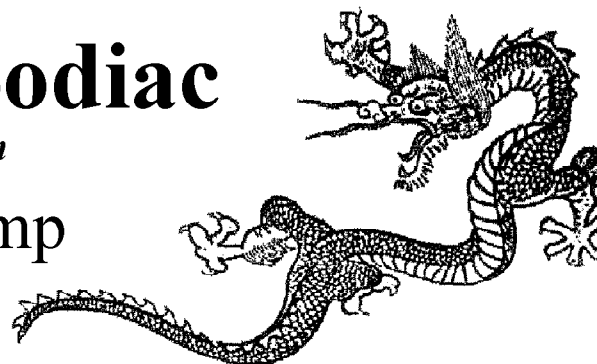




Chinese Zodiac

small version

Leon Camp



In een oosterse legende wordt verteld, dat Boeddha, voordat hij de aarde verliet, alle dieren bij zich riep om afscheid te nemen. Er kwamen er maar twaalf en als beloning heeft hij toen naar ieder dier een jaar genoemd, in de volgorde waarin ze verschenen:

Rat; Buffel; Tijger; Haas; Draak; Slang; Paard; Schaap; Haan; Aap; Hond en Zwijn.

Er bestaat, volgens de Chinese astrologie, een verwante karakterstructuur tussen de mensen die zijn geboren in een bepaald jaar, en het dier waarnaar dat jaar is vernoemd. Het dier zit als het ware in je hart verborgen!

Van de twaalf dieren zijn vier groepen als harmonieus te beschouwen, m.a.w. dieren die qua karaktertrekken het best bij elkaar passen.

Ieder deel in "Chinese Zodiac" wil het typerende karakter van zo'n groep schetsen.

- Introductie.

- Deel 1

Marziale

Tijger, Paard en Hond

Karakter: Strijdlustig, Sportief en Onstuimig

- Deel 2

Allegro Giocoso

Haas, Schaap en Zwijn

Karakter: Handig, Spontaan en Artistiek

- Deel 3

Adagio

Buffel, Slang en Haan

Karakter: Standvastig, Conservatief en Afgunstig

- Deel 4

Vivace

Rat, Draak en Aap

Karakter: Creatief, Vitaal en Schalks

- Finale.

CHINESE ZODIAC

Percussion Opus 7
small band version

Leon Camp

Duration ± 10 min.

The musical score is for a percussion ensemble, likely for the 'The Rite of Spring' by Igor Stravinsky. It is divided into two main sections: 'Energico' (Allegro) and 'Misterioso' (Adagio).

Section 1: Energico (Allegro) - 80

- Snare Drum:** Starts with a stick shot (fff), followed by a woodblock (mp), and ends with a stick shot (fff).
- Field Drum:** Bongs (fff), Bongs (mp), Tom-toms (fff), Barchimes (mp), Tom-toms on rim (mp), Tom-toms (fff), Barchimes (fff), Field Drum (fff).
- Tom-toms:** Tom-toms (fff), Barchimes (mp), Tom-toms on rim (mp), Tom-toms (fff), Barchimes (fff), Field Drum (fff).
- Timpani:** o = not played (fff), cymbal on timp (mp), cont. gliss. (mp), vary dynamics (mp).
- Congas:** o = not played (fff), cymbal on timp (mp), cont. gliss. (mp).
- Temple Blocks (5):** chin. cymbal (fff), gong (f), Temple blocks (mp), chin. cymbal (fff).
- Chinese Cymbal:** chin. cymbal (fff), gong (f), Temple blocks (mp), chin. cymbal (fff).
- Drums / Gong:** chin. cymbal (fff), gong (f), Temple blocks (mp), chin. cymbal (fff).
- Tubular Bell:** chin. cymbal (fff), gong (f), Temple blocks (mp), chin. cymbal (fff).
- Sleigh Bells:** sleigh bells (fff).
- Suspended Cymbal:** sleigh bells (fff).
- Mysterious Sounds:** sleigh bells (fff).
- Claves:** sleigh bells (fff).
- Large Cowbells (2):** sleigh bells (fff).
- Triangle(s):** triangles (fff), p.
- Beating:** triangles (fff), p.
- Watergong / Gong:** triangles (fff), p.
- Suspended Cymbal:** triangles (fff), p.
- H Bass Drum:** H (fff), L (p).

