

Ticket to Dance

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ZCZN-60



Ticket to Dance

Duration appr. 03'40"

Charles van Zanten

A $\text{♩} \pm 116$

B *x on rim or hi-hat or both (ad lib.)*

x = on rim or hi-hat or both (ad lib.) - ♩ = field drum or rimclick ad lib.

Snare Drum
Hi-hat
Ride Cymbal

Field Drum (Muffled)
Bongos

Toms (3)
Suspended Cymbal

Percussion 1:
Tambourine (Beating)
Low(est)Tom
Bongos

Percussion 2:
Cowbell
Claves
Tambourine (Beating)

Percussion 3:
Cymbals a2
China & Splash Cymbal
Suspended Cymbal
Maracas (Shaker)

Percussion 4:
Hi-hat(s)
Cymbals a2
Claves
Tambourine (Beating)

Bass Drum

7

S.D.

F.D.
Bo.

To.

Perc.1

Perc.2

Perc.3

Perc.4

B.D.

x = on rim or hi-hat or both (ad lib) - ♩ = field drum

mf

crash cymbal (damp!)

mf

13 C

S.D. *mf* *mp* *f* *f* *p* *f*

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

To. *mp* *f* *mp*

Perc.1 tambourine *mf*

Perc.2 cowbell(s) (large) *mf* *mf* *mf*

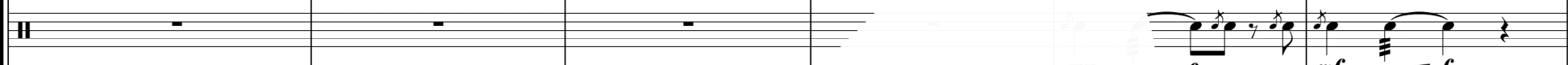
Perc.3 susp. cymb. w/medium soft mallets *p*

Perc.4 *f* *f*

B.D. *mf* *f* *mf* *mp*

21 **D**

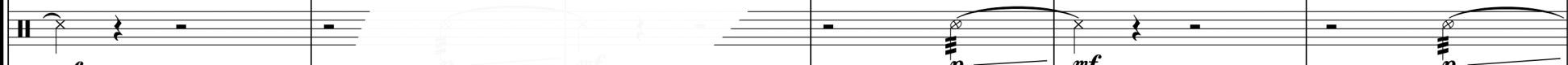
S.D. 

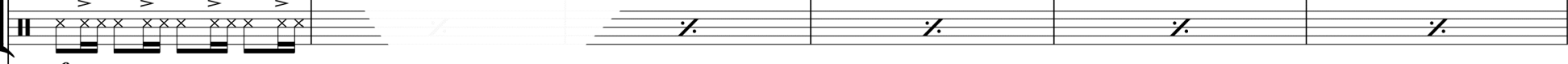
F.D. Bo. 

To. *Solo*
f 
mf

Perc.1 

Perc.2 

Perc.3 *mf* 
p *mf* *p*

Perc.4 *f* 

B.D. *mf* 

27

S.D.

F.D.
Bo.

To.

Perc.1

Perc.2

Perc.3

Perc.4

B.D.

This musical score page, numbered 5, contains measures 27 through 31 of a percussion ensemble. The ensemble consists of six parts: S.D. (Snare Drum), F.D. Bo. (Floor Drum/Bass Drum), To. (Tom), Perc.1, Perc.2, Perc.3, Perc.4, and B.D. (Bass Drum). The notation is as follows:

- S.D.:** Measures 27-28 feature a rhythmic pattern of eighth notes with 'x' marks above them. Measure 29 has a *mf* dynamic. Measures 30-31 continue the pattern with accents.
- F.D. Bo.:** Measures 27-28 have dynamics *mf* and *f* with a crescendo hairpin. Measures 29-30 have dynamics *mf* and *f*. Measures 31-32 have dynamics *mf* and *f*.
- To.:** Measures 27-28 feature a continuous sixteenth-note pattern. Measures 29-30 have a *mf* dynamic. Measures 31-32 have a *f* dynamic.
- Perc.1:** Measures 27-28 have a rhythmic pattern. Measures 29-30 have a *p* dynamic. Measures 31-32 have a *f* dynamic.
- Perc.2:** Measures 27-28 have a rhythmic pattern. Measures 29-30 have a *p* dynamic. Measures 31-32 have a *f* dynamic.
- Perc.3:** Measures 27-28 have a *f* dynamic. Measures 29-30 have a *p* dynamic. Measures 31-32 have a *f* dynamic.
- Perc.4:** Measures 27-28 have a rhythmic pattern. Measures 29-30 have a *p* dynamic. Measures 31-32 have a *f* dynamic.
- B.D.:** Measures 27-28 have a rhythmic pattern. Measures 29-30 have a *p* dynamic. Measures 31-32 have a *f* dynamic.

33 **E** ♩ ± 112

S.D.

F.D. Bo.

To.

Perc.1

Perc.2

Perc.3

Perc.4

B.D.

F ♩ ± 116
x = ride cymbal

mf

mp *f*

f

p *f*

f *decresc.*

p *f*

f *decresc.*

p *f*

crash cymbal (*damp!*)

mf

[illegible]

46 **H** ♩ ± 100

S.D. *f* *f* *decresc.* *p* *cresc.* *f* *p* **accell.**

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

To.

