

SUITE FOR PERCUSSION

by ACTON OSTLING

(Intermediate)
Conductor Score

Small Snare Drum, Snare Drum Sticks, Triangle, Street Drum
Small Woodblock, Suspended Cymbal (medium), Bass Drum
Large Woodblock, Suspended Cymbal (large), Timpani
Temple Blocks (3), Bells

Suite For Percussion

PERCUSSION ENSEMBLE

Score

ACTON OSTLING

This suite is scored for four players, each performing (at different times) on three different instruments. Arrange a trap table so that players can easily get their various instruments. Play all or any parts of the suite as desired. Shift and reassign players according to abilities.

If any instruments are not available, director should improvise substitutions of similar timbre. For instance, an extra bass drum, or tom-toms, can be substituted for timpani; cigar boxes can be used for woodblocks or temple blocks. Such substitutions are not perfect but do make it possible to perform the ensemble.

Follow instructions on individual parts; work for precision and balance.

1. March For Membranes

Tempo di Marcia (♩=120)

I
Small Snare Drum

II
Street Drum
(or larger Sn. Drum)

III
Bass Drum

IV
Timpani

A

Rim shot[Ⓢ]

Rim shot

fz *mf*

fz *mf*

fz *mf*

mf

cresc.

cresc.

cresc.

cresc.

Ⓢ Hold left stick with tip at center of drum head and shaft resting on rim. Strike sharply with right stick, just below left hand grip.

B

f *mf* (Snares off) *mf* *f*

Damp left head with left hand

C

(Let vibrate) *mf* *f* (Snares on) *f* (Vibrate) *f*

Damp

D

Rim shot *mf* Rim shot *mf* *mf* *mf*

Score section 1 (Measures 1-4), marked with a box 'E'. It consists of four staves. The first staff has a triplet of eighth notes in the second measure. The second staff has dynamics *mf* and *f*, and includes performance instructions: "(Snares off)", "Damp", "(Vibrate)", and "(Snares on)". The third staff has dynamics *f* and *mf*, and includes "Damp" and "Vibrate". The fourth staff has dynamics *f* and *mf*.

Score section 2 (Measures 5-8), marked with a box 'F'. It consists of four staves. The first staff has dynamics *ffz* and *f*. The second staff has dynamics *ffz* and *f*. The third staff has dynamics *ffz* and *f*. The fourth staff has dynamics *ffz* and *f*. The section ends with a *ff* dynamic.

2. Dance O' Woods

Waltz tempo (♩.=72)

I Snare Drum Sticks

II Small Woodblock

III Large Woodblock

IV Temple Blocks (3 sizes)

Musical notation for the percussion parts of "Dance O' Woods". It shows four staves corresponding to the instruments listed on the left. The first staff (Snare Drum Sticks) has a *mf* dynamic and a text instruction: "To obtain a resonant tone, hold left stick in the cupped left hand and strike with the right stick - in the manner in which Claves are played." The second staff (Small Woodblock) has a *mf* dynamic and the instruction "Play with S.D. sticks". The third staff (Large Woodblock) has a *mf* dynamic. The fourth staff (Temple Blocks) has a *mf* dynamic.

A

System 1: Four staves of music. The first staff has a treble clef and a key signature of one flat. The other three staves have bass clefs. The music consists of rhythmic patterns with some rests and accidentals.

1.

no repeat

System 2: Four staves of music. The first staff has a treble clef and a key signature of one flat. The other three staves have bass clefs. The music includes dynamic markings such as *cresc.* and *f*. There are also accents (>) over some notes.

2.

B

System 3: Four staves of music. The first staff has a treble clef and a key signature of one flat. The other three staves have bass clefs. The music includes dynamic markings such as *cresc.*, *f*, and *p*. It ends with the word *Fine* and a *p* marking.

Musical score for the first system, featuring four staves of bass clef notation with various rhythmic patterns and rests.

Musical score for the second system, featuring four staves of bass clef notation with dynamic markings like *fz* and accents.

D. C. take 2nd ending

3. Metallics

Allegro (♩=128)

In a light manner

I
Triangle

II
Suspended Cymbal
(medium size)

III
Suspended Cymbal
(large size)

IV
Bells

Musical score for the 'Metallics' section, showing four staves of bass clef notation and one staff of treble clef notation with specific performance instructions.

Strike dome of Cymbal lightly with a metal triangle beater, or large nail

Strike edge of Cymbal lightly with a metal triangle beater, or large nail

simile

A

B

Drag

mf

Drag metal beater across surface from dome to edge

mf

C

mf

At edge

p

At dome

p

At edge (edge)

p

p

D

p
dome
p
edge
p

roll

mf
mf
mf
mf

4. Finale

Bright tempo (♩=140)

- I
Triangle →
- Snare Drum Sticks →
- Small Snare Drum →

- II
Suspended Cym. (med.) →
- Small Woodblock →
- Street Drum →

- III
Suspended Cym. (lrge) →
- Large Woodblock →
- Bass Drum →

- IV
Bells (regular notation) →
- Temple Blocks (2) →
- Timpani →

mf
S.D.
mf
B.D.
mf
Bells
mf

Score

A stick on the near edge at center
beats rim of drum head of head

(as before)

mf (To Wood block-quickly) f Strike with tip of S.D. stick Wood block mf (To Cymbal) f Strike at dome with S.D. stick Cym.

(To Wood block-quickly) mf Strike with butt end of S.D. stick Wood block (To Cymbal) mf Strike at edge with S.D. stick Cym.

(To Temple blocks-quickly) mf Temple blocks (To Bells) mf Bells

mf mf

B

mf (To Drum) f Drum

(To Drum) mf Drum f

(To Timpani) mf Timp. f (To Bells)

mf

C

(To Triangle) Triangle p

(To Cymbal) At Dome Cym. p

(To Cymbal) ff Lightly-use 2 S.D. sticks; strike as indicated

ff p edge dome etc.

Bells f mf

Score

(To Drum) Rim shots **D** near edge of drum head

(To Woodblock) Woodblock (To Drum) center of drum head

(Same) (To Drum)

E Center Stickbeats-eye level

(To Cymbal)

f near center of drum head near edge of drum head (To Wood block)

(To Timpani) Timp. (To Bells)

F Rim shot (To Triangle) Triangle (To Drum) (Drum)

Cymbal (To Woodblock) Woodblock (To Drum) *ffz* (Drum) *ff* *ffz*

Woodblock (To Cymbal) Cym. (To Drum) (Drum) *ff* *ffz*

Bells (To Temple block) Temple block (To Timpani) Timp. *ffz* *ff* *ffz*

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