



Music for Percussion Ensemble/Tamboerkorps

Smooth Steps

Kees Nijssse

Grade Advance/diffecult(***/****)

Duration approx. 03'10"

Instrumentation

Snare Drum

Field Drum

Cymbals a2

Bass Drum 1 (ad lib. Tenor Drum)

Bass Drum 2

Smooth Steps

For Percussion Ensemble/Tamboerkorps

Kees Nijssse

Duration approx. 03'10"

A To di Marcia (♩ = ± 110)

Snare Drum

Field Drum

Cymbals a2

Bass Drum 1
(ad lib. Tenor Drum)

Bass Drum 2

B

S. D.

F. D.

Cym.

B.D.1

B.D.2

C

S. D.

F. D.

Cym.

B.D.1

B.D.2

19

S. D. *ff* *decresc.* *p* *cresc.* *f*

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

Cym. *f*

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

B.D.2

25 **D**

S. D. *f* *x = Woodblock or On rim* *fp* *cresc.* *f* *p* *cresc.* *f*

F. D. *f* *Like Hi-hat* *fp* *cresc.* *f* *p* *cresc.* *f*

Cym. *mf*

B.D.1 *mf*

B.D.2 *mf*

31 **E**

S. D. *f*

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

Cym. *f*

B.D.1 *f*

B.D.2 *f*

37 **F**

S. D. *f*
x = Woodblock or On rim
p cresc.

F. D. *mf*

Cym. *mf*

B.D.1 *mf*

B.D.2 *mf*

41 **G**

S. D. *f mf p mp*
p cresc.

F. D. *f decresc. mp*
p cresc.

Cym. *f mp*
f

B.D.1 *f*
ff

B.D.2 *f*
ff

45 **H** $\text{♩} = \pm 110$

S. D. *f p cresc. f p cresc. f*

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

Cym. *f*

B.D.1 *f*
mf

B.D.2 *f*

51 Rimshot **J**

S. D. *f* *mp*

F. D. *f*

Cym. *mf* *mp*

B.D.1 *mf* *mp*

B.D.2 *mf* *f*

59

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

F. D. *pp* *cresc.* *f* *decresc.*

Cym. *pp* *cresc.* *f* *decresc.*

B.D.1 *pp* *cresc.* *f* *decresc.*

B.D.2 *pp* *cresc.* *f* *decresc.*

65 **K** ♩ = 110

S. D. *fp* *cresc.* *f*

F. D. *fp* *cresc.* *f*

Cym. *f*

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

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

70

S. D. $\text{RH} = x \text{ Wdbl}$

F. D. *mf* LH = Bossa Nova Rimshot

Cym. *f* Like Hi-hat

B.D.1 *mf*

B.D.2 *mf*

fp cresc. *f*

74

S. D. $\downarrow = \text{On Rim}$

F. D. *mf*

Cym. *mf*

B.D.1 *mf*

B.D.2 *mf*

mf

77

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

F. D. *ff* *pp cresc.* *f*

Cym. *f* *f*

B.D.1 *ff* *pp cresc.* *f*

B.D.2 *ff* *pp cresc.* *f*

ff *pp cresc.* *f*

Fine