



Music for Percussion Ensemble

Passion for Percussion

Jan Schipper

Grade advance (***)

Duration approx. 06'30"

Instrumentation

Snare Drum

Bongos

Toms (3)

Triangle/Bearing

Castagnets/Claves

Suspended Cymbal/Cowbell/Viba Slap

Cymbals a2

Bass Drum

Timpani

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Duration approx. 06'30"

Intro

Jan Schipper

$\text{♩} = \pm 108$ ($\text{♩} = \pm 216$)

A

Score for Percussion Ensemble, Intro section. The score is written for 10 percussion instruments, all in 5/8 time. The tempo is indicated as $\text{♩} = \pm 108$ ($\text{♩} = \pm 216$).

The instruments and their parts are:

- Snare Drum:** Rests for the first 8 measures, then plays a series of eighth notes (G4, A4, B4, C5) with a crescendo from *pp* to *cresc.....*.
- Bongos:** Rests for the first 4 measures, then plays a series of eighth notes (G4, A4, B4, C5) with a crescendo from *mp* to *cresc.....*.
- Toms (3):** Rests for the first 4 measures, then plays a series of eighth notes (G4, A4, B4, C5) with a crescendo from *pp* to *cresc.....*.
- Triangle, Beating:** Rests for the first 4 measures, then plays a series of eighth notes (G4, A4, B4, C5) with a crescendo from *mp* to *cresc.....*.
- Castagnets, Claves:** Rests for the first 4 measures, then plays a series of eighth notes (G4, A4, B4, C5) with a crescendo from *mp* to *cresc.....*.
- Suspended Cymbal, Cowbell, Vibraslap:** Rests for the first 4 measures, then plays a series of eighth notes (G4, A4, B4, C5) with a crescendo from *pp* to *cresc.....*.
- Cymbals a2:** Rests for the first 4 measures, then plays a series of eighth notes (G4, A4, B4, C5) with a crescendo from *pp* to *cresc.....*.
- Bass Drum:** Rests for the first 4 measures, then plays a series of eighth notes (G4, A4, B4, C5) with a crescendo from *mp* to *cresc.....*.
- Timpani:** Rests for the first 4 measures, then plays a series of eighth notes (G4, A4, B4, C5) with a crescendo from *mp* to *cresc.....*.

The score is marked with *mp* (mezzo-piano) and *pp* (pianissimo) dynamics, and includes crescendo markings (*cresc.....*).

13

B **C** ♩ = ± 120

S.D. *f* *p* *f* *mp - cresc.....* *ff* *f*

Bgs. *f* *mp - cresc.....* *ff*

To. *f* *mp - cresc.....* *f*

Perc.1 *f* *mp - cresc.....*

Perc.2 *f* *mp - cresc.....*

Perc.3 *f* *mp* *ff*

Cba2 *f* *mp - cresc.....* *ff* *f*

B.D. *f* *mp - cresc.....* *ff* *f*

Timp. *f* *mp - cresc.....* *ff* *f*

A Tempo

4

29 **E** ♩ = ♩

S.D. *p* *mf* *f*

Bgs. *mf* *f* *f*

To. *mf* *f* **2**

Perc.1 *mf* *mf* *f*

Claves

Perc.2 *mf* *mf* *f*

Cowbell

Perc.3 *mf* *f* *f*

Cba2 *p* *mf* *f*

B.D. *mp* *mf* *f*

Timp. *p* *f* **2**

Beating

37

S.D.

Bgs.

To.

Perc.1

Perc.2

Perc.3

Cba2

B.D.

Timp.

