



# a Blue Cadance

Etienne Houben

2

Time: 1.5 min.

♩ = 116

The musical score is for a piece titled "a Blue Cadance" by Etienne Houben, commissioned by the "Slagwerkensemble Koninklijke Oude Harmonie Eijsden". It is a 2-page score in 4/4 time with a tempo of 116 beats per minute. The score is divided into two systems. The first system (left) contains the following parts: Scottish Snare Drum 1, Scottish Snare Drum 2, Scottish Snare Drum 3, Cymb. A2, Marching Bas Small, Marching Bas Medium, and Marching Bas Large. The second system (right) contains the continuation of the drum parts, specifically the Scottish Snare Drums and Cymbal. The notation includes various dynamics (p, f), accents (^), and specific drum techniques such as rimshots, open rimshots, and chokes. The first system shows a rhythmic pattern of eighth notes with a crescendo from p to f, followed by a rimshot or choke. The second system shows a continuation of this pattern with triplets and accents.

6

Perc.

Perc.

Perc.

Perc.

Perc.

Perc.

*f*


*f*

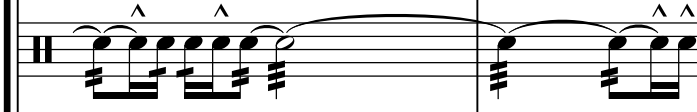
*f*


hi-hat effect


*f*

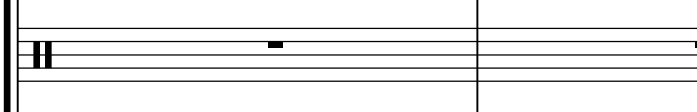
11

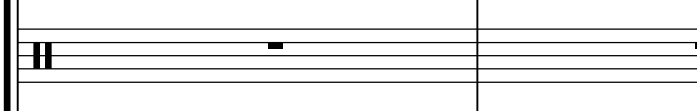
Perc. 

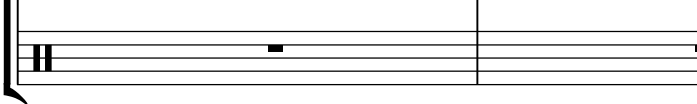
Perc. 

Perc. 

Perc. 

Perc. 

Perc. 

Perc. 















15

Perc. 1: Snare drum, continuous eighth-note pattern with accents (^) on measures 15 and 16.

Perc. 2: Snare drum, continuous eighth-note pattern with accents (^) on measures 15 and 16.

Perc. 3: Snare drum, continuous eighth-note pattern with accents (^) on measures 15 and 16.

Perc. 4: Snare drum, rests in measures 15 and 16.

Perc. 5: Snare drum, eighth-note patterns with accents (^) on measures 15 and 16.

Perc. 6: Snare drum, eighth-note patterns with accents (^) on measures 15 and 16.

Perc. 1: Snare drum, continuous eighth-note pattern with accents (^) on measures 17 and 18. *mf*

Perc. 2: Snare drum, continuous eighth-note pattern with accents (^) on measures 17 and 18. *mf*

Perc. 3: Snare drum, continuous eighth-note pattern with accents (^) on measures 17 and 18. *mf*

Perc. 4: Snare drum, rests in measure 17, eighth-note patterns in measure 18. *mf*

Perc. 5: Snare drum, eighth-note patterns with accents (^) on measures 17 and 18. *mf*

Perc. 6: Snare drum, eighth-note patterns with accents (^) on measures 17 and 18. *mf*

19

Musical score for Percussion, measures 19-20. The score consists of seven staves, each labeled "Perc." on the left. The notation includes various rhythmic patterns, dynamic markings, and articulation symbols.

- Staff 1:** Features a continuous eighth-note pattern. Measure 19 has two accents (^). Measure 20 has three accents (^) and a breath mark (>).
- Staff 2:** Features a continuous eighth-note pattern. Measure 19 has two accents (^). Measure 20 has two accents (^) and a breath mark (>).
- Staff 3:** Features a continuous eighth-note pattern. Measure 19 has two accents (^). Measure 20 has two accents (^) and a breath mark (>).
- Staff 4:** Features a dotted quarter note pattern. Measure 19 has a wavy line above the final note. Measure 20 has a breath mark (>).
- Staff 5:** Features a continuous eighth-note pattern. Measure 19 has a dynamic marking *p* and a crescendo hairpin leading to *f*. Measure 20 has an accent (^) and a breath mark (>).
- Staff 6:** Features a continuous eighth-note pattern. Measure 19 has a dynamic marking *p* and a crescendo hairpin leading to *f*. Measure 20 has an accent (^) and a breath mark (>).
- Staff 7:** Features a continuous eighth-note pattern. Measure 19 has a dynamic marking *p* and a crescendo hairpin leading to *f*. Measure 20 has a breath mark (>).

Measure 20 includes additional markings: a *p* dynamic marking, a *f* dynamic marking, a triplet of eighth notes (marked with a "3" and a bracket), and four breath marks (>) above the eighth notes.

23

Perc.

Perc. *p*

Perc. *p*

Perc.

Perc.

Perc.

Perc.