Section 2: Misterioso (Adagio) - 60

- Snare Drum:** Starts with a stick shot (fff), followed by a woodblock (mp), and ends with a stick shot (fff).
- Field Drum:** Bongs (fff), Bongs (mp), Tom-toms (fff), Barchimes (mp), Tom-toms on rim (mp), Tom-toms (fff), Barchimes (fff), Field Drum (fff).
- Tom-toms:** Tom-toms (fff), Barchimes (mp), Tom-toms on rim (mp), Tom-toms (fff), Barchimes (fff), Field Drum (fff).
- Timpani:** o = not played (fff), cymbal on timp (mp), cont. gliss. (mp), vary dynamics (mp).
- Congas:** o = not played (fff), cymbal on timp (mp), cont. gliss. (mp).
- Temple Blocks (5):** chin. cymbal (fff), gong (f), Temple blocks (mp), chin. cymbal (fff).
- Chinese Cymbal:** chin. cymbal (fff), gong (f), Temple blocks (mp), chin. cymbal (fff).
- Drums / Gong:** chin. cymbal (fff), gong (f), Temple blocks (mp), chin. cymbal (fff).
- Tubular Bell:** chin. cymbal (fff), gong (f), Temple blocks (mp), chin. cymbal (fff).
- Sleigh Bells:** sleigh bells (fff).
- Suspended Cymbal:** sleigh bells (fff).
- Mysterious Sounds:** sleigh bells (fff).
- Claves:** sleigh bells (fff).
- Large Cowbells (2):** sleigh bells (fff).
- Triangle(s):** triangles (fff), p.
- Beating:** triangles (fff), p.
- Watergong / Gong:** triangles (fff), p.
- Suspended Cymbal:** triangles (fff), p.
- H Bass Drum:** H (fff), L (p).

Section 3: a tempo

- Snare Drum:** Starts with a stick shot (fff), followed by a woodblock (mp), and ends with a stick shot (fff).
- Field Drum:** Bongs (fff), Bongs (mp), Tom-toms (fff), Barchimes (mp), Tom-toms on rim (mp), Tom-toms (fff), Barchimes (fff), Field Drum (fff).
- Tom-toms:** Tom-toms (fff), Barchimes (mp), Tom-toms on rim (mp), Tom-toms (fff), Barchimes (fff), Field Drum (fff).
- Timpani:** o = not played (fff), cymbal on timp (mp), cont. gliss. (mp), vary dynamics (mp).
- Congas:** o = not played (fff), cymbal on timp (mp), cont. gliss. (mp).
- Temple Blocks (5):** chin. cymbal (fff), gong (f), Temple blocks (mp), chin. cymbal (fff).
- Chinese Cymbal:** chin. cymbal (fff), gong (f), Temple blocks (mp), chin. cymbal (fff).
- Drums / Gong:** chin. cymbal (fff), gong (f), Temple blocks (mp), chin. cymbal (fff).
- Tubular Bell:** chin. cymbal (fff), gong (f), Temple blocks (mp), chin. cymbal (fff).
- Sleigh Bells:** sleigh bells (fff).
- Suspended Cymbal:** sleigh bells (fff).
- Mysterious Sounds:** sleigh bells (fff).
- Claves:** sleigh bells (fff).
- Large Cowbells (2):** sleigh bells (fff).
- Triangle(s):** triangles (fff), p.
- Beating:** triangles (fff), p.
- Watergong / Gong:** triangles (fff), p.
- Suspended Cymbal:** triangles (fff), p.
- H Bass Drum:** H (fff), L (p).

