

## Arr. Boerma/Yozwiak

**Section A:** Piano introduction with a 4-measure rest, followed by a series of chords.

**Section B:** Percussion entry with a crash, followed by a sustained sound (sus) and another crash. Dynamics range from *ff* to *mp*.

**Section C:** Percussion solo with a series of rhythmic patterns. Dynamics range from *ff* to *mf*. Includes the instruction "R R R..." and "Float.....".

**Section D:** Piano accompaniment with a series of chords. Dynamics range from *mp* to *mf*.

**Section E:** Percussion solo with a series of rhythmic patterns. Dynamics range from *mf* to *ff*. Includes the instruction "R R R..." and "Float.....".

**Section F:** Piano accompaniment with a series of chords. Dynamics range from *mp* to *mf*.

**Section G:** Percussion solo with a series of rhythmic patterns. Dynamics range from *mp* to *ff*. Includes the instruction "3 2 3 2 3 2..." and "Drop Two Mallets".

**Section H:** Piano accompaniment with a series of chords. Dynamics range from *mf* to *ff*. Includes the instruction "in in in".

**Section I:** Percussion solo with a series of rhythmic patterns. Dynamics range from *ff* to *ff*. Includes the instruction "Drop Two Mallets".

**Section J:** Piano accompaniment with a series of chords. Dynamics range from *mp* to *mf*.

**Section K:** Percussion solo with a series of rhythmic patterns. Dynamics range from *ff* to *ff*. Includes the instruction "R R L" and "V.S.".

**L** **M** **N** Surdo

*f*

**O** **P**

**Q**

**R** **S**

*sus mp* *Crash ff* *sus mp* *ff* *Crash ff*

**T**

*mf* *ff*

**U** **V**

*Crash* *ff*

**W**

*mp*

**X** **Y**

*Crash ff* *sus mp* *ff* *Crash ff* *sus mp* *ff* *Crash ff*

*Crash ff* *sus mp* *CC ff* *Crash ff*