

FULL SCORE

**Peer
Baierlein**

SOMNAMBUL

for percussion trio
- 2025 -

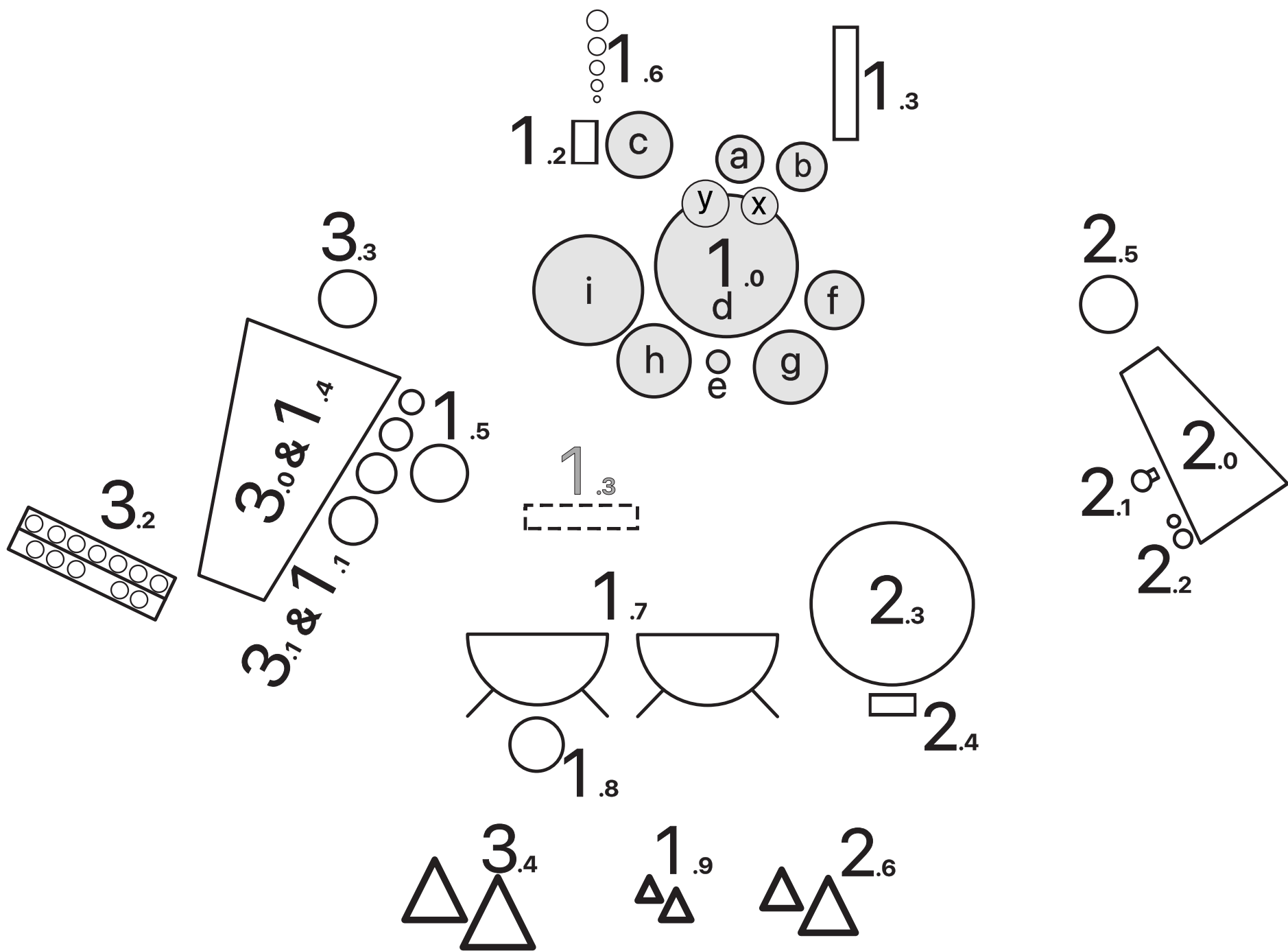


Somnambul

Comp.: Peer Baierlein

- September 2025 -

Full score



1.0 Drums

a Snare * (& Splash 10")
b Hi-Hat
c Floor-Tom
d Bass Drum

e Splash 10'
f Crash 16'
g Ride 1 / 18'
h Ride 2 / 20'
i China 22'

x Tom e.x. 10"x8"
y Tom e.x. 12"x9"

1.1 Four Bongos

different pitches

1.2 Low Wood Block

1.3 Glockenspiel

move it from beside the drums
to beside the timpani
during letter 'O' in the 1st movement

1.4 Marimba / 5 octaves

1.5 Crash Cymbal

1.6 Six Crotales

tuned on D6 E6 F6 G6 A6 Bb6

1.7 Two Timpani

D & G

1.8 Crash Cymbal

1.9 Two Triangles *

1 in hand
1 hanging

2.0 Vibraphone

2.1 Vibraslap

on stand / playable with stick

2.2 Two Water-Glasses

tuned on F6 & C7

2.3 Bass Drum

horizontal position

2.4 Low Wood Block

2.5 Snare Drum *

a different size or tuned
differently than the others

2.6 Two Triangles *

1 in hand
1 hanging

3.0 Marimba / 5 octaves

3.1 Four Bongos

different pitches

3.2 Nipple Gongs

D4 - D5

3.3 Snare Drum *

a different size or tuned
differently than the others

3.4 Two Triangles *

1 in hand
1 hanging

* 3 snares: different sizes, different tuning
6 triangles: different sizes, different pitches
Pitch Triangles:
High ↓ Player 1 1st Tri.
Player 1 2nd Tri.
Player 2 1st Tri.
Player 2 2nd Tri.
Low ↓ Player 3 1st Tri.
Player 3 2nd Tri.

Important note:

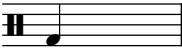
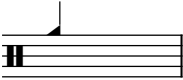
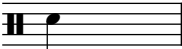
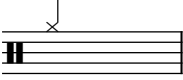
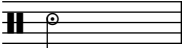
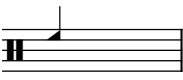
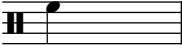
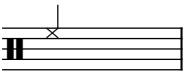
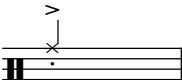
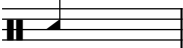
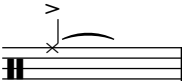
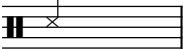
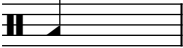
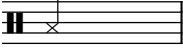
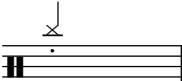
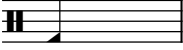
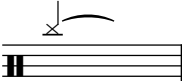
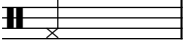
The setup was chosen so that as few instruments as possible are required.

