

Aesthetics 1 wooden

Percussion Ensemble

Brandon Johnson

Perusal Score
Not Purchased

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Not Purchased

Aesthetics 1

wooden

7 Percussionists

Duration : ca. 6'11"

Brandon Johnson

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All Gear

Player 1 - Concert Bass turned on its stand, so that the drum head is parallel to the floor. *Muffle as desired...but not all the way muffled. Use IP Bundlz (or Rutes) and butts of thin snare sticks (Jazz or IP-LP). Small wooden shaker.

Player 2 - Concert Bass (shared with player 1 & 3). Use felt tip sticks and butts of thin snare sticks. Slapstick, Claves.

Player 3 - Concert Bass (shared) use Bundlez (or Rutes) and butts of thin snare sticks. Castanets.

Player 4 - 4.3 octave marimba. Use medium hard mallets and soft mallets. Bendo shaker (or any wooden nut shaker)

Player 5 - 5 octave marimba. Use medium hards and softs.

Player 6 - Cajon, Rainstick, Ratchet.

Player 7 - 5 Woodblocks, use soft xylo. mallets and mediums, Bamboo wind chimes, log drum (2 pitches) use felt mallets.

Aesthetics 1

Op. 21

Notes

Obviously, this piece is for wooden percussion instruments. However, there is one (to two) exception(s) : the concert bass drum and the vibraslap. Even though more often than not, the bass drum has a wooden rim (or hoop), its drum head is usually made out of polyspun fiber and mylar. This instrument gives depth to the piece and more opportunities for the players to explore different playing surfaces. The vibraslap has metal parts and wooden parts, but today let's just say it's wooden due to its resonant wooden body.

This piece explores the sound quality of many instruments, although it is not a comprehensive list of all wooden percussion. As you listen and experience this piece, pay attention to the different sections. Some sections are reminiscent of others and some even have a quirky and fun nature. Many grooves are set in place here as well, so see how you can connect with it as well as picking up on the music sound qualities.

Brandon Johnson
Brooklyn, NY
February 2, 2024

Performance/Notation

Players 1, 2, and 3 will share the tilted bass drum. Even though these players aren't being asked to wail on the instrument, I suggest that you use an older instrument if available. In general, when these players have accent patterns amongst unaccented notes, I suggest that the unaccented notes be played at a piano dynamic or less, and the dynamic marking will apply to the accents. If there is an accented, piano dynamic section, play those accents in between piano and mezzo piano, or play the unaccented notes at pianissimo.



Players 1-3 Legend

Players 1 - 3
Bass Drum/Sticks

Bass Drum
(muffled as desired,
but not all the way.)

stick click

buzz stroke on stick

rim

shell

head

hand muffle

very muffled

gradual timbre change →

open roll (diddle)

two or more tremolos are closed rolls

more of a buzz sound (two or more trem.)

The musical notation is written on a single five-line staff. It begins with a double bar line and a common time signature 'C'. The notation consists of a sequence of notes and rests, each with a specific playing technique label above it. The notes are: a quarter note (stick click), an eighth note (buzz stroke on stick), a quarter note (rim), an eighth note (shell), a quarter note (head), an eighth note (hand muffle), a quarter note (very muffled), a quarter note (gradual timbre change), an eighth note (open roll (diddle)), a quarter note (two or more tremolos are closed rolls), and an eighth note (more of a buzz sound (two or more trem.)). The notes are connected by a horizontal line, indicating a continuous sequence of sounds.

Players 4 & 5 : Marimbas

Marimba
Extended Techniques

edge of bars with mallet shafts mallet shaft click shaft click buzz dead stroke reg. note after deadstroke

Players 6 & 7

The ratchet part in percussion 6 is adding to the peculiarity to the section at 89. Even though soft dynamics are written at times, it’s actually okay if there are accidental extra notes after initial turns! Moreover, this instrument functions mainly as a solo, it’s okay if the “solo” rhythms aren’t “clean” (but should still be in time). Feel free to put personality (within reason) in the performance of these. These occur at bar 98,

Ratchet

102-106.

