dynamics range from *pp* to *sf*.
- Tenor:** Features a rhythmic pattern of eighth notes in the first measure, followed by a sustained note in the second and third measures. Dynamics range from *f* to *sf*.
- Bdrum (Bass Drum):** Features a rhythmic pattern of eighth notes in the first measure, followed by a sustained note in the second and third measures. Dynamics range from *pp* to *sf*.

87 ♩ = 144 or more

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

- Snare:** *mf* (mezzo-forte), playing a rhythmic pattern of eighth notes and quarter notes.
- Field:** *mf*, playing a rhythmic pattern of eighth notes and quarter notes.
- Bongos:** *mf*, playing a triplet pattern of eighth notes.
- Toms:** *mf*, playing a triplet pattern of eighth notes.
- Congas:** *f* (forte), playing a rhythmic pattern of eighth notes.
- Cast.:** (Castanets) - no notation.
- Whip:** - no notation.
- Symb:** *p* (piano), playing a rhythmic pattern of eighth notes with a circled 'o' above each note, indicating 'on cup'.
- HiHat:** *p*, playing a rhythmic pattern of eighth notes.
- Tenor:** *p*, playing a rhythmic pattern of eighth notes.
- Bdrum:** *p*, playing a rhythmic pattern of eighth notes.

90

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

- Snare:** Features a melodic line with accents (^) and dynamic markings *fp*, *f*, and *fp*.
- Field:** Features a melodic line with accents (^).
- Bongo:** Features a melodic line with triplets (3) and an accent (^). Dynamic marking *f* is present.
- Toms:** Features a melodic line with triplets (3) and accents (^).
- Conga:** Features a melodic line with accents (^).
- Castanets:** Features a melodic line with dynamic marking *mp*.
- Whip:** No part.
- Symb:** Features a melodic line with the instruction "(on cup)" and dynamic marking *mf*.
- HiHat:** Features a melodic line with accents (^).
- Tenor:** Features a melodic line.
- Bdrum:** Features a melodic line with dynamic marking *mf*.

94 95

Snare *f* *fp* *f*

Field *f*

Bongo

Toms *f*

Conga

Cast. *f*

Gong Gong Whip *mf* *f*

Scymb (on cup) *f*

HiHat *f*

Tenor

Bdrum *f* *mf* *f* *mf* *f*

Whistle Bass-drum Whistle Bassdrum

Detailed description: This is a musical score for a percussion ensemble, spanning measures 94 and 95. The score is written on ten staves, each representing a different instrument. Measure 94 begins with a double bar line. The Snare part starts with a forte (*f*) accent on the first beat, followed by a piano (*fp*) section. The Field part has a forte (*f*) accent on the first beat. The Toms part has a forte (*f*) accent on the first beat. The Cast. part has a forte (*f*) accent on the first beat. The Gong part has a mezzo-forte (*mf*) accent on the first beat. The Scymb part has a forte (*f*) accent on the first beat. The HiHat part has a forte (*f*) accent on the first beat. The Bdrum part has a forte (*f*) accent on the first beat. Measure 95 continues the patterns for most instruments, with some changes in dynamics and accents. The Gong part has a forte (*f*) accent on the first beat. The Bdrum part has a mezzo-forte (*mf*) accent on the first beat, followed by a forte (*f*) section. The Whistle and Bass-drum parts have a mezzo-forte (*mf*) accent on the first beat, followed by a forte (*f*) section. The Whip part has a forte (*f*) accent on the first beat.

99

Snare
P cresc.

Field
Woodblock
mf *f*

Bongo
P cresc.

Toms
P cresc.

Conga
Congas
f

Cast.
Castanets
f

Whip

Scymb

Cymb.
Cymbals a 2
P cresc.

Tenor
P cresc.

Bdrum
P cresc.

103

Musical score for percussion instruments, measures 103-106. The score includes parts for Snare, Wdbl., Bongo, Toms, Templ, Clave, Agogo, Scymb, Cymb., Tenor, and Bdrum. Dynamics range from *ff* to *f*. The Toms part includes the instruction "muta Timbales" and a triplet of eighth notes in the final measure. The Bdrum part includes triplet markings in the final measure.

Snare *ff*

Wdbl. *ff*

Bongo *ff*

Toms *ff* muta Timbales *f* Timbales 3

Templ *ff*

Clave *ff*

Agogo

Scymb

Cymb. *f*

Tenor *f*

Bdrum *f* 3 3 3

♩ = ♩ [4] In the arena

111

1st time tacet

♩ = rimshot

♩ = ♩

Snare

mf

Field

snare on ♩ = rimshot

mf-f

Bongo

Toms

Toms 1st time tacet

f

Templ

Templeblocks

mf-f

Clave

Agogo

Scymb

Cymbals a 2

mp-mf

Tenor

mf-f

Bdrum

mf-f

♩ = ♩

♩ = rimshot

115

Snare *mf-f* *Ilda cresc.*

Field *mf-f* *Ilda cresc.*

Bongo *mf-f* *Ilda cresc.*

Toms *f* *Ilda cresc.*

Templ Templeblocks *Ilda cresc.*

Clave

Agogo

Scymb

Cymb. Cymbals a 2 *mp-mf*

Tenor *mf-f* *Ilda cresc.*

Bdrum *mf-f* *Ilda cresc.*

♩ = 72

119

with brushes rub brushes in rotating way over drumhead

The musical score is arranged in a grand staff format with ten staves, each representing a different percussion instrument. The time signature is common time (C). The tempo is marked as ♩ = 72. The score begins at measure 119.

