

Percussion II

LAIR

Andrew V. Ly (*1985)

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2

Relaxed $\text{♩} = 54$ Vibraphone bowed

L.V.

2

8 Bass Drum superball mallet friction roll

13 Vibraphone bowed L.V. pick up yarn mallets

17 L.V.

23 A Bass drum superball mallet friction roll

27 11 2 5 Vibraphone bowed L.V.

49 B Bass Drum superball mallet

55 Bass drum superball mallet

Version: May 15, 2015

Percussion II

2

69 (superball mallet)

p

fp

sfz

76 **C** [2+3]
(use two superball mallets)

[2+2+3]

f

p

sfz

fp

sfz

81 [3+2]

Susp. cymbal (edge)
snare stick, L.V.

Poco più mosso ($\text{♩}=84$)

D Susp. cymbal (dome)
with triangle beater

f

f

f

p

86

poco accel.

2

n.

94

$\text{♩}=100$

poco rall.

A tempo ($\text{♩}=100$)

E

4

107 Vibraphone

bowed

L.V.

2

n.

116 L.V.

Tam-tam
scrape with triangle beater

12

f

n.

sfz

Percussion II

3

133

4

Susp. cymbal (edge)
F with snare stick

Molto rubato ($\text{♩}=60$)

3

ff

molto rall. A tempo ($\text{♩}=100$)

Tam-tam

142 strike edge with triangle beater

pp

poco a poco cresc.

148

poco accel.

Bass drum

single stroke role with superball mallets

G

4

13

3

3

Susp. cymbal (edge)
with snare stick, L.V.

secco!

176

3

3

2

3

2

3

3

6

4

p **f**

f

p **ff**

Percussion II

4

185 **H**

$\text{♩} = 132 (\text{♩} = 66)$ Susp. cymbal (dome)
with triangle beater

L.V. **7**

pp

195

Bass drum
superball mallet(s)

Susp. cymbal (edge)
with snare stick

5

p < **f** > **p** < **sfp** >

204

superball mallet(s)

3

p < **f** > **p** < **f** > **p** < **sfp** >

5

p < **f** > **p** < **f** > **p** < **sfp** >

5

208

6 **3**

A tempo ($\text{♩} = 132$)

Tam-tam

218 scrape with metal brush

2

pp

Susp. cymbal (edge)
snare stick

superball mallet **p**