Solo

and 108-112

Solo with personality

pp mf p mf p pp

The part at 190 is just a normal swell.

P. 6 & 7 Legend

Cajon

low low slap high high slap

Woodblocks (5)



Perusal Score
Not Purchased

Score

Aesthetics 1

Brandon Johnson

"Wooden"

7 Percussionists

Intricate ♪ = 123

Player 1 -
Bass Drum
(shared), Small
Wooden Shaker

Player 2 -
Bass Drum (shared),
Slapstick, Claves

Player 3 -
Bass Drum (shared),
Castanets, Sandpaper
Blocks

Player 4 - 4.3 Octave
Marimba,
Bendo Shaker
(or any wooden
nut shaker)

Player 5 - 5 Octave
Marimba

Player 6 -
Rainstick,
Cajon, Ratchet,
Vibraslap

Player 7 -
5 Woodblocks, Bamboo
Wind Chimes,
Log Drum

Edge of bars with shaft
of medium hard mallets

Edge of bars with shaft
of medium hard mallets

Two highest wood blocks
with soft xylo. mallets

mf

mf

pp

p

p

mf

mf

pp

5

6

7

8

P. 1 - B.D.

P. 2 - B.D.

Bass Drum rim
with Bundlz

P. 3 - B.D.

mp

P. 4 - Mar.

p *mf* *p* *mf*

P. 5 - Mar.

p *mf* *p* *mf*

Rainstick

P. 6 - R.S.

mp

(add third w.b.)

P. 7 - W.B.

9 11 12

P. 1 - B.D. Bass Drum rim with felt mallets/sticks (play with shaft) *mp* Bass Drum rim with Bundlz left hand on shell (shaft) R R R R L