- Snare:** Starts with a rest, then plays a continuous eighth-note pattern starting in measure 2. Dynamic: *mf*.
- Field:** Starts with a rest, then plays a continuous eighth-note pattern starting in measure 2. Dynamic: *mf*. Instruction: "snares off rub sticks in rotating way over drumhead".
- Bongo:** Rest throughout.
- Toms:** Rest throughout.
- Temp:** Rest until measure 4, then plays a triplet eighth-note pattern. Dynamic: *f*.
- Clave:** Rest until measure 4, then plays a steady eighth-note pattern. Dynamic: *f*.
- Agogo:** Rest throughout.
- Scymb:** Rest until measure 1, then plays a crash cymbal sound in measure 1. Dynamic: *ff* to *p*.
- Cymb:** Rest throughout.
- Gong:** Rest until measure 1, then plays a gong sound in measure 1. Dynamic: *ff*. In measure 4, it plays a triplet eighth-note pattern. Dynamic: *p*. Instruction: "Tenordrum".
- Bdrum:** Rest until measure 1, then plays a bass drum sound in measure 1. Dynamic: *ff* to *p*. In measure 4, it plays a triplet eighth-note pattern. Dynamic: *mf*. Instruction: "Bassdrum".

5 Victory

128

$\text{♩} \pm 154$ Festivo

Snare *ff*

Field *ff*

Flex-a-tone *ff*

Toms *ff*

Templ *ff*

Clave *ff*

Vslap *ff*

Scymb *ff*

Cymb. *f*

Tenor *ff*

Bdrum *ff*

C

C

C

C

C

C

Agogo Bells *f*

Ride Cymbal *f*

Hihat *f*

Tenordrum *f*

Bassdrum *f*

132

This musical score is for a percussion ensemble and includes the following instruments and parts:

- Snare:** Rests throughout the section.
- Field:** Rests throughout the section.
- Bongo:** Rests in the first two measures, then plays a rhythmic pattern starting in the third measure with a forte (*f*) dynamic.
- Toms:** Rests in the first measure, then plays a rhythmic pattern starting in the second measure with a forte (*f*) dynamic.
- Congas:** Plays a continuous rhythmic pattern throughout the section with a forte (*f*) dynamic.
- Clave:** Plays a steady rhythmic pattern throughout the section.
- Agogo:** Plays a rhythmic pattern consisting of eighth notes throughout the section.
- Scymb:** Plays a rhythmic pattern consisting of eighth notes throughout the section.
- HiHat:** Plays a rhythmic pattern consisting of eighth notes throughout the section.
- Tenor:** Plays a rhythmic pattern consisting of eighth notes throughout the section.
- Bdrum:** Plays a rhythmic pattern consisting of eighth notes throughout the section.

(with drumsticks)

♩ ± 160

135

The musical score is arranged in a grand staff format with ten staves, each representing a different percussion instrument. The score is divided into three measures by vertical bar lines. The first measure is marked with a dynamic of *sfz* (sforzando) and a hairpin crescendo. The second measure continues with the same dynamics. The third measure is marked with a dynamic of *f* (forte) and a hairpin decrescendo. The instruments and their parts are as follows:

- Snare:** Rests in the first two measures, then plays a rhythmic pattern in the third measure.
- Field:** Plays a triplet of eighth notes in the first two measures, then rests in the third.
- Bongo:** Plays a triplet of eighth notes in the first two measures, then rests in the third.
- Toms:** Plays a rhythmic pattern in the first two measures, then rests in the third.
- Conga:** Plays a rhythmic pattern in the first two measures, then rests in the third.
- Clave:** Labeled "(Claves)" in the first two measures and "Castanets" in the third. It plays a rhythmic pattern throughout.
- Agogo:** Plays a rhythmic pattern in the first two measures, then rests in the third.
- Scymb:** Plays a rhythmic pattern in the first two measures, then rests in the third.
- HiHat:** Plays a rhythmic pattern in the first two measures, then rests in the third.
- Tenor:** Plays a rhythmic pattern in the first two measures, then rests in the third.
- Bdrum:** Plays a rhythmic pattern in the first two measures, then rests in the third.

