

HOLIDAY SUITE FOR PERCUSSION

Conductor

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A. S. C. A. P.

I. Holiday For Three

Percussion I
Triangle
Suspended Cymbal

193 E

Percussion II
3 Tom Toms
(or 3 Snare Drums)
Snares - off
Tune to High-med.-low pitch

Percussion III
Tambourine
Bass Drum

Allegro (♩=120)

S.Cym./Timp. sticks (play on balls of sticks)

with yarn mallets or Timp. sticks

1st time: Turn sticks around
play on butt ends of sticks
2nd time: to Trgl.

let ring

to Tambourine

1. on dome (bell) of Cym.

2. Trgl.

to B.D.

22

34

ff f mf f

This system contains three measures. The first measure has a dynamic of *ff*. The second measure has a dynamic of *f*. The third measure has a dynamic of *mf*. The fourth measure has a dynamic of *f*. The notation includes various rhythmic values and accents.

ff *pp*

p *ff* *pp*

to B.D.

ff

This system contains three measures. The first measure has a dynamic of *p*. The second measure has a dynamic of *ff*. The third measure has a dynamic of *pp*. The notation includes various rhythmic values and accents.

48

p *mf*

p *mf*

B.D. to Tamb.

p *mf*

This system contains three measures. The first measure has a dynamic of *p*. The second measure has a dynamic of *mf*. The notation includes various rhythmic values and accents.

to S.Cym./Timp. sticks play on dome with butt ends of sticks

f *mf* *ff* *mf*

f *mf* *f*

to B.D.

mf *f*

This system contains three measures. The first measure has a dynamic of *f*. The second measure has a dynamic of *mf*. The third measure has a dynamic of *ff*. The notation includes various rhythmic values and accents.

66 on balls of sticks

ff mf ff B.D. ff

1st time: Turn sticks over, play on butt ends of sticks
2nd time: to Trgl.

to Tamb. ff p Tamb. p

1. (on dome of Cym.)

2.

p p cresc. cresc. to B.D. cresc.

87

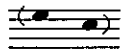
(stop sound)

ff Turn mallets over play on butt ends ff to B.D. B.D. ff < fff

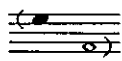
II. Country Meditation

Andante (♩ = ca. 72)
W.B.

Percussion I
Wood Block
Snare Drum



Percussion II
Tambourine
Suspended Cymbal
(Share with Percussion I)



Percussion III
Triangle



move towards - - -

cresc. poco a poco

cresc. poco a poco

cresc. poco a poco

center of head - - - → in center

ff

ff

ff

to S.Cym./Timp. sticks

27

W.B.

mp

p

mf

mf

mf

mf

p

mf

to S.D.

near rim.

p

pp

pp

pp

pp

pp

(stop sound)

III. Cityscape

Percussion I
 Snare Drum
 Suspended Cymbal
 (Share with Percussion II)
 (play with Snare Drum sticks)

Percussion II
 3 Tom Toms
 (or 3 Snare Drums)
 Snares - off
 Tune to High, med., and low pitch)

Percussion III
 Triangle
 Bass Drum

Allegro (♩=120)

37 (stop sound)

mf *pp*

mf

Trgl.

pp

pp

pp

pp

cresc. poco a poco

cresc. poco a poco

cresc. poco a poco

51

f

f

f

to S.D. sticks

butt end of Trgl. beater

B.D.

65

p

p

p

of beater

musical score system 1, featuring three staves with various notes and rests. The word *cresc.* appears three times: once in the upper staff, once in the middle staff, and once in the lower staff.

musical score system 2, starting with the instruction **78** on edge of Cym. The score includes dynamic markings *f* in the upper and lower staves.

musical score system 3, featuring a *(stop sound)* instruction above the first staff. The word *cresc.* appears three times: once in the upper staff, once in the middle staff, and once in the lower staff.

musical score system 4, starting with **98** (stop sound). It includes dynamic markings *ff* in the upper and lower staves, and the instruction *butt end of beater* in the lower staff. Other markings include *S.D.* and *B.D.* above the upper staff, and *(stop sound)* above the final measure of the upper staff.