P. 2 - B.D. *p*

P. 3 - B.D. left hand on shell R R R R L

P. 4 - Mar. *p* *mf* *p* *mf*

P. 5 - Mar. *p* *mf* *p* *mf*

P. 6 - R.S. shaken *mf* *p* shaken *mf* *p*

P. 7 - W.B. *p* *mf* *p* *mf*

13 left hand on shell 14 15 16

P. 1 - B.D. *mf*

P. 2 - B.D. *mf*

P. 3 - B.D. *mf*

P. 4 - Mar. *p* *mf* *p* *f*

P. 5 - Mar. *p* *mf* *p* *f*

P. 6 - R.S. *mf* *p*

P. 7 - W.B. *p* *mf* *p* *mf*

18

17 (rim) 19 bd head 2

P. 1 - B.D. *f* *mp*

P. 2 - B.D. on bd head (rim) *mp* *mf* *p*

P. 3 - B.D. (rim) *f* *mp*

P. 4 - Mar. normal zones *mf* *p*

P. 5 - Mar. normal zones *mf* *p*

P. 6 - Cajon Cajon (slap) (normal) *mp* *f* *pp* *mf* *pp* *mf*

P. 7 - W.B. *mp*

22 24 25

P. 1 - B.D.

P. 2 - B.D.

P. 3 - B.D.

P. 4 - Mar. *p* *mf* *p* *p*

P. 5 - Mar. *p* *mf* *p*

P. 6 - Cajon *pp* *mf* *p* (sudden)

P. 7 - Bamb.W.C. *mp*

26 Lively And Groovy

27

P. 1 - B.D. *f*

P. 2 - B.D. *f* (shell) *mf*

P. 3 - B.D. *f*

P. 4 - Mar. *f* 1 2 3 1 2 3 1 2 3 3 2 3 2 2 3 2 3 2 2 3 2 3 2 3 2

P. 5 - Mar. *f* 1 2 3 1 2 3 1 2 3

P. 6 - Cajon *mf* Log Drum w/felt mallets

P. 7 - L.D. *mf*

28 Wooden Shaker *mf*

29

30

P. 1 - Shk. 31

P. 2 - B.D. 32

P. 3 - Cast. 33

P. 4 - Mar. *ff*

P. 5 - Mar. *ff*

P. 6 - Cajon

P. 7 - L.D.

34

P. 1 - Shk. 35

P. 2 - B.D. *p* *f*

P. 3 - Cast. *f*

P. 4 - Mar. *p* *f*

P. 5 - Mar. *p* *f*

P. 6 - Cajon (slap) *p* *f* *ff* slap flam!

P. 7 - L.D. *p* *f*

36 BD w/backs of thin snare sticks (rim) *f*

37

38 (shell) 3 L R L R L R R L (shell) 3 L R L R L R R L (shell) 3 L R L R L R R L

39 Tricky

43

musical score for measures 39-43, featuring parts for P. 1 - B.D., P. 2 - B.D., P. 3 - B.D., P. 4 - Mar., P. 5 - Mar., P. 6 - Cajon, and P. 7 - W.B. with various dynamics and performance instructions.

Measure 39: P. 1 - B.D. (muffle w/hand, *p*), P. 2 - B.D. (muffle w/hand, *p*), P. 3 - B.D. (muffle w/hand, *p*), P. 4 - Mar. (deadstroke, *p*), P. 5 - Mar. (deadstroke, *p*), P. 6 - Cajon (*f*), P. 7 - W.B. (*p* 3).

Measure 40: P. 1 - B.D. (3, *p*), P. 2 - B.D. (3, *p*), P. 3 - B.D. (3, *mp*), P. 4 - Mar. (deadstroke, *p*), P. 5 - Mar. (deadstroke, *p*), P. 6 - Cajon (Woodblocks w/med. xylo. mallets, *f*), P. 7 - W.B. (*p* 3).

Measure 41: P. 1 - B.D. (stick clicks (rim), *mp*), P. 2 - B.D. (stick clicks (rim), *mp*), P. 3 - B.D. (stick clicks (rim), *mp*), P. 4 - Mar. ((open) (d.strk), *mp*), P. 5 - Mar. ((open) (d.strk), *mp*), P. 6 - Cajon (Rainstick shaken (roll), *fp*), P. 7 - W.B. (*mp*).

Measure 42: P. 1 - B.D. (3, *p*), P. 2 - B.D. (Slapstick, *f*), P. 3 - B.D. (3, *p*), P. 4 - Mar. (mallet shaft on shaft click buzz (natural decay), *mf*), P. 5 - Mar. (mallet shaft on shaft click buzz (natural decay), *mf*), P. 6 - Cajon (medium tilt (about 45°), *mpish*), P. 7 - W.B. (*mf*).

Measure 43: P. 1 - B.D. (3, *p*), P. 2 - B.D. (3, *p*), P. 3 - B.D. (3, *p*), P. 4 - Mar. (Marimba, *mf*), P. 5 - Mar. (Marimba, *mf*), P. 6 - Cajon (stop, shake, *f*), P. 7 - W.B. (*f*).

47

musical score for measures 46-49, featuring parts for P. 1 - B.D., P. 2 - S.S., P. 3 - B.D., P. 4 - Mar., P. 5 - Mar., P. 6 - Cajon, R.S., and P. 7 - W.B. with various dynamics and performance instructions.

Measure 46: P. 1 - B.D. (w/Bundlz, *ff*), P. 2 - S.S. (w/Bundlz, *ff*), P. 3 - B.D. (w/Bundlz, *ff*), P. 4 - Mar. (w/Bundlz, *ff*), P. 5 - Mar. (w/Bundlz, *ff*), P. 6 - Cajon, R.S. (w/Bundlz, *ff*), P. 7 - W.B. (w/Bundlz, *ff*).

Measure 47: P. 1 - B.D. ((very muff.), *mp*), P. 2 - S.S. ((very muff.), *mp*), P. 3 - B.D. (open roll, *p*), P. 4 - Mar. (open roll, *p*), P. 5 - Mar. (open roll, *p*), P. 6 - Cajon, R.S. (open roll, *p*), P. 7 - W.B. (open roll, *p*).