If more instruments are available, the setup may be changed - to make the players more visible for the audience in certain passages.

EXPLANATIONS

1. Einschlafen

DRUMKEY

	Bass Drum (16')		Open HiHat Cymbal - played on edge with shoulder of stick -
	Snare: Normal Playing with both Hands		Open HiHat Cymbal - played normally - (with the tip of the stick)
	Snare: Left Hand in Circles (only when using brushes)		Crash 16' Cymbal - played on edge with shoulder of stick -
	Snare: Right Hand Left & Right Movement (only when using brushes)		Crash 16' Cymbal - played normally - (with the tip of the stick)
	Ride (20') - accent & short stop with brushes: Accent with the (metal) backpart of brush and stay on it to mute		Ride 18' Cymbal - played on edge with shoulder of stick -
	Ride (20') - accent & laissez vibrer with brushes: Accent with the (metal) backpart of the brush		Ride 18' Cymbal - played normally - (with the tip of the stick)
	Crash (16') - accent & short stop with brushes: Accent with the (metal) backpart of brush and stay on it to mute		Ride 20' Cymbal - played on edge with shoulder of stick -
	Crash (16') - accent & laissez vibrer with brushes: Accent with the (metal) backpart of the brush		Ride 20' Cymbal - played normally - (with the tip of the stick)
	China (22') - accent & short stop with brushes: Accent with the (metal) backpart of brush and stay on it to mute		China 22' Cymbal - played on edge with shoulder of stick -
	China (22') - accent & laissez vibrer with brushes: Accent with the (metal) backpart of the brush		China 22' Cymbal - played normally - (with the tip of the stick)

Somnambul

5 Traumstationen / für Percussion Trio

Comp.: Peer Baierlein

1 Einschlafen

[illegible]

27

Dr. D FILL E

Vib. motor full speed motor off

Mar. (f)

35

Dr. F

Vib. *f* *p* *f*

Mar. *mp* *f* *f* (if possible) *f*

41

Dr. *p* *f*

Vib. speed up motor (motor full speed) *p* *f*

Mar. *p* *f*

To -Sticks-

49

Dr. G -Sticks-

Vib. motor off *ff* *p* *ff*

Mar. *ff* *pp* *ff* *ff* *pp* *ff*

55

Dr. H

Vib.

V.Slap

Mar.

ppp *f* *p* *f*

ff *(ff)* *f*

ff *mp* *ff* *mp* *ff* *mf* *ff* *mf* *ff sub.*

60

Dr. I

Vib.

V.Slap

Mar.

pp *f* *p* *f*

ff *ff* *p* *ff* *ff* *p* *f*

f *p* *f*

f *p*

p *f*

shoulder of stick
on edge of cymbals
-> bell effect

China auf
'I' abdämpfen *(f)*

66

Dr.

Vib.

Mar.

f *pp* *f* *pp* *f*

ff *p* *ff* *p* *ff* *p*

f *p* *f* *f* *3* *3* *3* *p* *f* *3* *p*

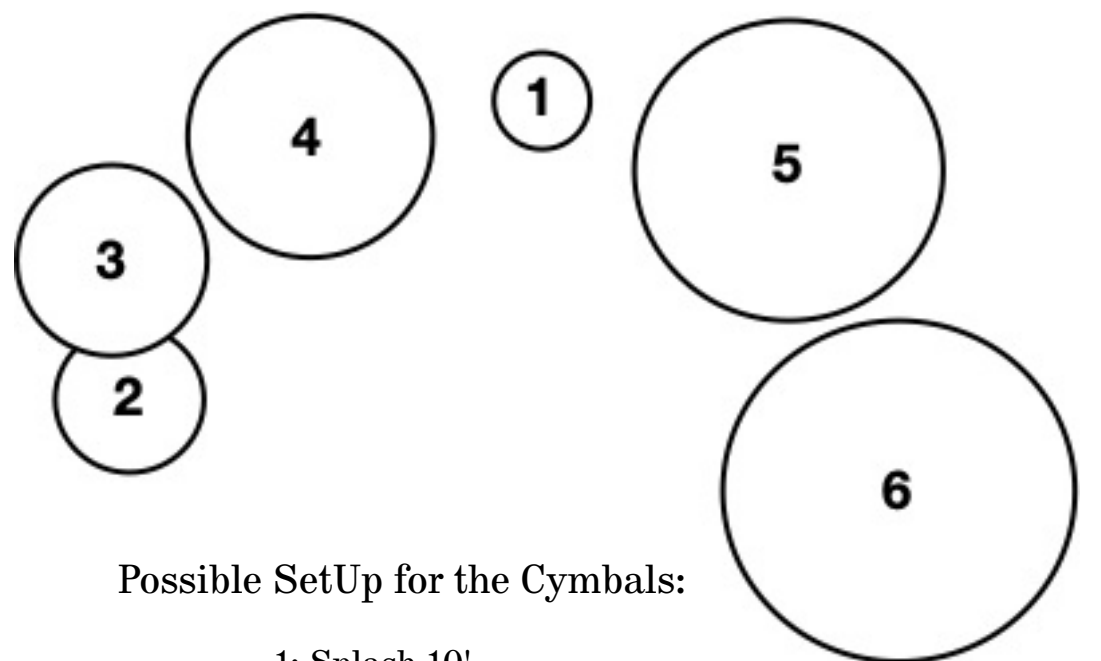
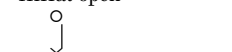
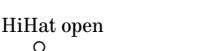
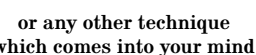
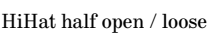
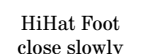
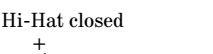
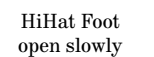
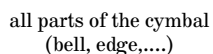
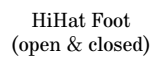
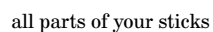


The drums take the more "nervous" part here: they should start off loud and "busy," then gradually pull back as the piece progresses.