Perc.1

Perc.2

Perc.3 *p* *cresc.*

Perc.4 *f* *decresc.* *p* *cresc.*

B.D. *p* *f* *decresc.* *p* *cresc.*

51 **I** ♩ ± 130

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

F.D. Bo. *f* *mr*

To. *p* *f*

low(est) tom (*semi coperto*)

Perc.1 *f* *decresc.* *mf*

claves

Perc.2 *f* *decresc.* *mf*

maracas

Perc.3 *f* *mf*

Perc.4 *f* *mp*

B.D. *f* *decresc.* *mp*

59 **J**

S.D. *mf* *f* *mf* *f* *mf* *f*

F.D. Bo. *f*

To. *f*

Perc.1

Perc.2

Perc.3

Perc.4 *f*

B.D.

66

S.D.

mf $\longrightarrow$ *f*

F.D.
Bo.

p *cresc.* *f*

To.

p *cresc.* *f*

Perc.1

p *cresc.* *f*

Perc.2

Perc.3

Perc.4

B.D.

f $\longrightarrow$ *f* $\longrightarrow$ *p* *cresc.* *f*

73 **K** ♩ ± 76

on rim or kettle (cascare) - ad lib.

S.D. *p*

on rim or kettle (cascare) - ad lib.

F.D. Bo. *p*

on rim or kettle (cascare) - ad lib.

To. *p*

on rim or kettle (cascare) - ad lib.

Perc.1 *p*

cowbell *play with soft rubber mallet*

Perc.2 *p*

maracas or shaker

Perc.3 *p*

claves

Perc.4 *p*

on rim or kettle (cascare) - ad lib.

B.D. *p*

81 **L** ♩ ± 120

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

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

To. *f* *p* *mf*

Perc.1 bongos *f* *p cresc.* *f* *p* *mf*

Perc.2 *f* *p* *mf*

Perc.3 *p* *mf*

Perc.4 *mf*

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

cymb. a2 and or hi-hat

87

S.D. *stickshot*
mp

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

To. *f*

Perc.1

Perc.2

Perc.3 *(damp - muted)* *mf* *splash cymb. let ring or crash cymbal (damp-muted)*

Perc.4

B.D.

92 M $\text{♩} = 80$ **accell.** $\text{♩} = 130$ *on rim or hi-hat*

S.D. f mp mf mf

F.D. Bo. f mp mf f p f

To. mp

Perc.1 mp mf f

Perc.2 mf mp f

Perc.3 p f

Perc.4 mf $hi-hat$

B.D. mp

low(est) tom

claves

susp. cymb.

99 $\text{♩} \pm 122$

S.D. f

F.D. Bo. f

To. mf

Perc.1

Perc.2

Perc.3

Perc.4 mf

B.D. mf

$\text{♩} \pm 130$
on rim or hi-hat

N $\text{♩} \pm 122$

bongos mf

p

The musical score is for a percussion ensemble. It consists of eight staves: S.D. (Snare Drum), F.D. Bo. (Floor Drum/Bongos), To. (Tom), Perc.1, Perc.2, Perc.3, Perc.4, and B.D. (Bass Drum). The score is divided into two systems. The first system (measures 99-102) is in 4/4 time, and the second system (measures 103-106) is in 4/4 time. The tempo is marked as 122 bpm. The score includes various percussion parts with dynamics like f, mf, and p. A section marked 'N' indicates a change in tempo to 122 bpm. Percussion 4 has a section marked 'p' (piano) in the second system.

105

S.D.

F.D.
Bo.

To.

Perc.1

Perc.2
cowbell

Perc.3

Perc.4
tambourine

B.D.

$\text{♩} \pm 126$

f

mf

p

f

mp

f

mp

f

mf

p

f

p

mf

126

111 Fine

S.D. *mf* *mp* *f* *mp* *f* *mp* *f*

F.D. Bo. *mf* *mp* *f* *mp* *f* *mp* *f*

To. *mf* *f* *ff*

Perc.1 *mf* *f* *f*

Perc.2 *mf* *f* *f*

Perc.3 crash cymb. damp (muted)! *mf* *mp* *mf* *f* damp!

Perc.4 *mf* *p* *mf* *f*

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

Detailed description of the musical score: The score is for measures 111 to 117. It features seven staves. S.D. and F.D. Bo. play a rhythmic pattern of eighth notes with accents, with dynamics *mf*, *mp*, *f*, *mp*, *f*, *mp*, and *f* respectively. To. plays a similar pattern with dynamics *mf*, *f*, and *ff*. Perc.1 plays eighth notes with dynamics *mf*, *f*, and *f*. Perc.2 plays eighth notes with dynamics *mf*, *f*, and *f*. Perc.3 plays a pattern of eighth notes with 'x' marks, with dynamics *mf*, *mp*, *mf*, and *f*, and includes the instruction 'crash cymb. damp (muted)!' and 'damp!'. Perc.4 plays a pattern of eighth notes with 'x' marks, with dynamics *mf*, *p*, *mf*, and *f*. B.D. plays a pattern of eighth notes with dynamics *mf*, *mf*, and *f*. The score ends with a double bar line and the word 'Fine'.