138

This musical score is for a percussion ensemble and includes vocal parts. The percussion instruments are Snare, Field, Bongo, Toms, Temp, Cast., Vslap, Scymb, and Windm. The vocal parts are Tenor and Bdrum. The score is divided into four measures. The Snare part starts with a *mf* dynamic and changes to *p* in the second measure. The Bongo part enters in the third measure with a *f* dynamic. The Cast. part starts with a *mf* dynamic and changes to *p* in the second measure. The Tenor part starts with a *mf* dynamic and changes to *p* in the second measure. The Bdrum part starts in the third measure with a *mp* dynamic. The Field, Toms, Temp, Vslap, Scymb, and Windm parts are silent throughout the piece.

Snare *mf* *p*

Field

Bongo *f*

Toms

Temp

Cast. *mf* *p*

Vslap

Scymb

Windm

Tenor *mf* *p*

Bdrum *mp* u m

142 ◊ = rimshot

Snare
f

Field
Fielddrum (snare off)
mf

Bongo
p

Toms

Temp

Cast.
mf

Vslap

Scymb

Windn

Tenor

Bdrum

Senza misura

145

Snare *f* *rall.*

Field *f* *rall.*

Bongo *f* *rall.*

Toms *f* *rall.*

Tempi *f* *rall.*

Cast. *rall.* *vary dynamics*

Vslap *rall.*

Scymb *rall.* *vary dynamics*

Windm *rall.*

Tenor *f* *rall.* *ff*

Bdrum *f* *rall.* *ff*

Barchimes

Ride Cymbal

Windmachine

Gong

Snare

Field

Bongo

sfp vary dynamics

Toms

Templeblocks

Templ

Barch

vary dynamics

Vslap

Scymb

vary dynamics

Windn

vary dynamics

Tenor

Gong

vary dynamics

Bdrum

3 3

3 3

3 3

3 3

one player

150

Snare
vary dynamics the 2nd time

Field
vary dynamics

Bongo
Bongos
sfp

Toms

Temp

Barch

Vslap
Vibraslap

Scymb

Windn
vary dynamics

Gong
Gong 2nd time only

Whstl
Whistle 2nd time only
sfp

The musical score is for a single player and consists of ten staves. The Snare staff features a complex rhythmic pattern of eighth notes with accents and triplets, with a dynamic instruction to vary dynamics on the second time. The Field staff has a long, sustained note with a dynamic instruction to vary dynamics. The Bongo staff has a single note with an accent and a dynamic instruction of *sfp*. The Toms and Temp staves have rhythmic patterns of eighth notes with triplets. The Barch staff has a dense, sustained texture. The Vslap staff has a single note with a dynamic instruction of *sfp*. The Scymb staff has a long, sustained note. The Windn staff has a long, sustained note with a dynamic instruction to vary dynamics. The Gong and Whstl staves have single notes with dynamic instructions of *sfp* and a note that they are only to be played on the second time.

151 ♩ ± 160

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

- Snare:** 3/4 time, rests throughout.
- Field:** 3/4 time, rests until measure 5, then Fielddrum with *mp-f* dynamics.
- Bongo:** 3/4 time, *mp-f* dynamics, rhythmic pattern.
- Timbales:** 3/4 time, *mp-f* dynamics, rhythmic pattern.
- Templ:** 3/4 time, rests throughout.
- Cabasa:** 3/4 time, *f* dynamics, rhythmic pattern.
- Whip:** 3/4 time, *f* dynamics, rhythmic pattern.
- Ride Cymbal (with drumsticks):** 3/4 time, *f* dynamics, *choke* technique indicated.
- HiHat:** 3/4 time, *mp-f* dynamics, rhythmic pattern.
- Tenor:** 3/4 time, *mp-f* dynamics, rests until measure 5, then notes.
- Bdrum:** 3/4 time, rests until measure 5, then Bassdrum with *mp-f* dynamics.

156 *tutti* 159 $\text{♩} \pm 112$ *Grandioso*

Snare
--
mp-f
ff *f*

Field
ff *f*

Bongo
ff *f*

Timb.
ff *f*

Templeblocks
ff *f*

Clave
Cabasa
f

Whip
Whip
f

Symb
choke
ff

HiHat
(Hihat)
Cymbals a 2
f

Tenor
ff *f*

Bdrum
ff *f*

a tempo rallentando

Snare
ff *p*

Field
ff *p* *mf* *morendo*

Bongo
ff *fff* *mp* *p*

Toms
ff *fff* *f* *p*

Templ Templeblocks
mp *pp*

Cast. Castanets
ff *fff*

Cabas Cabasa
mp

Scymb Ride Cymbal (with drumsticks)
ff *fff* *mp* *p*

Cymb. Cymbals a 2 Win
fff *morendo*

Tenor muta Gong
ff *fff* *pp*

Bdrum Bassdrum
ff *fff* *mf* *morendo*

FINE