The vibraphone melody is notated in cue notes in the drum part. Try to match some of the key accents and/or motives with the vibraphone. It's not necessary to hit every accent precisely together – slight timing shifts between the drums and the vibraphone are sometimes even desirable and can enhance the improvisational character and charm of the interaction.

(only on cymbals)

Splash 10'
Crash 16'
Ride 1 / 18'
Ride 2 / 20'
China 22'



Possible SetUp for the Cymbals:

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System 1: Measures 106-115

Tempo: $\bullet = \text{ca. } 126$

Cue Vib. (Measures 106-115): Vib. (motor stays full speed), Dr., Vib. (RUBATO, Red.)

System 2: Measures 116-128

Cue Vib. (Measures 116-128): Vib. (Red.), Dr., Vib. (Red.)

System 3: Measures 129-138

Cue Vib. (Measures 129-138): Vib. (Red.), Dr., Vib. (Red.)

System 4: Measures 139-140

Cue Vib. (Measures 139-140): Vib. (Red.), Dr., Vib. (Red.)

System 5: Measures 141-142

Cue Vib. (Measures 141-142): Vib. (Red.), Dr., Vib. (Red.)

System 6: Measures 143-144

Cue Vib. (Measures 143-144): Vib. (Red.), Dr., Vib. (Red.)

System 7: Measures 145-146

Cue Vib. (Measures 145-146): Vib. (Red.), Dr., Vib. (Red.)

System 8: Measures 147-148

Cue Vib. (Measures 147-148): Vib. (Red.), Dr., Vib. (Red.)

System 9: Measures 149-150

Cue Vib. (Measures 149-150): Vib. (Red.), Dr., Vib. (Red.)

System 10: Measures 151-152

Cue Vib. (Measures 151-152): Vib. (Red.), Dr., Vib. (Red.)

System 11: Measures 153-154

Cue Vib. (Measures 153-154): Vib. (Red.), Dr., Vib. (Red.)

System 12: Measures 155-156

Cue Vib. (Measures 155-156): Vib. (Red.), Dr., Vib. (Red.)

System 13: Measures 157-158

Cue Vib. (Measures 157-158): Vib. (Red.), Dr., Vib. (Red.)

System 14: Measures 159-160

Cue Vib. (Measures 159-160): Vib. (Red.), Dr., Vib. (Red.)

System 15: Measures 161-162

Cue Vib. (Measures 161-162): Vib. (Red.), Dr., Vib. (Red.)

System 16: Measures 163-164

Cue Vib. (Measures 163-164): Vib. (Red.), Dr., Vib. (Red.)

System 17: Measures 165-166

Cue Vib. (Measures 165-166): Vib. (Red.), Dr., Vib. (Red.)

System 18: Measures 167-168

Cue Vib. (Measures 167-168): Vib. (Red.), Dr., Vib. (Red.)

System 19: Measures 169-170

Cue Vib. (Measures 169-170): Vib. (Red.), Dr., Vib. (Red.)

System 20: Measures 171-172

Cue Vib. (Measures 171-172): Vib. (Red.), Dr., Vib. (Red.)

System 21: Measures 173-174

Cue Vib. (Measures 173-174): Vib. (Red.), Dr., Vib. (Red.)

System 22: Measures 175-176

Cue Vib. (Measures 175-176): Vib. (Red.), Dr., Vib. (Red.)

System 23: Measures 177-178

Cue Vib. (Measures 177-178): Vib. (Red.), Dr., Vib. (Red.)

System 24: Measures 179-180

Cue Vib. (Measures 179-180): Vib. (Red.), Dr., Vib. (Red.)

System 25: Measures 181-182

Cue Vib. (Measures 181-182): Vib. (Red.), Dr., Vib. (Red.)

System 26: Measures 183-184

Cue Vib. (Measures 183-184): Vib. (Red.), Dr., Vib. (Red.)

System 27: Measures 185-186

Cue Vib. (Measures 185-186): Vib. (Red.), Dr., Vib. (Red.)

System 28: Measures 187-188

Cue Vib. (Measures 187-188): Vib. (Red.), Dr., Vib. (Red.)

System 29: Measures 189-190

Cue Vib. (Measures 189-190): Vib. (Red.), Dr., Vib. (Red.)

System 30: Measures 191-192

Cue Vib. (Measures 191-192): Vib. (Red.), Dr., Vib. (Red.)

System 31: Measures 193-194

Cue Vib. (Measures 193-194): Vib. (Red.), Dr., Vib. (Red.)

System 32: Measures 195-196

Cue Vib. (Measures 195-196): Vib. (Red.), Dr., Vib. (Red.)

System 33: Measures 197-198

Cue Vib. (Measures 197-198): Vib. (Red.), Dr., Vib. (Red.)

System 34: Measures 199-200

Cue Vib. (Measures 199-200): Vib. (Red.), Dr., Vib. (Red.)

System 35: Measures 201-202

Cue Vib. (Measures 201-202): Vib. (Red.), Dr., Vib. (Red.)

System 36: Measures 203-204

Cue Vib. (Measures 203-204): Vib. (Red.), Dr., Vib. (Red.)

System 37: Measures 205-206

Cue Vib. (Measures 205-206): Vib. (Red.), Dr., Vib. (Red.)

System 38: Measures 207-208

Cue Vib. (Measures 207-208): Vib. (Red.), Dr., Vib. (Red.)

System 39: Measures 209-210

Cue Vib. (Measures 209-210): Vib. (Red.), Dr., Vib. (Red.)

System 40: Measures 211-212

Cue Vib. (Measures 211-212): Vib. (Red.), Dr., Vib. (Red.)

System 41: Measures 213-214

Cue Vib. (Measures 213-214): Vib. (Red.), Dr., Vib. (Red.)

System 42: Measures 215-216

Cue Vib. (Measures 215-216): Vib. (Red.), Dr., Vib. (Red.)

System 43: Measures 217-218

Cue Vib. (Measures 217-218): Vib. (Red.), Dr., Vib. (Red.)

System 44: Measures 219-220

Cue Vib. (Measures 219-220): Vib. (Red.), Dr., Vib. (Red.)

System 45: Measures 221-222

Cue Vib. (Measures 221-222): Vib. (Red.), Dr., Vib. (Red.)

System 46: Measures 223-224

Cue Vib. (Measures 223-224): Vib. (Red.), Dr., Vib. (Red.)