*mf*

*mf*

28

Perc. *cresc.....*

Perc. *cresc.....*

Perc. *cresc.....*

Perc. *cresc.....*

Perc. *cresc.....*

Perc. *cresc.....*

Perc. *cresc.....*



*f*

drum other player next to you

R L L R R L R L L R

drum other player next to you


R L L R R L R L L R


drum other player next to you


R L L R R L R L L R

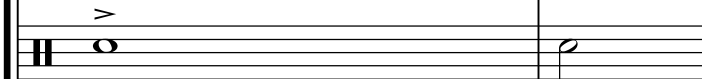


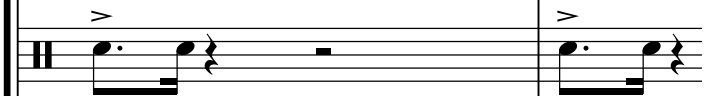
32


Perc.   
 R L R L L R R L


Perc.   
 R L R L L R R L

Perc.   
 R L R L L R R L


Perc. 

Perc. 


Perc. 

Perc. 


handles held horizontally over the drummer's shoulders

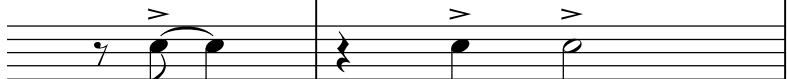
  
 R L L R R R L L R


handles held horizontally over the drummer's shoulders

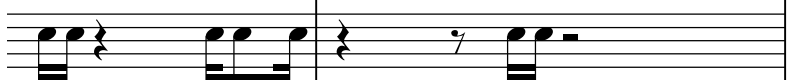
  
 R L L R R R L L R

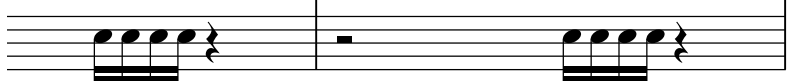
handles held horizontally over the drummer's shoulders

  
 R L L R R R L L R






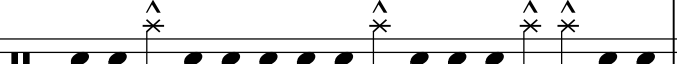






*piu*

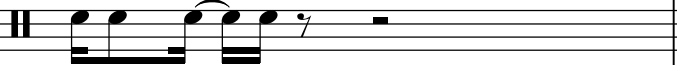
36


Perc.   
R R R L

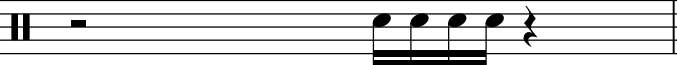
Perc.   
R R R L

Perc.   
R R R L

Perc. 

Perc. 

Perc. 

Perc. 

  
R L R L *meno* R L R L

  
R L R L *meno* R L R L R L

  
R L R L *meno* R L R L

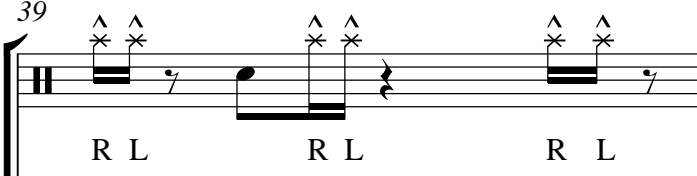


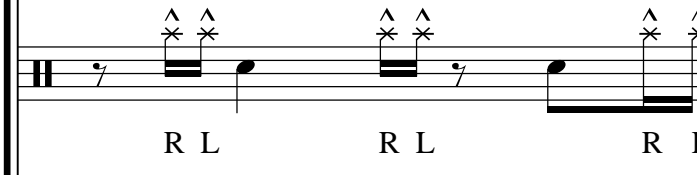
  
*ff*

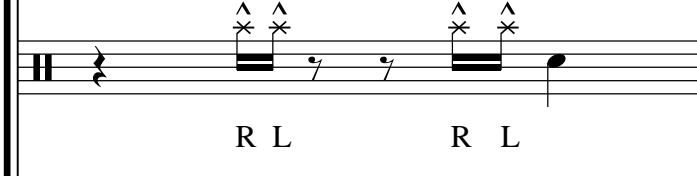
  
*ff*

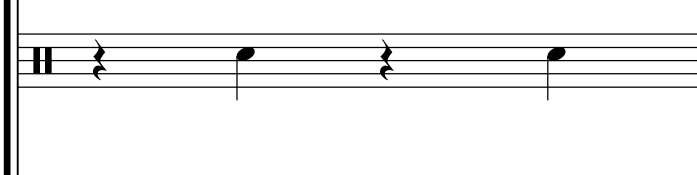
  
*ff*


39

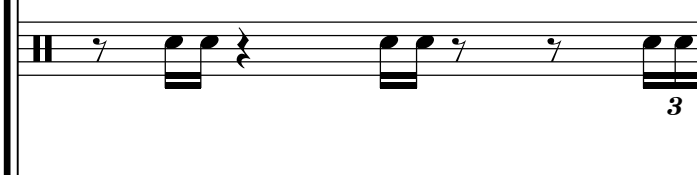
Perc.   
R L R L R L

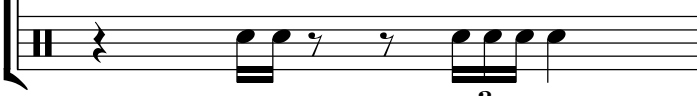
Perc.   
R L R L R I

Perc.   
R L R L

Perc. 

Perc.   
3

Perc.   
3

Perc.   
3

  
R L *ff*

  
R L *ff*

  
L *ff*



  
3

  
3