Measure 48: P. 1 - B.D. (closed roll single handed, *p*), P. 2 - S.S. (closed roll single handed, *p*), P. 3 - B.D. (closed roll single handed, *p*), P. 4 - Mar. (closed roll single handed, *p*), P. 5 - Mar. (closed roll single handed, *p*), P. 6 - Cajon, R.S. (closed roll single handed, *p*), P. 7 - W.B. (closed roll single handed, *p*).

Measure 49: P. 1 - B.D. ((stutter diddles) [rim], *mp*), P. 2 - S.S. ((stutter diddles) [rim], *mp*), P. 3 - B.D. ((stutter diddles) [rim], *mp*), P. 4 - Mar. ((stutter diddles) [rim], *mp*), P. 5 - Mar. ((stutter diddles) [rim], *mp*), P. 6 - Cajon, R.S. ((stutter diddles) [rim], *mp*), P. 7 - W.B. ((stutter diddles) [rim], *mp*).

musical score for measures 51-55, featuring parts for P. 1 - B.D., P. 2 - S.S., P. 3 - B.D., P. 4 - Mar., P. 5 - Mar., P. 6 - R.S., and P. 7 - W.B. with various dynamics and performance instructions.

Measure 51: P. 1 - B.D. ((rim), *mf*), P. 2 - S.S. ((rim), *mf*), P. 3 - B.D. ((rim), *mf*), P. 4 - Mar. ((rim), *mf*), P. 5 - Mar. ((rim), *mf*), P. 6 - R.S. ((rim), *mf*), P. 7 - W.B. ((rim), *mf*).

Measure 52: P. 1 - B.D. ((stick), *pp*), P. 2 - S.S. ((stick), *pp*), P. 3 - B.D. ((stick), *pp*), P. 4 - Mar. ((stick), *pp*), P. 5 - Mar. ((stick), *pp*), P. 6 - R.S. ((stick), *pp*), P. 7 - W.B. ((stick), *pp*).

Measure 53: P. 1 - B.D. ((stick), *mf*), P. 2 - S.S. ((stick), *mf*), P. 3 - B.D. ((stick), *mf*), P. 4 - Mar. ((stick), *mf*), P. 5 - Mar. ((stick), *mf*), P. 6 - R.S. ((stick), *mf*), P. 7 - W.B. ((stick), *mf*).

Measure 54: P. 1 - B.D. ((stick), *pp*), P. 2 - S.S. ((stick), *pp*), P. 3 - B.D. ((stick), *pp*), P. 4 - Mar. ((stick), *pp*), P. 5 - Mar. ((stick), *pp*), P. 6 - R.S. ((stick), *pp*), P. 7 - W.B. ((stick), *pp*).

Measure 55: P. 1 - B.D. ((rim), *mf*), P. 2 - S.S. ((rim), *mf*), P. 3 - B.D. ((rim), *mf*), P. 4 - Mar. ((rim), *mf*), P. 5 - Mar. ((rim), *mf*), P. 6 - R.S. ((rim), *mf*), P. 7 - W.B. ((rim), *mf*).

56 57 58 59

P. 1 - B.D.

P. 2 - S.S.

P. 3 - B.D.

P. 4 - Mar.

P. 5 - Mar.

R.S.

P. 7 - W.B.

60 61 Familiar - ish 62

P. 1 - B.D.

P. 2 - B.D.

P. 3 - B.D.

P. 4 - Mar.

P. 5 - Mar.

P. 6 - Cajon

P. 7 - Log Drum

64 65 66 67 68

P. 1 - B.D.

P. 2 - B.D.

P. 3 - B.D.

P. 4 - Mar.

P. 5 - Mar.

P. 6 - Cajon

P. 7 - Log Drum

73 Wooden Shaker 74 75 76 77 78

P. 1 - Shk.

P. 2 - B.D.

P. 3 - Cast.

P. 4 - Mar.

P. 5 - Mar.

P. 6 - Cajon

P. 7 - Log Drum

p *mf* *f* *p* *f* *p* *f*

rim (shell)

no rim w/Bundlz

6 6

(sudden)

81 Sudden

BD w/sticks (backs)

