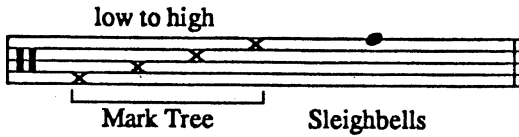


Percussion Conventions:

I:



(Mar) hard mallets



(Mar) medium-hard mallets



(Mar) soft mallets



hard (felt) timpani sticks

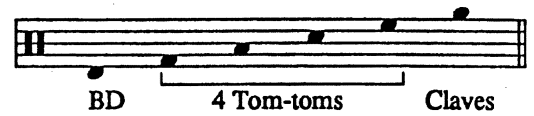


medium-hard timpani sticks



soft timpani sticks

III:



(Glock) hard mallets



(Glock) medium-hard mallets
(light wood mallets are best)



(Glock) soft mallets
(felt-covered mallets are best)



(Chimes) Vibr mallets



(Chimes) brushes
(regular beaters are not used)



hard (timpani) sticks



handle ends of above sticks



soft (timpani) sticks



(BD) hard beater



(BD) soft beater

II:



(Xylo) hard mallets



(Xylo) medium-hard mallets
(light wood mallets are best)



(Xylo) soft mallets



thin triangle beaters
(regular beaters are not used)



snares on



snares off



brushes

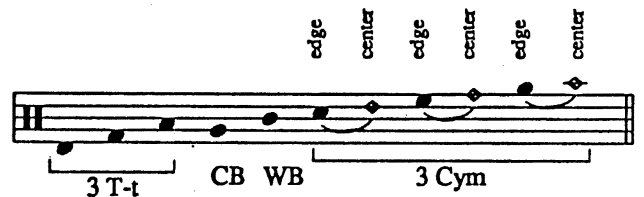


snare drum sticks



felt-covered snare drum sticks

IV:



(Vibr) hard mallets



(Vibr) medium-hard mallets



(CB/WB)
medium-hard rubber mallets



(Vibr/Cym) soft mallets



tam-tam beater



(T-t) triangle beater



(T-t) brush

FIVE MOVEMENTS, for percussion ensemble (1971/1988)

Hsueh-Yung Shen

I PRELUDIO

Allegro molto scorrevole ♩ = 104

5

I Marimba

II Xylophone
mf *leggiero*

III Glockenspiel

IV Vibraphone
mf

vibrato //

I Mar

II Xylo

III Glck
poco sf

IV Vibr

dead stop +

ord. $\overbrace{\quad}^3$ *f*

10

I Mar

II Xylo
pp cresc. *f*

III Glck
f

IV Vibr
f

senza vibrato

I Mar

II Xylo

III Glck

IV Vibr

I Mar

II Xylo

III Glck

IV Vibr

I Mar

II Xylo

III Glck

IV Vibr



I Mar

II Xylo

III Glck

IV Vibr

pp molto leggiero

pp col ped

p

25

I Mar

II Xylo

III Glck

IV Vibr

I Mar

II Xylo

III Glck

IV Vibr

II NOTTURNO

Grave ♩ = 76



D# B C F#

(III) B/A

I
Timpani (4)

II
Snare Drum
Field Drum

III
4 Tom-toms
Bass Drum

IV
3 Tam-tams



stems up for regular beater, played normally
stems down for triangle beater, played on the edges

pp sempre l. v.

I
Timp

II
SD
FD

III
Tom
BD

IV
T-t

(I)