B **Rubato e Misteriso**
(free in tempo and dynamics)

brush on snare drum
(one player)

longa

Part 1
14 **Marziale** ♩ = 120

The musical score is for 'The Rite of Spring' by Igor Stravinsky, specifically the section 'The Spring Rounds'. It is a percussion score for a large ensemble, with a solo player indicated at the top. The score is written for the following instruments:

- S.D. (Solo Drum)
- F.D. (Field Drum)
- Bo. (Bongos)
- T.B.L. (Tom-tom)
- Temp. (Tambourine)
- T. Bl. (Triangle)
- S.B. (Claves)
- Cl. (Claves)
- M.S. (Maracas)
- Tri. (Triangle)
- Beatr. (Beatrice)
- Go. (Gong)
- B.D. (Bass Drum)

The score is divided into two systems, each with a 4-measure bar. The first system includes a solo player part (S.D.) and a percussion part (F.D., Bo., T.B.L., Tom-t., Temp., T. Bl., S.B., Cl., M.S., Tri., Beatr., Go., B.D.). The second system includes a solo player part (S.D.) and a percussion part (F.D., Bo., T.B.L., Tom-t., Temp., T. Bl., S.B., Cl., M.S., Tri., Beatr., Go., B.D.). The score is written in 4/4 time and includes various dynamic markings (ppp, f, p, mf, ff) and articulation marks (accents, slurs, staccato, etc.). The percussion parts are highly rhythmic and complex, featuring many triplets and syncopated rhythms. The solo player part is also highly rhythmic and complex, featuring many triplets and syncopated rhythms. The score is a full orchestration of the percussion section of 'The Rite of Spring'.

[illegible]

27 28

S.D.

ff *f* *sfz* *f* *p* *mf* *ff*

F.D.
Bo.
T.Bl.

ff *f* *f*

Tom-t.

ff *f* *mf*

Timp.

mf *f*

T. Bl.

sfz *sfz* *mf* *f*

S.B.
Cl.
M.S.

Tri.
Beatr.
Go.

B.D.

mf *p* *mf* *f* *sfz*

D

Bongos

Toms

[illegible]

43

S.D.

f p

f p f

F

1.

F.D.
Bo.
T.Bl.

f

p

Field Drum

Tom-t.

Timp.

T. Bl.

f

2nd time only

S.B.
Cl.
M.S.

f p

p

p-mf

p

Tri.
Beatr.
Go.

claves

f

2nd time only

B.D.

on rim

mf

f

^ ^ ^ ^ ^ ^ ^ ^

51 *rall.* 2 stickshot G **Meno mosso**
Con Bravura

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

F.D. Bongo's *sf ff f* *p*

Bo. *sf ff f* *p*

T.Bl. *sf ff f* *p*

Tom-t. *sf ff* *p*

Timp. *sf ff p < f p f p*

T. Bl. chin. cymbal *sf sf* *p < f p <* To Dr.

S.B. *sf sf* *sf f p f p*

Cl. *sf sf* *sf f p f p*

M.S. *sf sf* *sf f p f p*

Tri. *f*

Beatr. *f*

Go. *f*

B.D. *sf f p < f f p < f p < f p*

Part 2
Andante Giocoso
♩ = 152 or faster

59

S.D. *ff* *sfz*

F.D.
Bo.
T.Bl. *ff* *sfz*

Tom-t. *ff* *sfz*

Timp. *ff* *sfz*

T. Bl. *sfz*

S.B.
Cl.
M.S. *ff* *sfz*

Tri.
Beatr.
Go. *sfz*

B.D. *ff* *sfz*

Andante Giocoso
♩ = 152 or faster

Snare Drum

Bongos

Congas

Drum Set (hi-hat)

