

Thunder

Duartion: appr. 01'00"

A. Muller

$\text{♩} = 160$

sticks slowly move up *sticks slowly move up*

Snare Drum

Field Drum

Toms, Thundersheet

Cymbals a2

Tenor- and/or Bass Drum

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

9

sticks slowly move up *sticks slowly move up*

S.D.

F.D.

To.

Cymb.

B.D.

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

17

other stick high

S.D.

F.D.

To.

Cymb.

B.D.

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

25

hit left stick player right

other stick high

S.D. *mf* *p < f* *mf* R R R R L L L L

F.D. *mf* *hit left stick player right* *f > mf* *other stick high* R R R R L L L L

To. *mf*

Cymb. *mf* *other stick high* R R L L

B.D. *mf*

33

sticks high in 3 steps *sticks high in 3 steps* *other stick high* *sticks high in 3 steps*

S.D. *f* R L

F.D. *f* *sticks high in 3 steps* *sticks high in 3 steps* *sticks high in 3 steps*

To. *f* *sticks high in 3 steps* *sticks high in 3 steps* *sticks high in 3 steps*

Cymb. *sticks high in 3 steps* *other stick high* *sticks high in 3 steps*

B.D. *sticks high in 3 steps* R L *sticks high in 3 steps*

4

- sticks *couples of 5 players, no sticks, player 1(left) 1 stick left handplay*

S.D. *ff* *dim.* *p* *mf*

F.D. *ff* *dim.* *p* *mf* *- sticks* *couples of 5 players, no sticks, player 1(left) 1 stick left handplay*

To. *ff* *dim.* *p* *f* *thundersheet*

Cymb. *ff* *dim.* *p* *mp* *als hihat*

B.D. *ff* *dim.* *p* *mp*

49 *move stick in positions 1, 2, 3 and 4** *by repeat stick otherwise back*

S.D. *mf* *move stick in positions 1, 2, 3 and 4** *by repeat stick otherwise back*

F.D. *mf*

To. *f*

Cymb. *mf*

B.D. *mf*

57 *(take sticks)*

S.D. *(take sticks)* *f > p*

F.D. *(take sticks)* *f > p*

To. *f* *open* *p*

Cymb. *f* *p*

B.D. *f* *p*

3x+4x stringendo

65 *+= beat vertical forward* **1.2.3.** **4. Fine**

S.D. *f* *+= beat vertical forward*

F.D. *f* *+= beat vertical forward*

To. *f*

Cymb. *f*

B.D. *f*