System 47: Measures 225-226

Cue Vib. (Measures 225-226): Vib. (Red.), Dr., Vib. (Red.)

System 48: Measures 227-228

Cue Vib. (Measures 227-228): Vib. (Red.), Dr., Vib. (Red.)

System 49: Measures 229-230

Cue Vib. (Measures 229-230): Vib. (Red.), Dr., Vib. (Red.)

System 50: Measures 231-232

Cue Vib. (Measures 231-232): Vib. (Red.), Dr., Vib. (Red.)

System 51: Measures 233-234

Cue Vib. (Measures 233-234): Vib. (Red.), Dr., Vib. (Red.)

System 52: Measures 235-236

Cue Vib. (Measures 235-236): Vib. (Red.), Dr., Vib. (Red.)

System 53: Measures 237-238

Cue Vib. (Measures 237-238): Vib. (Red.), Dr., Vib. (Red.)

System 54: Measures 239-240

Cue Vib. (Measures 239-240): Vib. (Red.), Dr., Vib. (Red.)

System 55: Measures 241-242

Cue Vib. (Measures 241-242): Vib. (Red.), Dr., Vib. (Red.)

System 56: Measures 243-244

Cue Vib. (Measures 243-244): Vib. (Red.), Dr., Vib. (Red.)

System 57: Measures 245-246

Cue Vib. (Measures 245-246): Vib. (Red.), Dr., Vib. (Red.)

System 58: Measures 247-248

Cue Vib. (Measures 247-248): Vib. (Red.), Dr., Vib. (Red.)

System 59: Measures 249-250

Cue Vib. (Measures 249-250): Vib. (Red.), Dr., Vib. (Red.)

System 60: Measures 251-252

Cue Vib. (Measures 251-252): Vib. (Red.), Dr., Vib. (Red.)

System 61: Measures 253-254

Cue Vib. (Measures 253-254): Vib. (Red.), Dr., Vib. (Red.)

System 62: Measures 255-256

Cue Vib. (Measures 255-256): Vib. (Red.), Dr., Vib. (Red.)

System 63: Measures 257-258

Cue Vib. (Measures 257-258): Vib. (Red.), Dr., Vib. (Red.)

System 64: Measures 259-260

Cue Vib. (Measures 259-260): Vib. (Red.), Dr., Vib. (Red.)

System 65: Measures 261-262

Cue Vib. (Measures 261-262): Vib. (Red.), Dr., Vib. (Red.)

System 6

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2 Kindheitserinnerungen

♩. = 100

To Vibra.
- motor off -

Glass Harmonica

Bongo 1
Bongo 2
Bongo 3
Bongo 4

with sticks

p *fp* *pp* *pp* *mf**p* *f* *pp*

9

W. Bl.
Fl. Tom

Bon. 1
Bon. 2
Bon. 3
Bon. 4

pp *mf* *p* *mf* *p*³ *f* *pp*

A

Rim
on Floor Tom

W. Bl.
Fl. Tom

ff *mf* (*mf*) *ff*

Vibraphone

Vib.

Bon. 1
Bon. 2
Bon. 3
Bon. 4

f *pp* *mf**pp* *mf* *p* *sub.* *p* *f* *p*³ *p* *sub.* *f*

B

roll on rim

W. Bl.
Fl. Tom

mf *pp* *sub.* *mf* *pp* *mf*

Vib.

Bon. 1
Bon. 2
Bon. 3
Bon. 4

p *f* *fp* *mf*

C

High Wood Block

W. Bl.
Fl. Tom

f *p*³

Vib.

Bon. 1
Bon. 2
Bon. 3
Bon. 4

mf *p*

30

W. Bl.
Fl. Tom

Bon. 1
Bon. 2
Bon. 3
Bon. 4

*f*³

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69

Crot.

mute

beater

arco

beater

G

arco

beater

Bongos

rubato

pp

Vib.

3

motor gradually off

pitch bends

motor 1/4 speed

Bongos

Mar.

To Bongos

n

with mallets

rubato for example:

Bon. 1

Bon. 2

Bon. 3

Bon. 4

free in dynamics

initial form / basic structure:

The musical score is for 'The Last Days of Pompeii' by John Adams. It features three main parts: Crotales (Crot.), Vibraphone (Vib.), and Bongos (Bon. 1, 2, 3, 4). The score is in 4/4 time and includes various musical notations such as dynamics (p, mf), articulation (arco, beater), and performance instructions (rubato, all gliss. on front plates). The Vibraphone part includes a section marked 'Bongos' and 'all gliss. on front plates'. The Bongos part includes a section marked 'Bongos' and 'all gliss. on front plates'. The Crotales part includes a section marked 'Crot.' and 'arco'. The score is divided into measures by bar lines and includes a key signature of one flat (B-flat).

79

1 Crot.

3 (arco)

beater

arco

mf

n

p

start the gliss.
always immediately
on the beat on
which it is written

To Sticks
To Floor Tom

rubato

Vib.

2 Vib.

pp

mf

p

3

3 Bon. 1

3 Bon. 2

3 Bon. 3

3 Bon. 4

pp

pp

mf

pp

pp

3

3

3

3

1 W. Bl. Fl. Tom

2 Vib.

3 Bon. 1
Bon. 2
Bon. 3
Bon. 4

H

(on rim)

ff *p* *f* *pp sub.* *n*

f *p* *f* *ff* *mf sub.* *f*

f *p* *f*

To Marimba & Bows

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più mosso
K ♩ = 60 To Bongo 1

Mar. *pp*

Bon. *pp* with sticks

Vib. *pp* (fast gliss.) (slow gliss.)

Bon. 1 *pp* with sticks

Bon. 2

Bon. 3

Bon. 4

play different accents at free will
(in the corresponding dynamic)
- not too many
- on different spots of the bars

- it doesn't have to be exactly as written -
the distances & tempi should be 'more or less' the same
the written ideas should be more or less followed
all gliss on front plates

1st player takes over
the bongo (with sticks)

speed up
organically
(till tremolo)

111

1 Bon.

2 Vib. *mf p* *pp* *mf p*

use pedal as desired

slow down tremolo extremely

115

1 Bon.

2 Vib. *pp* *mf* *f mp* *p* *f* *mp*

slow down tremolo extremely

slow down tremolo extremely

very fast gliss. down
(- no 'end-note' -)
all gliss on front plates

- it doesn't have to be exactly as written -
the marimba should enter 'more or less'
at the written spots

Mar. *mf*

118

1 Bon.

2 Vib. *mf* *f* *mf*

Mar.