83

P. 1 - Shk. *fp* (rim) *fp*

P. 2 - B.D. *mf* *pp* w/sticks (backs) (rim) 3 3

P. 3 - B.D. *pp* 3 3

P. 4 - Mar. 1 2 3 1 2 3 *p* *mf* *p* *f*

P. 5 - Mar. 1 2 3 1 2 3 *p*

P. 6 - Cajon *mf*

P. 7 - Log Drum *mf*

84 85 86 87 88

P. 1 - B.D. *f* (bring out accents, play unaccented notes at piano-ish) *mf* *f* *fffz* hand muff.

P. 2 - B.D. *f* (bring out accents, play unaccented notes at piano-ish) *mf* *f* *fffz* hand muff.

P. 3 - B.D. *f* (bring out accents, play unaccented notes at piano-ish) *mf* *f* *fffz* To E.S. hand muff.

P. 4 - Mar.

P. 5 - Mar.

P. 6 - Cajon *f*

P. 7 - Log Drum *f*

R R R L L L L R L R L R R L R L R L R R L R L R L R R

89 Quirky

93

90 91 92 94

P. 1 - B.D.

P. 2 - B.D.

P. 3 - B.D.

P. 4 - B. Shkr *mp* Right Hand Bendo/ Nut Shaker [any bleed over/excess rattle is okay] w/soft mallets (2 or 4)

P. 5 - Mar. *mp*

P. 6 - Cajon

P. 7 - Bamb.W.C. *p* Wood blocks softs

95 96 97 98 99

P. 1 - B.D. *mp* stick clicks (fronts/bead on shaft)[buzz]

P. 2 - B.D. Claves *mp*

P. 3 - B.D. Sandpaper Blocks constant *mf*

P. 4 - B. Shkr

P. 5 - Mar.

P. 6 - Cajon Ratchet Solo *pp* *mp*

P. 7 - Bamb.W.C. *p* *mf*

Aesthetics 1 - Score

8

100

101

102

103

104

P. 1 - B.D.

P. 2 - Clv.

P. 3 - S.P. Blks

P. 4 - Mar.

P. 5 - Mar.

P. 6 - Rt.

P. 7 - Bamb. W.C

P. 1 - B.D.

P. 2 - Clv

P. 3 - S.P. Blks

P. 4 - Mar.

P. 5 - Mar.

P. 6 - Rt.

P. 7 - Bamb.W.C.

P. 1 - B.D. +

P. 2 - Clv.

P. 3 - S.P. Blks

P. 4 - Mar

P. 5 - Mar.

P. 6 - Rt.

P.7 - W.B.

107

BD rim w/Bundlz (right hand)

108

115

stick clicks w/backs
of snare sticks

stick clicks w/felt sticks

p

stick clicks w/backs
of snare sticks

 m

pick up 4
med. hards

pick up 4
med. hards

Solo
with personality

Woodblocks

Bamboo Wind Chimes

mpo

119

Rock Out For A Bit

9

P. 1 - B.D.

116

rim

117

118

120

mf

f

mf

mp

mf

ff

BD hits mezzo forte/
fat stick clicks fortissimo

P. 2 - B.D.

mf

f

mf

mp

mf

ff

BD hits mezzo forte/
fat stick clicks fortissimo

P. 3 - B.D.

mf

f

mf

mp

mf

ff

BD hits mezzo forte/
fat stick clicks fortissimo

P. 4 - Mar.

Marimba w/med. hards

p

ff

1 2 3

1 2 3

1 2 3

1 2 3

P. 5 - Mar.

Marimba w/ med. hards

p

ff

1 2 3

1 2 3

4

P. 6 - Rt.

Rainstick Shaken

ff

Woodblock
(hand muffled)

P. 7 - B. W.Ch.

P. 1 - B.D.

121

122

124

(rim)

p

P. 2 - B.D.

(shell)

f

muffle w/ hand

P. 3 - B.D.

P. 4 - Mar.

1 2 3 4

1 2

deadstroke

p

P. 5 - Mar.

1 2 3

1 2

deadstroke

p

P. 6 - R.S.

0

Cajon
(slap)

mf

P. 7 - W.B.

p

3

P. 1 - B.D.

125

126

127

stick clicks

(rim)

