

Dualité

Duration: 3' 0"

Frank Marx

♩. ± 92 Intro ad lib. not marching

Snaredrum

Fieldrum (snare off)

Cymbals a 2

Bassdrum small ad lib. Tenordrum

Bassdrum medium

Bassdrum large

sizzle effect

(♩. = ♩.) Marching

Snare

Field

Cymb.

Bdr.s

Bdr.m

Bdr.l

+ = Hihat effect

16

Snare

Field

Cymb.

Bdr.s

Bdr.m

Bdr.l

♩ = stickshot

1

27

3 3

Snare

pp *f* *p* *f* *f*

Field

pp *f* *p* *f*

Cymb.

sf *f* *sf*

Bdr.s

pp *f* *p* *f*

Bdr.m

pp *f* *p* *f*

Bdr.l

pp *p* *f*

1 2

[illegible]

49

Snare

Field

Cymb.

Bdr.s

Bdr.m

Bdr.l

52

p - mf

p - mf

p - mf

pp - mp

p - mp

55 3 6 8 1st time only 57 2nd time only 58 3 3 3 3 3 3 3 3 3 3 3 3

Snare *f* *pp*

Field 1st time only *f* *pp*

Cymb. *mf*

Bdr.s 1st time only *mf*

Bdr.m 2nd time only *mf*

Bdr.l *f*

60 3 1 start 6 3

Snare *f*

Field *f*

Cymb. *sf*

Bdr.s *pp* *mf*

Bdr.m *pp* *mf*

Bdr.l *pp* *mf*

2 = stick on stick

3 = stickshot

Snare

Field

Cymb.

Bdr.s

Bdr.m

Bdr.l

mf

f

mf

mp

mf

mf

sf

sf

mf

f

mp

f

f

71 74

Snare

Field

Cymb.

Bdr.s

Bdr.m

Bdr.l

mf

pp

sf

mp

p

p

p

77

Snare

poco a poco cresc.

Field

sfpp *poco a poco cresc.*

Cymb.

Bdr.s

Bdr.m

poco a poco cresc.

Bdr.l

poco a poco cresc.

83

84

Snare

f *3* *3* *+ stickshot* *6/8* *rinsfz.* *mp* *ff*

Field

f *+ stickshot* *6/8* *rinsfz.* *pp* *ff*

Cymb.

f *= on rim* *6/8* *sf*

Bdr.s

ff *= on rim* *6/8* *pp* *ff*

Bdr.m

3 *3* *ff* *6/8* *pp* *ff*

Bdr.l

3 *3* *f* *6/8* *mp* *ff*

FINE