

# PERCUSSION VARIATIONS

Duration: ± 3' 49"

J.J.M. Stoffels

Snaredrum / Tub.Chime / Barchimes  
Templeblocks / Whip

Fielddrum / Vibraslap / Birdwhistle's  
Susp.Cymbal / Alarmclock

Bongo's / Triangle / Windmachine  
Cabasa / Quica

Toms (4) / Cymbals a 2  
Sandpaper / Beatring

Timpani / Claves  
Wooden sticks (breaking sound)

Gong (Large & Small) / Tenordrum

Bassdrum

1 Andante Misterioso  
Chime

5

10 11

Chime

Birdw

Bongo

Toms

Timpani

Gong

Bass

Toms

Timpani

(large gong) (small gong)

Bassdrum

*p*

*p*

14

Chime

Vslap

Bongo

Toms

Timpani

Gong

Bass

Vibraslap

*f*

*mp* *p*

17 18 20

Chime

Vslap

Bongo

Toms

Timp.

Gong

Bass

*mf cresc.*

*cresc.*

*cresc.*

*cresc.*

*cresc.*

21 rit... a tempo

Chime

Scymb

Bongo

Toms

Timp.

Gong

Bass

*ff*

*f* *mf* *p* *pp*

*ff*

*ff*

Timpani

*ff*

*ff*

Candenza senza misura

Tempo: Templeblocks

Whip

Bongo

Cymb.

Timp.

Tenor

Bass

*p* *f* *p* *f* *p* *f*

3 3 3

accel.....

rit.....

2 Allegro Vivace

28

Snaredrum

Bongos

Cymb.

Timpani

Tenordrum

Bassdrum

*f*

*p*

*p*

*p*

30 32

Snare *f* *p*

Whip

Bongo *f* *p*

Cymb. Cymbals a 2 sec. *p*

Timp. *f* *p*

Tenor *f*

Bass *f* *p*

Detailed description: This block contains the musical notation for measures 30 through 32. The score is arranged in a grand staff with seven staves: Snare, Whip, Bongo, Cymbals, Timp., Tenor, and Bass. Measure 30 starts with a key signature of one sharp (F#) and a 6/8 time signature. The Snare, Bongo, and Timp. parts begin with a forte (*f*) dynamic. The Snare part features a series of eighth notes with accents. The Bongo part has a similar eighth-note pattern. The Timp. part has a single note. The Whip part is silent. The Tenor and Bass parts have a single note. Measure 31 continues the patterns, with the Snare and Bongo parts playing a continuous eighth-note figure. The Timp. part has a single note. The Whip part is silent. The Tenor and Bass parts have a single note. Measure 32 changes to a 5/8 time signature. The Snare part has a few eighth notes. The Bongo part has a few eighth notes. The Timp. part has a single note. The Whip part has two notes. The Tenor and Bass parts have a single note. Dynamics change to piano (*p*) for the Snare, Bongo, and Timp. parts. The Cymbals part has a two-second cymbal roll.

33 36

Snare *f* *p*

Whip

Bongo *f* *p*

Cymb. *f* *p*

Timp. *f* *p*

Tenor *f* *p*

Bass *f* *p*

Tenordrum

Detailed description: This block contains the musical notation for measures 33 through 36. The score is arranged in a grand staff with seven staves: Snare, Whip, Bongo, Cymbals, Timp., Tenor, and Bass. Measure 33 starts with a key signature of one sharp (F#) and a 6/8 time signature. The Snare part has a series of eighth notes with accents. The Bongo part has a similar eighth-note pattern. The Timp. part has a single note. The Whip part has two notes. The Tenor and Bass parts have a single note. Dynamics change to forte (*f*) for the Snare, Bongo, and Timp. parts. Measure 34 continues the patterns, with the Snare and Bongo parts playing a continuous eighth-note figure. The Timp. part has a single note. The Whip part has two notes. The Tenor and Bass parts have a single note. Dynamics change to piano (*p*) for the Snare, Bongo, and Timp. parts. Measure 35 continues the patterns, with the Snare and Bongo parts playing a continuous eighth-note figure. The Timp. part has a single note. The Whip part has two notes. The Tenor and Bass parts have a single note. Dynamics change to forte (*f*) for the Snare, Bongo, and Timp. parts. Measure 36 changes to a 6/8 time signature. The Snare part has a few eighth notes. The Bongo part has a few eighth notes. The Timp. part has a single note. The Whip part is silent. The Tenor and Bass parts have a single note. Dynamics change to piano (*p*) for the Snare, Bongo, and Timp. parts. The Tenordrum part has a single note.

37

Musical score for measures 37-39. The score includes parts for Snare, Whip, Bongo, Cymb., Timp., Tenor, and Bass. Measure 37 features a Snare drum pattern with triplets and dynamics *f* and *p*. Measure 38 continues the Snare pattern with triplets and dynamics *f*. Measure 39 features a Snare pattern with triplets and dynamics *p*, *f*, and *p*. The Bongo part has a steady eighth-note pattern with dynamics *f*. The Cymbal part has a pattern of eighth notes with dynamics *mf* and *f*. The Timp. part has a pattern of eighth notes with dynamics *f*. The Tenor and Bass parts have a simple eighth-note pattern with dynamics *f*.