L

1 Bon. min. 5"

2 Vib. go wild and crazy
--> also use the other bongos
--> keep playing rolls (in different tempi)

3 Mar. go wild and crazy
--> mainly play gliss. up & down in varying speeds and rolls
--> use a lot of pedal



3 Alptraum

con arco
improvisation with 2 (better 3) crotales
of different sizes visa versa on the timpani
use pedal

when bass drum starts with superball,
remove the cymbals with one hand and
start with a superball impro in the other hand
use pedal

take a 2nd superball and go wild
use pedal

~ 15"

A

~ 30" - 40"

B

~ 25"

Timpani

mf

Vibraphone

motor off

To Bass Drum
(as fast as possible)

ff *sub.*

Bass Drum

start improvising with
1 or 2 superballs

organically change to mallets
---> transform from creapy superball
sounds to a roll

mf

Marimba

pp

Crash Cymbal

crash
cymbal

To Marimba

Bongo 1
Bongo 2
Bongo 3
Bongo 4

ff *sub.*

6/4

[illegible]

23

Wherever rapid changes of pitch on undamped timpani result in glissandi, this is intentional and even desired.

1 Timp.

2 B. Dr.

3 Mar.

(tremolo only on the upper note with LH & RH))

fpp *fpp* *f* *fpp* *f* *fpp* *fpp* *f* *fpp* *f* *fpp* *fpp* *f* *fpp* *fpp* *ff* *secco*

fpp *fpp* *f* *fpp* *fpp* *f* *fpp* *fpp* *f* *fpp* *fpp* *fpp* *f* *fpp* *fpp* *ff* *secco*

fpp *fpp* *f* *fpp* *fpp* *f* *fpp* *fpp* *f* *fpp* *fpp* *fpp* *f* *fpp* *fpp* *ff*

E

(different dynamic levels of the crescendi between players)

1 Timp.

2 B. Dr.

3 Mar.

To Wood Block Low & rods

F

37

1 Timp.

B. Dr.

W. Bl.

Iron St.

Mar.

drum sticks on rim of bass drum

rods (same level than player 1 & 3)

on any iron stativ (e.x. of the crash cymbal) with drumsticks

To any Iron Stativ

G

46

1 Timp.

2 B. Dr.

W. Bl.

3 B. Dr.

Iron St.

Bon. 1

Bon. 2

Bon. 3

Bon. 4

brushes on rim

To Bass Drum

To Timpani To Brushes

To Bass Drum To Brushes

brushes

To Wood Block

To Bongo To Brushes

iron stand & brushes

bongos brushes

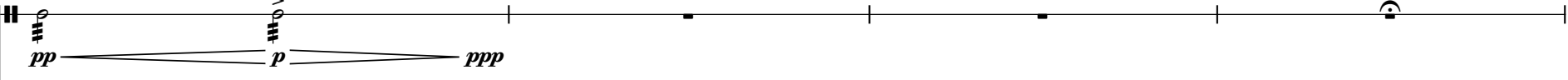
bass drum RIM & brushes

wood block & brushes

54

1

B. Dr.



pp *p* *ppp*

2

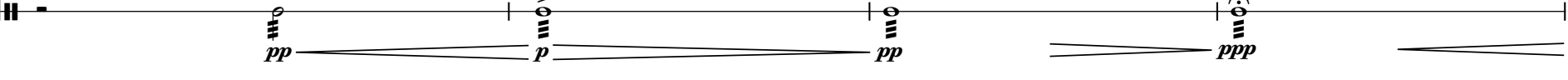
W. Bl.



p *ppp*

3

Iron St.



pp *p* *ppp*

move brushes into the air
and do the rolls in the air

H

1

Timp.



on rim with brushes timpani with mallets
mp *n* *mp* *pp*

2

B. Dr.



bass drum RIM & brushes
mp *n*

3

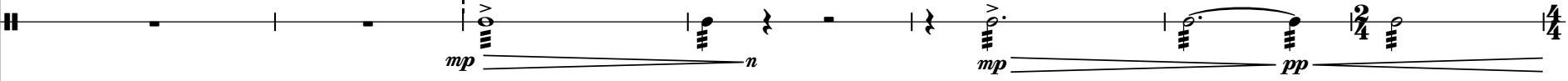
W. Bl.



wood block with brushes
mp *n*

4

B. Dr.



bass drum (NO rim) with brushes bass drum with mallets
mp *n* *mp* *pp*

5

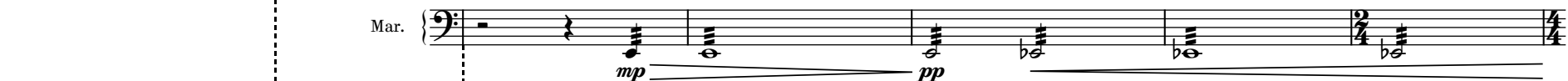
Iron St.



iron stand with brushes
mp *n*

6

Mar.



marimba with mallets
mp *pp*

7

Bon. 1
Bon. 2
Bon. 3
Bon. 4



bongo low with brushes
n

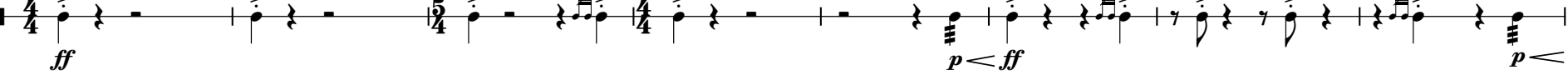


ff *mf* *ff* *p*

tune to F#

2

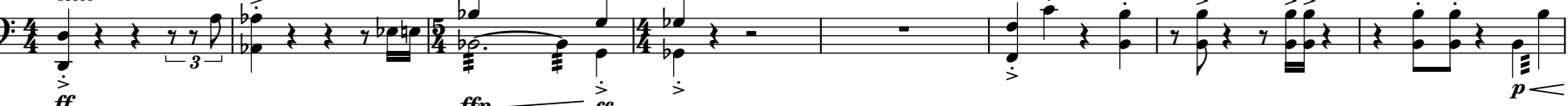
B. Dr.



ff *p* *ff* *p*

3

Mar.



ff *ffp* *ff* *p*

I

very brutal
secco / coperti

molto accel. molto rit.....