128

129

mf

mp

P. 2 - B.D.

Slapstick

f

P. 3 - S.P. Blks

Sandpaper Blocks

mp

mf

mp

P. 4 - Mar.

mp

p

mp

P. 5 - Mar.

mp

mp

P. 6 - Cajon

p

Vibraslap

mf

P. 7 - W.B.

mp

3

Aesthetics 1 - Score

10

10

130 131 132 133 134

P. 1 - B.D.

P. 2 - B.D.

P. 3 - S.P. Blks

P. 4 - Mar.

P. 5 - Mar.

P. 6 - Cajon

P. 7 - W.B.

B.D. rim w/backs of reg. sticks

Vibraslap

mf *p* *mf* *p* *mf* *mp* *mf* *mf* *mp* *mf* *p* *f* *p* *mf*

135 (stutter diddles) [rim] (shell) 136 137 (click) 138

P. 1 - B.D. R *f* *mp*

P. 2 - B.D. (stutter diddles) (shell) *f*

P. 3 - B.D. R (very muff.) B.D. w/sticks *mf* *p* *mp*

P. 4 - Mar. *mp* *mf* *mf*

P. 5 - Mar. *mp* *mf* *p* *mf*

P. 6 - Cajon *mp* *mf* *mp* *p* *mf*

P. 7 - W.B. *mf* *mp* *f* *mf*

142

139 140 141 142

P. 1 - B.D. *mf* BD rim

P. 2 - B.D. *mf* *p* *mf* *p* *mf*

P. 3 - B.D. *mf* *p* *mf* *p* *mf*

P. 4 - Mar. shaft clicks *p* *mf* *p* *f* Marimba

P. 5 - Mar. shaft clicks (buzz click) *p* *mf* *p* To Mar. *f* 1 2 3 4 *p*

P. 6 - R.S. *mp* *f*

P. 7 - W.B. *mp* *f* *p* *p* *mf*

143 144 145

P. 1 - B.D. *p* *mf* *pp*

P. 2 - B.D. *p* *mf* *pp*

P. 3 - B.D. *p* *mf* *pp*

P. 4 - Mar. *p* *mf* *f* 1 2 3 4

P. 5 - Mar. *f* *mf* *p* *f* 2 3 3

P. 6 - R.S. *p*

P. 7 - W.B. *p* *mf* *p* *mf*

147 148 149 150 151 152

P. 1 - B.D. *mp* Wooden Shaker

P. 2 - B.D. Claves

P. 3 - S.P. Blks *mp* Saper (constant)

P. 4 - Mar. *mp* edge of bar shaft 1 2 4

P. 5 - Mar. 4 1 2 3 4 3 3 Marimba

P. 6 - R.S. *mp* Rainstick Cajon *p*

P. 7 - W.B. *mp* Bamboo Wind Chime Log Drum *p*

154 155 156 157

P. 1 - Shkr *p* Solo BD (sticks) *mf* R L L R R L L R

P. 2 - Clv. *pp*

P. 3 - S.P. Blks *p* *n*

P. 4 - Mar. *p* *mf* *p*

P. 5 - Mar. *p* *mf* *p*

