



Music for Percussion Ensemble

Freeze!

Kees Nijssse

Grade Medium (**)

Duration approx. 02'30"

Instrumentation

Snare Drum

Field Drum (muffled)

Toms (3)

Cowbell

Beating (ad lib. Tambourine)

Cymbals a2

Bass Drum 1 (ad lib. Tenor Drum)

Bass Drum 2

For Percussion Ensemble

Duration approx. 02'30"

Kees Nijssse

A Allegro con Spirito

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

- Snare Drum:** Features a series of rests throughout the piece.
- Field Drum:** Features a series of rests throughout the piece.
- Toms (3):** Features a series of rests throughout the piece.
- Cowbell:** Features a rhythmic pattern of eighth notes in the first measure, followed by rests and a final eighth note in the last measure. A dynamic marking of *f* (forte) is present.
- Beating:** Features a series of rests throughout the piece.
- Cymbals a 2:** Features a series of rests throughout the piece.
- Bassdrum 1:** Features a rhythmic pattern of eighth notes in the first measure, followed by rests and a final eighth note in the last measure. A dynamic marking of *f* (forte) is present.
- Bassdrum 2:** Features a rhythmic pattern of eighth notes in the first measure, followed by rests and a final eighth note in the last measure. A dynamic marking of *f* (forte) is present.

[illegible]

10 **B**

S.D. *f* *ff*

F.D. *mf* *ff*

To. *f* *ff*

Perc. *mf* *ff*

Btr. *mf* *ff*

Cym *mf* *f* *mf* *ff*

B.D.1 *mf* *f* *mf* *ff*

B.D.2 *mf* *f* *mf* *ff*

14 **C**

S.D. *f* *mf*

F.D. *f* *mf*

To. *mf*

Per. *mf*

Btr. *mf*

Cym *f* *mf*

B.D.1 *f* *mf*

B.D.2 *f* *mf*

17 **D** Only 2nd time
Rimshot

S.D. *f* *mf*
Only 2nd time

F.D. *f* *p cresc. f* *p cresc. f* *p cresc. f* *2*

To. *f* *f*

Perc. *mf*

Btr. *mf*

Cym *mf*

B.D.1 *f* *mf* *2*

B.D.2 *f* *mf* *2*

22 **E** Only 2nd time

S.D. *p*

F.D. *p* *2*

To. *p* *2*

Per *p*

Btr. *p*

Cym *p* Only 2nd time

B.D.1 *p*

B.D.2 *p*

26 **F**

S.D. *p* *poco a poco cresc.* *f*

F.D. *p* *poco a poco cresc.* *f*

To. *p* *poco a poco cresc.* *f*

Perc. *p* *poco a poco cresc.* *f*

Btr. *p* *poco a poco cresc.* *f*

Cym *p* *poco a poco cresc.* *f*

B.D.1 *p* *poco a poco cresc.* *f*

B.D.2 *p* *poco a poco cresc.* *f*



30 **G**

S.D. *f*

F.D. *f*

To. *f*

Perc. *f*

Btr. *f*

Cym *f* *Let ring*

B.D.1 *f*

B.D.2 *f*

34 **H**

S.D. *p* Rimshot *poco a poco cresc.* *ff*

F.D. *p* *poco a poco cresc.* *ff*

To. *p* *poco a poco cresc.* *ff*

Perc. *p* *poco a poco cresc.* *ff*

Btr. *p* *poco a poco cresc.* *ff*

Cym *p* *poco a poco cresc.* *ff*

B.D.1 *p* *poco a poco cresc.* *ff*

B.D.2 *p* *poco a poco cresc.* *ff*

38 **I**

S.D. *pp* *cresc.* *f*

F.D. *p* *cresc.* *f* *p* *cresc.*

To. *pp* *cresc.* *f* *p* *cresc.*

Per. *ff* *f*

Btr. *ff* *f*

Cym *ff* *f*

B.D.1 *ff* *f*

B.D.2 *ff* *f*

Let ring

[illegible]