



Music for Percussion

Giorgio

Jo Zinzen

Grade advance (***/****)

Duration approx. 02'40"

Instrumentation

Snare Drum (+ Woodblock)

Cymbals a2

Bass Drum 1 (High pitched) - or Tenor Drum ad lib.

Bass Drum 2 (Low pitched)

Giorgio

For Percussion

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Duration approx. 02'40"

Intro stilstaand - Stationary

$\text{♩} = \pm 110$

Marcheren - Marching

A $\text{♩} = \pm 110$

Snare Drum

Cymbals a2

Bass Drum 1
or Tenor Drum ad lib.

Bass Drum 2

S.D.

Cb.

B.D.1

B.D.2

S.D.

Cb.

B.D.1

B.D.2

First system of the musical score. It includes staves for Snare Drum, Cymbals a2, Bass Drum 1 or Tenor Drum ad lib., and Bass Drum 2. The Snare Drum part features triplets, a sizzle effect, and a ride on a 20" cymbal. The Cymbals a2 part includes a crash on a 14" cymbal and a sizzle on a 2" cymbal. The Bass Drum 1 part has a half note (H.H.). The Bass Drum 2 part features triplets and a rim shot. Dynamics range from *f* to *mp*. The tempo is marked as $\text{♩} = \pm 110$.

Second system of the musical score. It continues the parts for Snare Drum, Cymbals, and Bass Drums. The Snare Drum part has a crescendo from *p* to *f* and a decrescendo back to *p*. The Cymbals part has a crescendo from *p* to *mf*. The Bass Drum 1 part has a crescendo from *p* to *mf*. The Bass Drum 2 part has a crescendo from *p* to *f*. Dynamics include *p*, *f*, *mf*, and *ff*. The tempo remains $\text{♩} = \pm 110$.

Third system of the musical score. It continues the parts for Snare Drum, Cymbals, and Bass Drums. The Snare Drum part features a crescendo from *p* to *ff* and a decrescendo back to *p*. The Cymbals part has a crescendo from *f* to *sfz* and a decrescendo back to *f*. The Bass Drum 1 part has a crescendo from *f* to *p*. The Bass Drum 2 part has a crescendo from *f* to *p*. Dynamics include *p*, *ff*, *f*, *sfz*, and *p*. The tempo remains $\text{♩} = \pm 110$.

41 **E**

S.D. *f* *p* *molto* *f* *fp* *f*

Cb. *mf* *p* *mf*

B.D.1 *mf* *p* *mf*

B.D.2 *mf* *p*

47 **F** $\text{♩} = 110$

S.D. *p* *sfz* *p* *pp*

Cb. *mf* *sfz* *pp*

B.D.1 *mf* *sfz* *pp*

B.D.2 *mf* *sfz* *pp*

54 **G**

S.D. *ff* *f* *sf* *p* *f* *mf* *sf* *sf*

Cb. *mf* *ff* *mf* *f*

B.D.1 *mf* *ff*

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

61

S.D. *ff* *p* *f* 1. 2.

Cb. *sf* *p* *mf* *f*

B.D.1 *p* *mf* *f*

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

68 H Wbl + rim (or on rim only, ad lib.)

S.D. *f* *mp* *sfz* *p* *pp* *f* *pp* *f* *sfz* *sfz*

Cb. *f* *mp* *sfz* *sec* *sfz*

B.D.1 *f* *mp* *f*

B.D.2 *f* *mp* *pp* *f* *ppp* *sfz* *sfz*

74

S.D. *fp* *f* *pp* *molto* *ff* Fine

Cb. *f* *ff* *Sizzle ride 20"* *gliss.* *gliss.* *p* *ff*

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

B.D.2 *f* *sfz* *sf* *pp* *fff*