J

a tempo

Peer Baierlein © June - September 2025

Reminder:

Wherever rapid changes of pitch on undamped timpani result in glissandi, this is intentional and even desired.

73

only press pedal *secco*

1 Timp.

2 B. Dr.

3 Mar.

ff *gliss.* *gliss.* tune to B *ffmp* *pp* *f sub.* *ff*

ff *n* *ff* *f* *ff* *pp*

ff *ffmp* *ppp* *ff* *ffmp* *pp* *ff*

79

1 Timp.

pp *f* *pp* *ff* *gliss.* *ff*

2 B. Dr.

f *pp* *ff*

3 Mar.

ff

move the pedals independently in different directions and at different speeds

83

tuning to next notes
may be audible

1 Timp.

2 B. Dr.

3 Mar.

To Vibra

88

Timp.

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

Mar.

f *mf* *mp* *p*

To Gongs

To Glockensp.

Musical score for "Nipple-Gongs" by John Cage. The score is written for three instruments: Glockenspiel (Glock.), Vibraphone (Vib.), and N. Gongs. The tempo is marked as ♩ = 60 (♩ = ♩). The score includes various musical notations such as rests, notes, accidentals, and dynamic markings (pp, mp, p). Performance instructions include "use pedal (legato / floating soundscape with accents)" for the Glockenspiel and Vibraphone, and "Nipple-Gongs" for the N. Gongs. The score is divided into three systems, each with a bracketed number (1, 2, 3) on the left.

M ♩ = 48

102

Glock. *f* *pp*

Vib. (no pedal) *f* *p* *mp* *3* *5*

N. Gongs *f* *p* *3*

108

Glock. *mf*

Vib. *f* *mp* *3* *5*

N. Gongs *f* *ppp* *mf*

112

Glock. *pp* *3*

Vib. *f* *pp* *mf sub.* *3*

N. Gongs *ppp* *p sub.* *ppp* *mf* *ppp*

114

Glock. *3* *3* *3* *To Timpani & Mallets*

Timp. *very subtle* *start impro* *n* *p* *ppp*

Vib. *pp sub.* *f* *pp* *mf sub.* *ppp* *f* *ppp* *To Bass Drum*

N. Gongs *p sub.* *f* *To Marimba*

Mar. *ppp* *mf* *ppp* *ppp* *mf* *ppp* *n* *p*

P

Peer Baierlein © June - September 2025

4 Schlafwandeln

To Drums
(Take Glockenspiel with you)

♩ = 100

Timpani

This is important for the joint choreography

R

L

R

L

simile

Snare Drum

mf

pay attention to accents
--> all snare drums WITHOUT accent should be played much softer
the accents should be clearly audible at any moment
(there should be a clear difference between accented and unaccented notes)

Snare Drum

mf

[illegible]

1 Sn. Dr. **B** $\frac{4}{4}$ $\frac{5}{4}$ $\frac{4}{4}$

2 Sn. Dr. $\frac{4}{4}$ $\frac{5}{4}$ $\frac{4}{4}$

3 Sn. Dr. $\frac{4}{4}$ $\frac{5}{4}$ $\frac{4}{4}$

[illegible]

1 Sn. Dr. 32 4/4

2 Sn. Dr. 4/4

3 Sn. Dr. 4/4

The score for three snare drums (1, 2, 3) is written in 4/4 time. It features various rhythmic patterns and accents. Drum 1 starts with a 32nd note, followed by a series of eighth notes and a final 32nd note. Drum 2 starts with a right-hand (R) pattern of eighth notes, followed by a series of eighth notes and a final 32nd note. Drum 3 starts with a right-hand (R) pattern of eighth notes, followed by a series of eighth notes and a final 32nd note. The score includes a variety of rhythmic values, including 32nd, 16th, 8th, and 4th notes, as well as rests and accents.

1 Sn. Dr. **D**  **ff**

2 Sn. Dr.  **ff**

3 Sn. Dr.  **ff**

stay in *pp*

Play the accents at a volume so that they can be heard, but don't sound too loud.

1 Sn. Dr. **E** $\frac{4}{4}$ *pp* *ff* *pp sub.* *ff*

2 Sn. Dr. $\frac{4}{4}$ *pp* *ff* *pp sub.* *ff*

3 Sn. Dr. $\frac{4}{4}$ *pp* *ff*

the accents are repeated
after 6 beats

The musical score is for three Snare Drums (Sn. Dr.) in 4/4 time. The tempo is marked 'F' (Forte). The score is divided into two measures, each containing four beats. The first measure is marked with a forte 'F' in a box. The second measure is marked with a forte 'F' in a box. The score is written for three Snare Drums, labeled 1, 2, and 3. The notation includes eighth notes, quarter notes, and half notes, with accents (>) and dynamics ((ff) pp sub.) indicated. The first measure of each staff is marked with a forte 'F' in a box. The second measure of each staff is marked with a forte 'F' in a box. The score is written for three Snare Drums, labeled 1, 2, and 3. The notation includes eighth notes, quarter notes, and half notes, with accents (>) and dynamics ((ff) pp sub.) indicated.

Play some ***ff*** accents that are noticeably louder, and then immediately return to ***pp*** (still playing all other accents but softer than the ***ff*** accents)

(still playing all other accents but softer than the *ff* accents)