(I) E/F#

(IV) D#/F#

I
Timp

II
SD
FD

III
Tom
BD

IV
T-t

I Timp **5** (II) C/D \flat *pp* **5** (I) **3**

II SD *pp*

III Tom **3** *pp* **7** **5** *p* BD

IV T-t

I Timp (I) G \sharp /G \sharp *pp* **5** (II) C/D \sharp **3**

II SD *pp* *p* *pp*

III Tom *pp* BD

IV T-t

I Timp (IV) F \sharp /F \sharp **5** **3** (IV) F/E **6**

II SD *p* *pp* *p* FD

III Tom BD

IV T-t

(III) A/C

Score for measures 1-9. The system includes four staves: I Timp (bass clef), II Vslp FD (treble clef), III Tom BD (treble clef), and IV T-t (treble clef). Measure 1 has a 3-measure slur over the Timp staff. Measure 2 has a 'Vibra-slap (or Quijada)' instruction above the Vslp staff and a 'FD' instruction with a diagram above the Tom staff. Measure 3 has a 5-measure slur over the Tom staff. Measure 4 has a 6-measure slur over the Tom staff. Measure 5 has a 3-measure slur over the Timp staff. Measure 6 has a 5-measure slur over the Tom staff. Measure 7 has a 6-measure slur over the Tom staff. Measure 8 has a 3-measure slur over the Timp staff. Measure 9 has a 5-measure slur over the Tom staff.

10

(IV) E/F#

Score for measures 10-14. The system includes four staves: I Timp (bass clef), II Vslp (treble clef), III Tom BD (treble clef), and IV T-t (treble clef). Measure 10 has a 'V-slap' instruction above the Vslp staff and a diagram above the Tom staff. Measure 11 has a 3-measure slur over the Timp staff. Measure 12 has a 5-measure slur over the Tom staff. Measure 13 has a 5-measure slur over the Tom staff. Measure 14 has a 3-measure slur over the Timp staff and a '(I)' marking above the Tom staff.

(III) C/Bb

Score for measures 15-19. The system includes four staves: I Timp (bass clef), II Vslp G-ro (treble clef), III Tom BD (treble clef), and IV T-t (treble clef). Measure 15 has a '(I)' marking above the Timp staff. Measure 16 has a 'V-slap' instruction above the Vslp staff and a 'mp' dynamic. Measure 17 has a 'Guiro' instruction above the Vslp staff and a 'mf' dynamic. Measure 18 has a 5-measure slur over the Tom staff and a 'mp' dynamic. Measure 19 has a 6-measure slur over the Tom staff and a 'p' dynamic.

18

(I) (II) G/Bb (III) Ab/Bb

35 *gliss.* in tempo

I Timp *ppp* *pppp*

II FD

III Tom *ppp* *ppp*

IV T-t *ppp* *ppp* *attacca subito*

III INTERLUDIO

Adagio misterioso ♩ = 52
sempre l. v.

5

I Mark Tree *pp sempre*

II 3 Triangles *pp sempre*

III Chimes *molto lontano* *ppp*

IV 3 Cymbals *pp sempre*

10

I M T

II Tria *pp* *pp*

III Chi *sempre l. v.* *sempre legato* *p* *pp* *p*

IV Cym

15

I
MT

II
Tria

III
Chi

IV
Cym

20

Sleighbells

I
Slbl

II
Tria

III
Chi

IV
Cym

I
Slbl

II
Tria

III
Chi

IV
Cym

I MT
II Tria
III Chi
IV Cym

pp *p* *pp*

in tempo

I MT
II Tria
III Chi
IV Cym

pp *ppp* *pppp* *attacca subito*

IV DIURNO

Tempo di Preludio ♩ (= ♪) = 104

I Timpani
II Maraca
III Tom-toms Bass Drum
IV Tam-tams

pp *p* *pp* *p*

5 (II) D/E \flat
(III) G/D \flat

I Timp

II Mara HH

III Tom BD

IV T-t

Maraca

Hi-hat

pp

pp

mp

pp

pp

10 (II) E \flat /E \sharp
(III) D \flat /B \flat

I Timp

II Mara HH

III Tom BD

IV T-t

Mara

pp

mp

pp

mp

pp

pp

15

I Timp

II Tria HH

III Tom BD

IV CB T-t

Tria

HH

Cowbell

pp

mp

pp

pp secco

mp

pp

pp

pp

(IV) D#/G

I Timp

II HH G-ro

III Tom BD

IV CB

pp

Guiro

HH+

rfz >

20

I Timp

II HH

III Tom BD

IV WB T-t CB

pp

p > pp

p

pp

T-t

WB CB

25

I Timp

II HH

III Tom BD

IV WB

pp