Claves

stickshot

I

pp mf p < f p < ff f

mf p < f p < f

f

f decresc. p

pp cresc. f f decresc. p

pp cresc. f f decresc. p

pp cresc. f f decresc. p

68 1. 2. **Leggiero** 74

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

F.D. Bo. T.Bl. *p* *f* *f* Templeblocks

Tom-t. *p* *f* *f*

Timp. *p* *f* *mf* *f*

Dr. *p* *f* *f*

S.B. Cl. M.S. *p* *f*

Tri. Beatr. Go. *p* *f* *mf* *f*

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

76

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

F.D.
Bo.
T.Bl. *pp* *cresc.* *f* *p* *f* *p*

Tom-t. *pp* *cresc.* *f* *mf*

Timp. *pp* *cresc.* *f* *f* *mf*

Dr. *pp* *cresc.* *p* *f* *mf*

S.B.
Cl.
M.S. *pp* *cresc.* *p* *f* *mf*

Tri.
Beatr.
Go. *pp* *cresc.* *f* *p* *f* *mf*

B.D. *pp* *cresc.* *f* *p* *f* *mf*

woodblock

field drum

rim

§ K

83

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

F.D. Bo. T.Bl. *f* Templeblocks *f* Field drum *pp cresc.* *f*

Tom-t. *mf* *f* *pp cresc.* *f*

Timp. *f* *f* *pp cresc.* *f*

Dr. *mf* *pp cresc.* *f* high tom & bassdr.

S.B. Cl. M.S. *pp cresc.* *f*

Tri. Beatr. Go. *f* *pp cresc.* *f*

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

L

The musical score is for a percussion ensemble. It features eight staves, each representing a different instrument or group of instruments. The notation includes various rhythmic patterns, dynamics (e.g., *f*, *pp*, *cresc.*), and articulations (e.g., accents, slurs). A section marked 'L' begins at measure 83. The score is written in 7/8 and 8/8 time signatures.

[illegible]

98 100

S.D.

F.D.
Bo.
T.Bl.

Bongos
f

Tom-t.

Timp.

Dr.
crash cymbal

S.B.
Cl.
M.S.

Tri.
Beatr.
Go.

B.D.

The musical score is written for a percussion ensemble. It begins at measure 98 and ends at measure 100. The instruments are arranged in a vertical stack. The S.D. part consists of a series of eighth notes. The F.D. Bo., T.Bl., and Bongos parts feature a complex rhythmic pattern with accents and a forte dynamic. The Tom-t. part has a series of eighth notes. The Timp. part has a series of eighth notes. The Dr. part features a series of eighth notes with a crash cymbal. The S.B. Cl. M.S. part has a series of eighth notes. The Tri. Beatr. Go. part has a series of eighth notes. The B.D. part has a series of eighth notes. The score is written in 4/4 time and features various rhythmic patterns and dynamics.

106 M

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

F.D. Bo.
p cresc. *f* *pp cresc.*

T.Bl.

Tom-t.
p cresc. *f* *pp cresc.*

Timp.
p cresc. *f* *pp cresc.*

Dr.
p cresc. *pp cresc.*

S.B. Cl. M.S.
p cresc. *pp cresc.*

Tri. Beatr. Go.
p cresc. *f* *pp cresc.*

B.D.
p cresc. *f* *pp cresc.*

111

S.D. *ff* rit. *morendo*

F.D.
Bo.
T.Bl. *ff*

Tom-t. *ff*

Timp. *ff*

Dr. *ff*

S.B.
Cl.
M.S. *ff*

Tri.
Beatr.
Go. *ff*

B.D. *ff*

Part 3
Cadenza
(vary tempo)

attaca

121 (vary tempo) attaca

S.D.

F.D.
Bo.
T.BL.

Tom-t.

Timp.

Dr.

S.B.
Cl.
M.S.

Tri.
Beatr.
Go.

B.D.

The image shows a musical score for percussion instruments. The score is written for ten staves, each representing a different instrument. The instruments are: S.D. (Snare Drum), F.D. Bo. (Floor Tom), T.BL. (Tom-tom), Tom-t. (Tom-tom), Timp. (Timpani), Dr. (Drum), S.B. Cl. M.S. (Snare Drum, Clarinet, and Mellophone), Tri. Beatr. Go. (Triangle, Bells, and Gong), and B.D. (Bass Drum). The score is written in 4/4 time and includes various musical notations such as notes, rests, and dynamic markings. The tempo is marked as '121' and 'vary tempo'. The score ends with a double bar line and the word 'attaca'.