F

ff

pp

f

f

f

ff

f

ff

f

pp

43 **G** ♩. = ± 138

S.D. *f* *p*

Bgs. *f*

To. *f*

Perc.1 *f*
Castagnets

Perc.2 *f*

Perc.3 Cwb *f* Vibra Slap *f*

Cba2 *f*

B.D. *f*

Timp. *f* *p* *f*

54 H ♩ = ± 84 7 I Play 3 times *Accelerando.....*

S.D. *p* *ff* *f* 3

Bgs. *f* 3

To. 3

Perc.1 *p* *ff* 3

Perc.2 *p* *ff* 3

Perc.3

Cba2 *p* *ff* *f* ^

B.D. *p* *ff* *f* ^

Timp. *p* *ff* ^ 3 ^ 3 ^ 3 ^

62 **J** ♩ = ± 168

S.D. *fp* *f* *f* *pp*

Bgs. *fp* *f* *f* *pp*

To. *f* *f* *f* *pp*

Perc.1 *f* *f* *pp*

Perc.2 *fp* *f* *pp*

Perc.3

Cba2 *f* *f* *pp*

B.D. *f* *f* *pp*

Timp. *f* *f* *pp*

K *diminuendo + ritenuto.....*

[illegible]

77 **M** $\text{♩} = \pm 116$ *On rim - Only one player* **N**

S.D. $\text{H } \frac{2}{4}$ *mf* *mf - f*

Bgs. $\text{H } \frac{2}{4}$ *mf - f*

To. $\text{H } \frac{2}{4}$ *mf - f*

Perc.1 $\text{H } \frac{2}{4}$ *f* Tbr. *Only 2nd time*

Perc.2 $\text{H } \frac{2}{4}$

Perc.3 $\text{H } \frac{2}{4}$

Cba2 $\text{H } \frac{2}{4}$ *mf*

B.D. $\text{H } \frac{2}{4}$ *mf - f*

Timp. $\text{H } \frac{2}{4}$

86 **O**

S.D. *mp* - cresc..... *f*

Bgs. *f*

To. *f*

Perc.1 *p* *f*

Perc.2

Perc.3 *p* *f* Susp. Cb

Cba2 *mp* - cresc..... *f*

B.D. *mp* - cresc..... *f*

Timp.

94 **P**

S.D. *f* *f* *pp* //

Bgs. *f* *pp* //

To. *f* *pp* //

Perc.1 *f* *pp* //

Perc.2 //

Perc.3 //

Cba2 *f* //

B.D. *f* //

Timp. //

Q

104 **R** ♩. = ± 72

S

S.D. $\text{H } \frac{3}{8}$ *pp* - cresc..... *f* *mp* *f*

Bgs. $\text{H } \frac{3}{8}$ *pp* - cresc..... *f* *mp* *f*

To. $\text{H } \frac{3}{8}$ *pp* - cresc..... *f* *mp* *f*

Perc.1 $\text{H } \frac{3}{8}$ *pp* - cresc..... *f* *f*

Castg.

Perc.2 $\text{H } \frac{3}{8}$ *pp* - cresc..... *f* *mp* *f*

Perc.3 $\text{H } \frac{3}{8}$ *p*

Cba2 $\text{H } \frac{3}{8}$ *f*

B.D. $\text{H } \frac{3}{8}$ *pp* - cresc..... *f* *mp* *f*

Timp. $\text{H } \frac{3}{8}$

116 **T**

S.D. *ff* *mp* *f*

Bgs. *mp* *f*

To. *mp* *f*

Perc.1 *mp* *f*

Perc.2 *mp* *f*

Perc.3 *ff* *mp* *f*

Cba2 *ff* *mp* *f*

B.D. *ff* *mp* *f*

Timp. *ff* *mp* *f*

diminuendo.....

Detailed description: This is a musical score for a percussion ensemble, spanning measures 116 to 123. The staves are arranged vertically: S.D. (Snare Drum), Bgs. (Bass Drum), To. (Tom), Perc.1 (Percussion 1), Perc.2 (Percussion 2), Perc.3 (Percussion 3), Cba2 (Cymbal 2), B.D. (Bass Drum), and Timp. (Timpani). The score begins at measure 116, marked with a 'T' in a box. S.D. starts with a *ff* dynamic, followed by a *mp* section with triplet markings, and ends with a *f* dynamic. Bgs., To., Perc.1, and Perc.2 all have *mp* and *f* dynamics. Perc.3 and Cba2 start with *ff* and then move to *mp* and *f*. B.D. and Timp. also follow this pattern. Perc.2 features triplet markings. Perc.3 and Cba2 have 'x' marks indicating specific sounds. The Timp. part includes a *diminuendo.....* instruction. The score concludes at measure 123 with a double bar line and repeat dots.

[illegible]