P. 6 - Cajon Rainstick *mp*

P. 7 - Log Drum *mf* *p*

161 Driving. Build.

158 159 160 all 162 163 164

P. 1 - B.D. *pp* *pp*

P. 2 - B.D. Solo BD w/felt sticks *mf* *p* *f* BD head hand muffled *p* *pp*

P. 3 - S.P. Blks *mf* *pp* *pp*

P. 4 - Mar. *mf* *f* *pp* *p*

P. 5 - Mar. *mf* *f* *pp* *p*

P. 6 - R.S. *mf*

P. 7 - Log Drum *pp*

Bamboo Wind Chimes

166 Loud And Lively

165 167 168

P. 1 - B.D. *mf* *ff* *mf*⁺ *ff*

P. 2 - B.D. *mf* *ff* *mf*⁺ *ff*

P. 3 - B.D. *mf* *ff* *mf*⁺ *ff*

P. 4 - Mar. *f* *ff*

P. 5 - Mar. *f* *ff*

P. 6 - Cajon *f*

P. 7 - W.B. Wood blocks w/mallets

170

169 171 172 173

P. 1 - B.D. *f* *f* *f* *mp*

P. 2 - B.D. *f* *f* *f* *f*

P. 3 - B.D. *p* *f* *mp*

P. 4 - Mar. *p* *f*

P. 5 - Mar. *p* *f*

P. 6 - Cajon *p* *mf* *pp* *f* *p* *mf* *mp*

P. 7 - W.B. *p* *f*

174 175 176 177 178

P. 1 - B.D. *f* *mp* shell

P. 2 - B.D. *mp* shell

P. 3 - B.D. *f* *mp* shell

P. 4 - Mar.

P. 5 - Mar. 1 2 3 3 2 3 3 2 2 3 2 3 2 4 4

P. 6 - Cajon 3 *mf* *p* *mf*

P. 7 - W.B. 3

179 180 181 182

P. 1 - B.D. *mf* *f* *very muff.*

P. 2 - B.D. *mf* *f* *very muff.*

P. 3 - B.D. *mf* *f* *very muff.*

P. 4 - Mar. 1 2 3 4 *ff*

P. 5 - Mar. 1 2 3 4 3 2 3 4 *ff*

P. 6 - Cajon

P. 7 - Log Drum

183

184 185 186 187 188

P. 1 - B.D. *p*

P. 2 - B.D. *mp*

P. 3 - B.D. *p* (stick)

P. 4 - Mar. *p*

P. 5 - Mar. *p*

P. 6 - Cajon

P. 7 - Log Drum Woodblocks *p*

(multi.)
 (open)
 mp
 p
 f
 195
 196
 197
 198
 pp
 pp
 pp
 4 3 2 1 4 3 2 1
 pp
 4 3 2 1 4 3 2 1
 pp
 High Wood Log
 Bamboo Log Drum
 mp
 200
 201
 202
 2

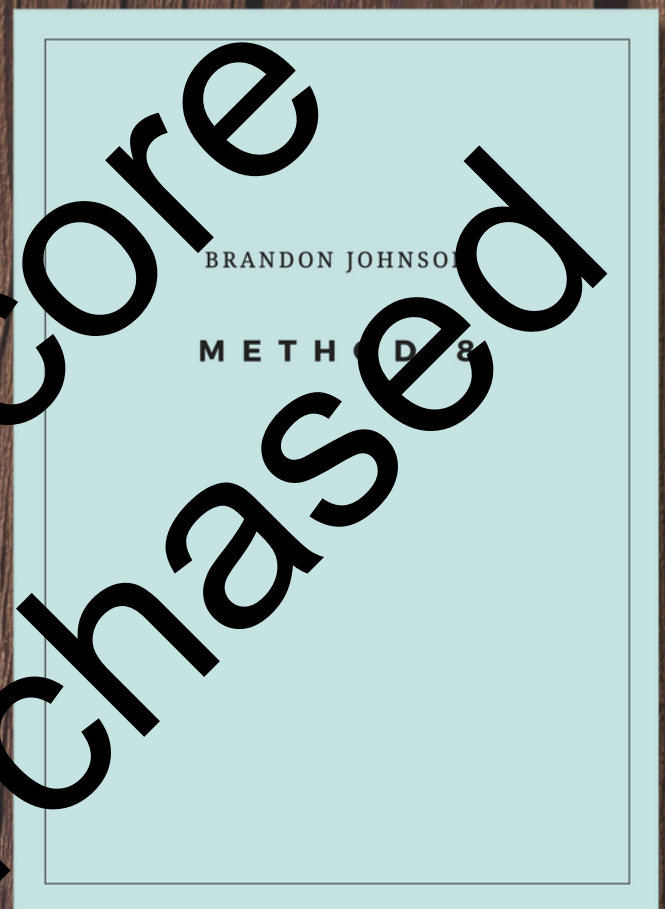
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Other Works For Percussion Ensemble



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