122 **N** Adagio (with expression and tension) 126

S.D. *p* *p*

F.D. Bo. *p* *mf* *p* *f*

Tom-t.

Timp. *p* *mp*

Tub. B. *mp* *mp*

S.B. *p* *mp*

Cl. *mp*

M.S. *mp*

Tri. Beatr. Go. *mp* *p* *mp*

B.D. *p* *p* *p*

130

O

P

S.D. *p* *p* *pp* 3

F.D. Bo. T.Bl. *p* *mf* *p* *mf* 3 *f* 3 scoperti *pp* 3

Tom-t. *f* ad lib. timp. mallets *pp* 3

Timp. *m'* *pp*

Tub. B. *mp*

S.B. Cl. M.S. *p* *p* *pp*

Tri. Beatr. Go. *p* *p* *mp*

B.D. *p* *p* *mp* *pp*

137 140

Energico

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

F.D. Bo. *f* *ppp cresc.* *ff* *p cresc.* *ff* *p*

T.B.I. *f* *ppp cresc.* *ff* *p* *p* *ff* *p*

Tom-t. *f* *ppp cresc.* *ff* *p* *p* *ff* *p*

Timp. *f* *ppp cresc.* *ff* *p* *p* *ff* *p*

Tub. B. *mp* *p* *p* *sfz* *ff sfz*

S.B. Cl. M.S. *f* *ppp cresc.* *ff* *p* *p* *ff* *p*

Tri. Beatr. Go. *f* *ppp cresc.* *ff* *p* *p* *ff* *p*

B.D. *f* *ppp cresc.* *ff* *p* *p* *ff* *p*

144 146

S.D. *ff* *decresc.* *p* *dim.* **R**

F.D. *ff* *decresc.* *p* *dim.* *coperti*

Bo. *ff* *decresc.*

T.Bl. *ff* *decresc.*

Tom-t. *ff* *decresc.*

Timp. *ff* *decresc.* *mp* *dim.* *mute Bas to C*

Tub. B. *mp* *dim.* *Mysterious Sounds*

S.B. *mp* *dim.*

Cl. *mp* *dim.*

M.S. *mp* *dim.*

Tri. *f* *decresc.* *mf* *p* *dim.* *Gong* *Susp. cym.*

Beatr. *f* *decresc.* *mf* *p* *dim.*

Go. *f* *decresc.* *mf* *p* *dim.*

B.D. *ff* *decresc.* *mp* *dim.*

150 *molto rall.*

S.D. *pp*

F.D.
Bo.
T.Bl. *pp*

Tom-t.

Timp. *ppp*

Tub. B. *ppp*

S.B.
Cl.
M.S.

Tri.
Beatr.
Go. *p*

B.D. *pp*

Part 4
♩ = 92 Vivace

1. 2 S

congas *p* *f* slap

crash c. sec. *sfz* *sfz*

two large cowbells *f*

160 [1.] [2.] T

S.D.

F.D.
Bo.
T.Bl.

Tom-t.

Con.

p *ff* *f* *ff*

sec. chin cymb
bassdrum variations
allowed
hh/sn.dr/b.dr.

Drs.

sfz *ff* *sfz* *f* *sfz* *ff* *sfz*

S.B.
Cl.
M.S.

ff *f* *ff*

beatrin,
2nd time only

Tri.
Beatr.
Go.

f *f*

B.D.

f *p* *f*

Field drum

p

171 **U**

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

F.D. *f* *p* *f* *ff*

Bo. *f* *p* *f* *ff*

T.Bl. *f* *p* *f* *ff*

Tom-t. //

Con. *mf* *ff*

Drs. *mf* *ff*

S.B. *f* *ff*

Cl. *f* *ff*

M.S. *f* *ff*

Tri. *mf* *f*

Beatr. *mf* *f*

Go. *mf* *f*

B.D. *mf* *f*

175

1. 2. 6. //

12 8

180 V rim

S.D. $\text{H} \frac{12}{8}$ *f*

F.D. Bongos rim

Bo. $\text{H} \frac{12}{8}$ *f*

T.Bl.