1 Sn. Dr. **G**

2 Sn. Dr.

3 Sn. Dr.

[illegible]

the same principle with the accents applies to the rim hits

H

Rim Hit

1 Sn. Dr. $\frac{4}{4}$ *ff p sub.* *p* *ff p sub.* *p*

2 Sn. Dr. $\frac{4}{4}$ *ff p sub.* *ff p sub.* *p* *ff p sub.*

3 Sn. Dr. $\frac{4}{4}$ *ff p sub.* *p* *ff p sub.* *ff p sub.* *p* *ff p sub.*

55

1 Sn. Dr. *ff p sub.* *p* *ff p sub.* *pp*

2 Sn. Dr. *ff p sub.* *p* *ff p sub.* *ff p sub.* *pp*

3 Sn. Dr. *ff p sub.* *p* *ff p sub.* *ff p sub.* *f p sub.* *pp*

58

1 Sn. Dr. $\frac{9}{8}$ *ff p sub.* *ff* *p* *ff* *p sub.* *p* *3* *3*

2 Sn. Dr. $\frac{9}{8}$ *ff p sub.* *ff* *p* *ff* *p sub.* *p* *3* *3* *3* *3*

3 Sn. Dr. $\frac{9}{8}$ *fff p sub.* *ff* *p* *ff* *p sub.* *p* *3* *3* *3* *3*

60

1 Sn. Dr. $\frac{4}{4}$ *ff p sub.* *p* *ff pp* *3* *3* *3*

2 Sn. Dr. $\frac{4}{4}$ *ff p sub.* *pp* *ff pp* *3* *3* *3*

3 Sn. Dr. $\frac{4}{4}$ *ff p sub.* *pp* *ff pp* *3* *3* *3*

I **J**

1 Sn. Dr. $\frac{7}{8}$ *ff mf sub.* *p* *mf* *3* *3* *f* *ff*

2 Sn. Dr. $\frac{7}{8}$ *ff mf sub.* *p* *mf* *3* *3* *f* *ff*

3 Sn. Dr. $\frac{7}{8}$ *ff mf sub.* *p* *mf* *3* *3* *f* *ff*

[illegible]

$\text{♩} = 200$

the same as before, but notated with
note values twice as long

4 Schlafwandeln - Somnambul - Full score

27

(♩ = ♩)

0

Dr. (2 Toms & Floor Tom)

f sub.

ff

as always: accents loud,
other notes soft (like ghost notes)

To Vibra.
2 bows

Sn. Dr.

Mar.

ff *f*

P

Dr.

Vib. w. bow

Mar.

Q

splash (Hi-Hat)

Dr.

p sub.

fff

R

mf

(play it rubato if it's too
difficult to count)

Vib. w. bow

mf

Mar.

fff *p*

112

Dr.

p

Vib. w. bow

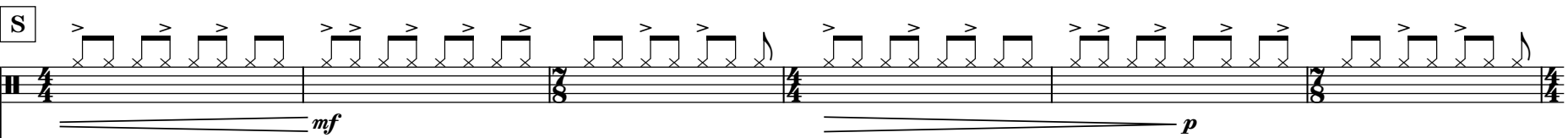
Mar.

mf

1

Dr.

S



mf *p*

2

Vib. w. bow



3

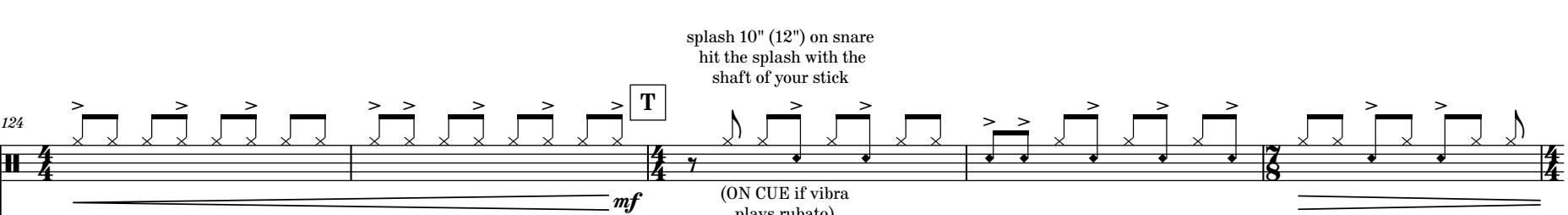
Mar.



p *mf*

1

Dr.



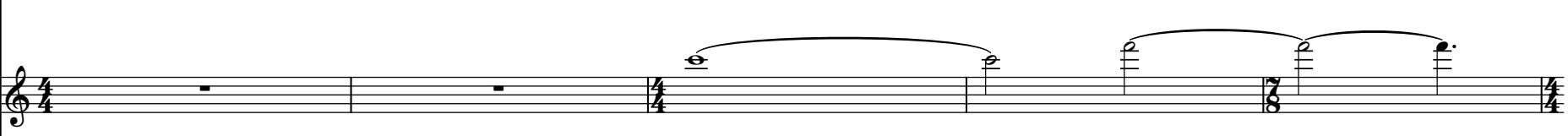
mf *p*

splash 10" (12") on snare
hit the splash with the
shaft of your stick

(ON CUE if vibra
plays rubato)

2

Vib. w. bow



3

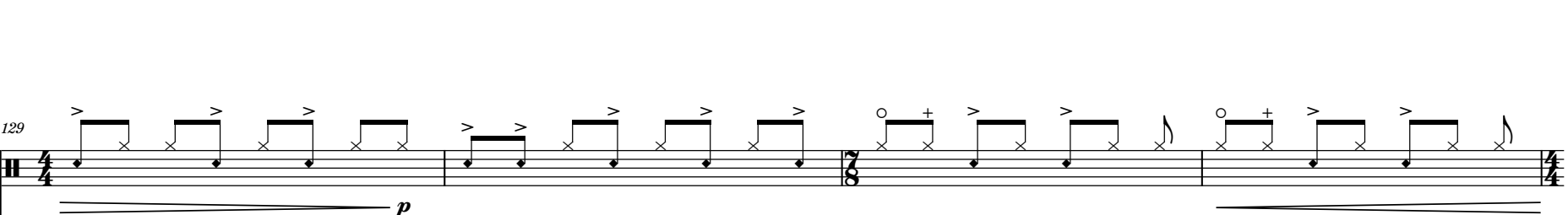
Mar.



p *mf*

1

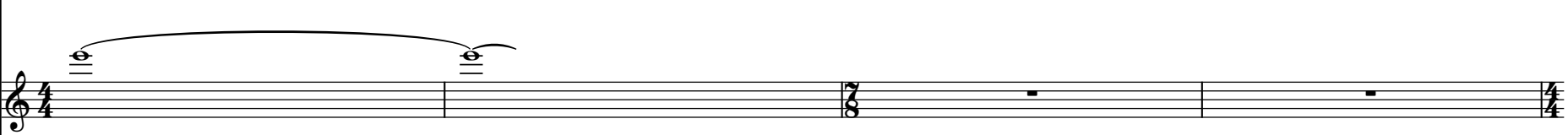
Dr.



p *mf*

2

Vib. w. bow



3

Mar.

