

ODEON

Vincent Cox

Duration: 4' 30"

Intro ♩ = 120

Snaredrum

Fieldrum (snare off)

Bongos

Toms (4) Templeblocks

Vibraslap / Tambourine Claves / Castagnets

Flex-a-Tone / Guiro Cabasa / Clap hands

Susp.Cymbal

Cymbals a 2 / Hihat

Tenordrum

Bassdrum

I Tempo di Marcia

[illegible]

[illegible]

26

Snare
f *p* 3 3

Field
f *p* 3

Bongo
f *p* 3

Toms
f *p* 3

Tamb.
f *p*

Cabas
f *p* *f*

Scymb
-

Cymb.
f *f*

Tenor
f *p* *f*

Bdlum
f *p* *f*

34

Snare
f

Field
f

Bongo
f

Toms
f

Tamb.
f

Cabas
f

Scymb

Cymb.
f

Tenor
f

Bdum
f

II

$\text{♩} \pm 176$

attacca

2

Snare *ff*

Field *ff*

Bongo *ff*

Toms *ff*

Tamb. *ff*

Cabas *ff*

Scymb -

Cymb. *ff*

Tenor *ff*

Bdum *ff*

3 4

3 4

3 4

3 4

3 4

Claves

mf

3 4

3 4

3 4

Hihat

mf

mf

mf

mf

57

The musical score is arranged in a system with multiple staves. The instruments and parts are as follows:

- Shnre**: Snare drum, playing a steady eighth-note pattern.
- Field**: Field drum, playing a pattern of eighth notes and quarter notes.
- Bongo**: Bongo drums, playing a pattern of eighth notes and quarter notes.
- Templ**: Temple block, playing a steady eighth-note pattern.
- Clave**: Clave, playing a steady eighth-note pattern.
- Guero**: Guero, playing a pattern of eighth notes and quarter notes.
- Scymb**: Scymbal, playing a steady eighth-note pattern.
- Hihat**: Hi-hat, playing a steady eighth-note pattern.
- Tenor**: Tenor, playing a pattern of eighth notes and quarter notes.
- Bdum**: Bdum, playing a pattern of eighth notes and quarter notes.

The score includes various musical notations such as notes, rests, and dynamic markings like *mf* (mezzo-forte). The tempo is marked *Allegretto* and the time signature is 4/4.

59 ♩ = rimshot

Snare
f ♩ = rimshot

Field
f ♩ = rimshot

Bongo
mf

Temp

Clave
mf

Guiro
mf

Scymb

Hihat
mf

Tenor
mf

Bdum
mf

67

Snare: *f* (measures 67-72), *p* (measures 70-72)

Field: *f* (measures 67-72), *p* (measures 70-72)

Bongo: *mf* (measures 67-72), *mp* (measures 70-72)

Templ: (measures 67-72)

Clave: *mf* (measures 67-72), *mp* (measures 70-72)

Guiro: *mf* (measures 67-72), *mp* (measures 70-72)

Scymb: (measures 67-72)

Hihat: *mf* (measures 67-72), *mp* (measures 70-72)

Tenor: *mf* (measures 67-72), *mp* (measures 70-72)

Bdum: *mf* (measures 67-72), *mp* (measures 70-72)

73

1 2 $\text{J} = \text{play on rim}$ $\text{J} = \text{J}$

Snare *f*

Field *f*

Bongo *f*

Templ *f*

Clave *f*

Guero *f*

Scymb

Hihat *f*

Tenor *f*

Bdum *f*

Templeblocks *mf*

Castagnets *mf*

Clap hands *mf*

79 $\downarrow$ = rimshot 84

Snare *mf*

Field

Bongo

Templ *mf*

Cast.

Clap

Scymb

Hihat *mf*

Tenor

Bdum

Bongos

Detailed description: This is a musical score for a percussion ensemble. It consists of ten staves, each for a different instrument. The score is divided into two systems, labeled 79 and 84. In system 79, Snare, Field, Bongo, and Hihat have whole rests. In system 84, these four instruments play. Snare, Bongo, and Hihat play a rhythmic pattern of eighth notes, while Field plays a single eighth note. Templ, Cast., Clap, and Bdum play a continuous eighth-note pattern throughout both systems. Dynamics include *mf* (mezzo-forte) for Snare, Bongo, and Hihat. A rimshot symbol (a downward-pointing arrow) is defined at the top of the page.

85

Snare

Field

Bongo

Temp

Cast.

Clap

Scymb

Hihat

Tenor

Bdlum

cresc.

cresc.

cresc.

cresc.

cresc.

cresc.

[illegible]

97

1 2 rit.....

Snare

Field

Bongo

Templ

Cast.

Clap

Scymb

Hihat

Tenor

Bdum

f molto cresc.

esc.

f molto cresc.

f molto cresc.

a tempo

Snare
3/4
f ◊ = rimshot

Field
3/4
f

Bongo
mf

Templ
3/4

Claves
3/4
mf

Guiro
3/4
mf

Scymb
3/4

Hihat
3/4
mf

Tenor
3/4
mf

Bdum
3/4
mf

1

The musical score is for a percussion ensemble. It begins with a section marker 'III' and an 'attacca' instruction. The tempo is marked as 113, with a note indicating a tempo change to 96. The key signature is one flat (Bb). The score is divided into two systems. The first system includes parts for Snare, Field, Bongo, Templ, Clave, Guiro, Scymb, Hihat, Tenor, and Bdm. The second system includes parts for Tambourine, Cabasa, and Cymbals a 2. The score is written in 4/4 time. The percussion parts are marked with 'p' (piano) and 'Ilda cresc.' (Ilda crescendo). The 'Templ' part has a note indicating 'play on rim'. The 'Hihat' part has a note indicating '(Hihat effect)'. The 'Cymbals a 2' part has a note indicating 'play on rim'.

3

125

129

Snare

Field

Bongo

Toms

Tamb.

Cabas

Scymb

Cymb.

Tenor

Bdum

f

p

mf

f

mf

f

mf

mf

mf

f

mf

p

f

♩ = Woodblock

132 ♩ = Woodblock ♩ = on rim 137

Snare *f* *cresc.*

Field *f* *poco cresc.*

Bongo *mf* *f* *cresc.*

Toms *mf* *f* *cresc.*

Tamb. *mf* *f* *p-mf* *poco a poco cresc.*

Cabas *mf* *f* *p-mf* *poco a poco cresc.*

Scymb - - - - -

Cymb. *mf* *f* *p-mf* *poco a poco cresc.*

Tenor - - - - -

Bdum *mf* *f* *p-mf* *poco a poco cresc.*

[illegible]

F I N E