Tom-t. rim *f*

Con. $\text{H} \frac{12}{8}$ *f*

Drs. $\text{H} \frac{12}{8}$ *f* Fill in

S.B.
Cl.
M.S.

Tri.
Beatr.
Go.

a def. (if no drumset)

B.D. $\text{H} \frac{12}{8}$ *f*

184

187 **W** with brushes
with a jazz feel (ad lib soloist)

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

F.D. 2nd time only Fieldddrum *f* Fieldddrum *f* Fieldddrum *f*

Bo. rim *f* rim *f* rim *f*

T.Bl. *f* *f* *f*

Tom-t. 2nd time only rim *f* rim *f*

Con. *mf* *mf* *mf*

Drs. Fill in *mf* *mf* *mf*

S.B. 2nd time only *mf*

Cl. *mf*

M.S.

Tri. *mf*

Beatr. *mf*

Go. *mf*

B.D. *mf*

194

1. 2. X $\text{♩} = \text{Vivace}$ Y

S.D.

F.D.
Bo.
T.Bl.

Fieldrum
Bongos
rim

f

Tom-t.

f

Con.

ff

slap

f

p *cresc.*

f

Drs.

Fill in

p *cresc.*

S.B.
Cl.
M.S.

f

mf

Tri.
Beatr.
Go.

mf *cresc.*

B.D.

Oblige

sfz *f*

p *cresc.*

Finale
Energico ♩ = 80
stick shot

203 205

S.D. *f* *f* *p cresc.* *f* *f* *ff* *fff* *ppp* <

F.D. Temple blocks *ff* *p cresc.* *ff* *ff* *fff* *ppp* <
Bo. Field drum
T.Bl. Temple blocks

Tom-t. *ff* *ff* *fff* *ppp* <

Con. *p cresc.* *fff* *ppp* <
o = not played
Timpani

Drs. *f* *cresc.* *f* *ff* *fff* *f* >
chín. cymbal Gong

S.B. sleigh bells
Cl. *fff*
M.S. triangles

Tri. *f* *mf cresc.* *f* *fff*
Beatr. Go.

B.D. *f* *p cresc.* *f* *sfz* *f* *ff* *fff* *ppp* <

212 **Z** ♩ = 60 Grandioso G.P.

S.D. *f* *> p* *f* *p* *f sfz* *> p* *f sfz* *p* *f sfz*

F.D. Bo. T.B. G.P. *f* *p* *f* *f sfz* *f sfz* *f* *sfz p* *f sfz*

Tom-t. G.P. *f* *p* *f* *sfz* *f* *sfz* *ff*

Timp. G.P. *f* *sfz* *p* *p* *p* *f sfz* *ff* *sfz*

Drs. *sfz*

S.B. Cl. M.S. susp. cym. soft mallets crash *sfz* *p* *f*

Tri. Beatr. Go. large gong *f* small gong *sfz*

B.D. G.P. *f* *sfz p* *f* *sfz* *f* *sfz p* *f* *sfz* *ff* *sfz*

217 219 *rall.* Fine

S.D.
F.D.
Bo.
T.Bl.

Tom-t.

Timp.

Drs.

S.B.
Cl.
M.S.

Tri.
Beatr.
Go.

B.D.

p *f sfz* *pp* *ff* *sf ppp* *fff*

sfz p *f sfz* *ff* *sf ppp* *fff*

ff *sfz* *ff* *sf ppp* *fff*

ppp *fff*

ppp *fff*

fff *ppp* *fff*

fff *ppp* *fff*

large water gong

ppp *fff*