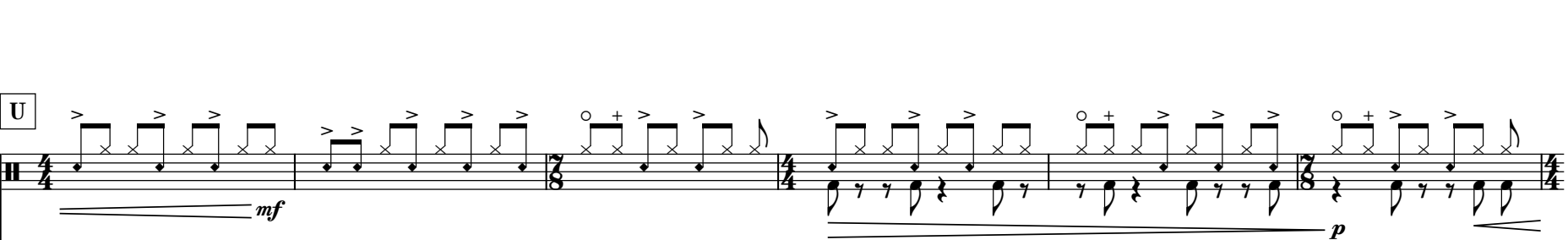


mf *p*

1

Dr.

U



mf *p*

2

Vib. w. bow



3

Mar.



p *mf*

V

Dr. *f* *p*

Vib. w. bow

Mar. *f*

W

Dr. *f* *pp*

Vib. w. bow To Mallets

Mar. *p sub.*

X

Dr. *f* *p*

Vib.

Mar. (attention) (attention)

157

Dr.

Vib.

Mar.

188

Glock.

Vib.

Mar.

CC

mf *sub.*

fff

fff

194

To -Sticks-
To Snare

DD snare & splash

Glock.

Vib.

Mar.

fff *fff* *ff sub.* *fff* *(fff)*

staccato

position yourself with triangle on stand
and the hand triangle at the front of the stage

To Triangles



201

Dr.

Mar.



206

To Triangles

EE

position yourself with triangle on stand
and the hand triangle at the front of the stage

Dr.

Mar.

ppp *p*



213

Mar.

220

Mar.

ppp

5 Aufwachen

to be played by heart
(without scores and music stands)

♩ = 100

with HANDHOLD
short but not muted

Triangle 1

f

ON STAND

Triangle 2

f

with HANDHOLD
short but not muted

Triangle 1

f

muted
pp

ON STAND

Triangle 2

f

Marimba

fff

To Triangles

position yourself with triangle
on stand and the hand triangle at
the front of the stage

stomp with the
right foot

A

Tri. 1

ff

f

Tri. 2

stomp with the
right foot

Tri. 1

ff

f

Tri. 2

with HANDHOLD

Tri. 1

f

ON STAND

Tri. 2

f

B

medium speed vibrato
(by moving hand slowly up and down)

no vib. *vib.* *no vib.*

Tri. 1

Tri. 2

Tri. 1

Tri. 2

Tri. 1

Tri. 2

fp *f* *fp*

fp

fp

C ♩ = 72

D ♩ = 132

Tri. 1

Tri. 2

L

L

R

L

Tri. 1

Tri. 2

R

L

Tri. 1

Tri. 2

R

L

R

L

R

L

32

E

Tri. 1

Tri. 2

L & R

f p sub. *ff* *pp* *ff* *pp* *pp*

Tri. 1

Tri. 2

L & R

f *p* *ff* *pp* *ff sub.* *pp* *pp*

Tri. 1

Tri. 2

L & R

f *p* *ff* *pp* *ff sub.* *pp* *pp*

39

F

Tri. 1

Tri. 2

no vib. *simile* *vib.* *no vib.* *fast vibr.*

f *p* *f* *f* *ff*

Tri. 1

Tri. 2

no vib. *simile* *vib.* *no vib.* *fast vibr.*

f *p* *f* *f* *ff*

Tri. 1

Tri. 2

no vib. *simile* *vib.* *no vib.* *fast vibr.*

f *p* *f* *f* *ff*

G

Tri. 1

Tri. 1

Tri. 1

f p sub. *f* *p sub.* *f* *p sub.* *f*

f p sub. *f* *p sub.* *f* *p sub.* *f*

f p sub. *f* *p sub.* *f* *p sub.* *f*

H $\text{♩} = 100$

Tri. 1 *no vib.* *fast vibr.* *ff* shorten the rest if the triangle stops resonating before the end of the bar *ff*

Tri. 2

Tri. 1 *no vib.* *fast vibr.* *ff* *ff*

Tri. 2

Tri. 1 *no vib.* *fast vibr.* *ff* *ff*

Tri. 2

Hold the triangle loose in your hand and swing it upward in a big motion (it should still resonate)

Swing it down- and backward

J ~ 0:45' - 01:15'

Tri. 1

Tri. 2

Tri. 1

Tri. 2

Tri. 1

Tri. 2

Explanation Letter 'J'

Begin slowly to decalibrate the unison hits on the triangles at first barely audible, then gradually more distinctive.
The frequency of the hits of the high and middle triangle increases and as a result also the density.
The highest triangle moves the fastest and hits the triangle most frequently, followed by the middle one and finally the lowest.
The triangles can be struck while being swung with the arms during the forward and/or backward motion.
The triangles on the stand can be hit every once and then to get additional colours.
Once the climax is reached, the movements slow down: the highest triangle fades away, then the middle one, until only the lowest remains, slowing down further and ending with a final hit that resonates into silence.
The whole passage should resemble church bells, which start together, slowly decalibrate, become denser and then gradually fade away one by one.

1

Tri. 1

K

mp *f* *mp* *f* *fp* *fp* *ff* *ff*

2

Tri.1

mp *f* *mp* *f* *fp* *fp* *ff* *ff*

3

Tri. 1

mp *f* *mp* *f* *fp* *fp* *ff* *ff*

Then hang the triangle
you are holding, on the
stand of the other triangle
and bow together