



32

1 Timpani *cresc.* *on node* *solo*

2 *mp* *cresc.*

3 *mf* *cresc.*

4 *cresc.*

5 *cresc.*

6 *cresc.*

7 V-slap *cresc.*

8 32 *p* *mp* *cresc.* *p* *mf*

40 *Maestoso* 41

1 *f* *open str roll* *mp*

2 *f*

3 *f* *mp*

4 40 *hard mallets* *mf*

5 *Susp cym* *(bell)* Brake drums *Susp Cym on bell*

6 *Crash cym* *f*

7 *V-slap*

8 40 *(x="on rim")* *(normal)* *mp*



57 *Relaxed* ♩ = 72

1 *pp*

2 *ppp* Tmpl bleks *mp* Log drum *mp* Rainstick

3 *mp*

4 56 *p* Susp cym

5 *p* w/ mallet w/ stick (sim)

6 *p* Gong w/ stick w/ mallet (sim)

7 *p*

8 56 *pp* Susp cym *p* (sim)

1 *sfz* *fff* *pp* *p* (N2)

2 *sfz* *fff* *pp* (N3)

3 *fff*

4 64 *sfz* *p*

5 *sfz* *mp* *p*

6 *sfz* *p*

7 *sfz* *p*

8 64 *sfz* *mp*