40

Musical score for measures 40-43. The score includes parts for Snare, Whip, Bongo, Cymb., Timp., Tenor, and Bass. Measure 40 features a Snare drum pattern with dynamics *f* and *p*. Measure 41 features a Snare drum pattern with triplets and dynamics *f*. Measure 42 features a Snare drum pattern with triplets and dynamics *f*. Measure 43 features a Snare drum pattern with triplets and dynamics *sf*. The Whip part has a pattern of eighth notes with dynamics *sf*. The Bongo part has a steady eighth-note pattern with dynamics *p* and *f*. The Cymbal part has a pattern of eighth notes with dynamics *f* and *sec. sf*. The Timp. part has a pattern of eighth notes with dynamics *p* and *f*. The Tenor and Bass parts have a simple eighth-note pattern with dynamics *p* and *f*.

3 Very slow but with much tension

Musical score for measures 2-48. The score is divided into two systems. The first system (measures 2-48) includes parts for Snare, Whip, Bongo, Cymb., Timp., Tenor, and Bass. The second system (measures 49-50) includes parts for Snaredrum, Triangle, Sandpaper, and Bassdrum. Dynamics include *sf*, *pp*, *p*, and *sec.*. The Snaredrum part features a long, sustained note with a *pp* dynamic. The Triangle part features a triplet pattern with a *p* dynamic. The Sandpaper part features a triplet pattern with a *p* dynamic. The Bassdrum part features a steady eighth-note pattern with a *pp* dynamic.

Musical score for measures 48-50. The score includes parts for Snare, Field, Trngl, Sandp, Timpani, Gong, and Bass. The Snare part has a rest in measure 48 and a triplet in measure 50. The Field part has a long, sustained note with a *pp* dynamic. The Trngl part features a triplet pattern with a *p* dynamic. The Sandp part features a triplet pattern with a *p* dynamic. The Timpani part features a melodic line with a *p* dynamic. The Gong part has a rest in measure 48 and a triplet in measure 50. The Bass part features a steady eighth-note pattern with a *p* dynamic.

52 54

Snare *ff*

Field *ff*

Bongo

Cymb. Cymbals a 2 *ff*

Timp. *ff* Gong

Gong *ff*

Bass *ff*

55 58 rit.....

Snare 3

Field

Bongo

Cymb. *fff*

Timp. *fff* Gong

Gong *fff*

Bass 3 *fff*

Adagio Barchimes  
with triangle stick

Barch  
*f dim.* ..... *p*

Field

Bongo (with drumsticks)  
*sfz < ff sfz < ff p cresc. e accel.* ..... *ff*

Beatr

Clave

Tenor

Bass

4 Allegro Vivace

60

Snare

Field  
Fieldrum (snares off)  
rim- or stickshot  
*mf*

Cabasa  
*mf*

Beatr  
Beatring + Wl  
*mf*

Clave  
Claves  
*mf*

Tenor  
Tenordrum  
*mf*

Bass  
Bassdrum  
*mf*

64

Musical score for measures 64-68. The score includes parts for Snare, Field, Cabas, Beatr, Clave, Tenor, and Bass. The Snare part features a complex rhythmic pattern with triplets and dynamic markings *p*, *f*, and *fp*. The Field part has a simple rhythmic pattern with dynamic marking *p*. The Cabas part has a steady eighth-note pattern with dynamic marking *p*. The Beatr part has a rhythmic pattern with dynamic marking *p* and the instruction "Beating + Whip". The Clave part has a rhythmic pattern with dynamic marking *p*. The Tenor and Bass parts have a simple rhythmic pattern with dynamic markings *p*, *f*, and *p*.

69

Musical score for measures 69-72. The score includes parts for Snare, Field, Cabas, Beatr, Clave, Tenor, and Bass. The Snare part features a complex rhythmic pattern with triplets and dynamic markings *f* and *fp*. The Field part has a simple rhythmic pattern. The Cabas part has a steady eighth-note pattern. The Beatr part has a rhythmic pattern. The Clave part has a rhythmic pattern. The Tenor and Bass parts have a simple rhythmic pattern with dynamic markings *f* and *f*.

73

Snare *p*

Field

Cabas

Beatr (Beating +) *f* whip only

Clave

Tenor *p*

Bass *p*

rit.....

senza misura

81

Whip

Field alarmclock ± 5 sec. *mp* Birdwhistle (free interpretation) *mf*

Cabas Windmachine

Beatr Birdwhistle (Cuckoo) *mf*

Clave ± 35 sec. Sound of breaking sticks *f* Birdwhistle (Cuckoo) *mf*

Gong ± 25 sec. Gong *mf* *dim.....* *p*

Snare ± 10 sec. Snaredrum (with brushes) *p* Bassdrum *f* *ff*

senza misura

3 Templeblocks *p* *f* *p* 6 Templeblocks *f* *p*

7 Susp.Cymbal *f* *dim.* *p* 8 Bongos *f*

5 Barchimes *p*

Bongos

Barch

Birdw (Nightingale) *mf* Birdwhistle (Cuckoo) Birdwhistle(s) (Nightingale)

Gong

let trianglestick vibrate against gong

4 Birdwhistle (free interpretation)

Birdw

9 Snaredrum (with brushes) 14 Templeblocks

15 Cuckoo *mf* 18 Cuckoo *f* 19 Quica

16 Birdwhistle(s) (Nightingale)

13 let trianglestick vibrate against gong

17 Birdwhistle

FINE