

MARS

Piet Paardekam

♩ = 104

A



Snare Drum
p *f* *mf*

Bongo's
p *f*

Temple Blocks
pp *p*

Tom Toms
p

Tenor drum

Percussion
pp

Drum Set
sfz *p*

Conga's
p

Bass Drum
p

S.Dr.
mf

Bgo. Dr.
mf

T.
mf

D. S.
mf

C. Dr.
mf

B. Dr.
mf

C

Musical score for section C, featuring seven staves: S.Dr., Bgo. Dr., T. Bl., T.T., Perc., D. S., and B. Dr. The score includes dynamic markings *p*, *mf*, and *ff*. A box labeled 'C' is positioned above the first measure of the S.Dr. staff. A large, semi-transparent image of a drum set is overlaid diagonally across the score. The Perc. staff includes the instruction 'p Maracas'.

D

Musical score for section D, featuring six staves: S.Dr., Bgo. Dr., T., D. S., C. Dr., and B. Dr. The score includes dynamic markings *f*. A box labeled 'D' is positioned above the first measure of the S.Dr. staff. A large, semi-transparent image of a drum set is overlaid diagonally across the score.

E Rallentando Decrescendo

S.Dr. *f* — *ff*

Bgo. Dr. *f* — *ff*

T. Bl. *f* — *ff*

T. T. *f* — *ff*

Perc. *f* randslag

D. S. *f* — *ff*

C. Dr. *f* — *ff*

B. Dr. *f* — *ff*

S.Dr.

Bgo. Dr.

T. P.

D. S. *pp* *mf*

C. Dr.

B. Dr.

2 2

2 2

2 2 2

2 2 2

2 2 2

2 2 2

G **2** **2** **2** **H** **Presto**

S.Dr. *2e x accel...*

Bgo. Dr. *2e x accel...*

T. Bl. *2e x accel... f*

T.T. *2e x accel...*

Perc. *2e x accel...*

D. S. *f 2e x accel...*

C. Dr. *2e x accel...*

B. Dr. *2e x accel...*

S.Dr. *> > >*

Bgo. Dr. *f*

T. Bl. *f*

Perc. *f*

D. S. *> > >*

C. Dr. *f*

B. Dr. *f*

S.Dr. **2** **J** **2**

Bgo. Dr.

T. Bl. *f*

T.T. **2**

Perc. **2**

D. S.

C. Dr.

B. Dr. **2**

S.Dr. **2** **2**

Bgo. Dr.

T. Bl. **2** **2** **2**

T.T. **2** **2** **2**

Perc. **2** **2** **2**

D. S. *f* *mf*

C. Dr. **2** **2** **2**

B. Dr. **2** **2** **2**

mf



S.Dr. *p* *pp accel.*

Bgo. Dr. *p* *f* *pp accel.*

T. Bl. *p*

T.T. *p*

Perc. *p*

D. S. *p*

C. Dr. *p* *pp accel.*

B. Dr. *p* *pp accel.*

Moderato

S.Dr. *mf*

Bgo. Dr. *ff* *mf*

T. Bl. *mf*

D. S. *ff* *mf*

C. Dr. *mf*

B. Dr. *mf*

