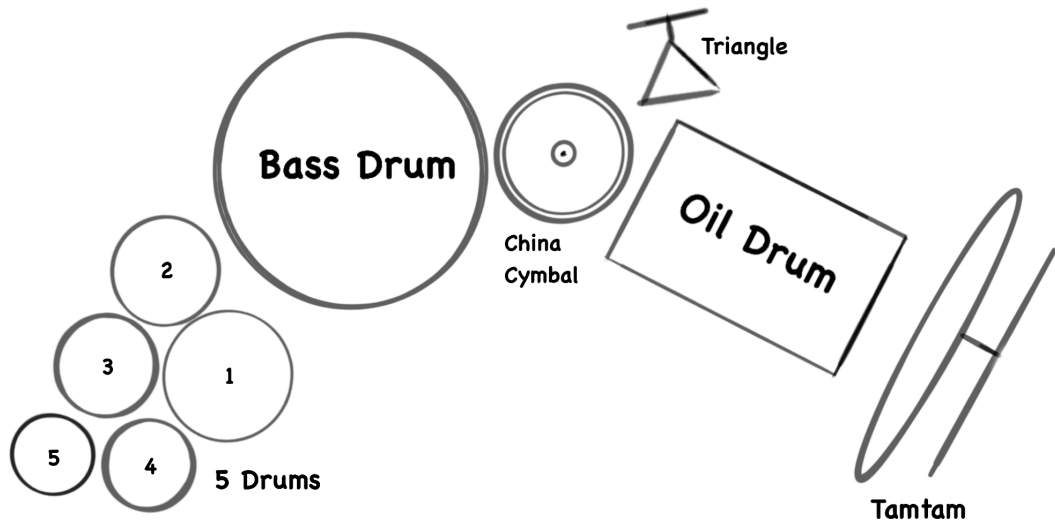


CONSTRUCTION 1.3



A musical score for Construction 1.3, featuring three staves. The first staff has five notes, with a bracket below them labeled "5 Drums low to high (medium hard flanel mallets)". The second staff has one note, with a bracket below it labeled "Concert Bass Drum (medium hard flanel mallets)". The third staff has a sequence of notes and rests, each with a bracket below it indicating the instrument and mallets used:

- Triangle (large/sticks)
- China Cym. (bow)
- China Cym. (with sizzle/sticks)
- Tamtam (mallets)
- Tamtam (sticks)
- Tamtam (scrapping/tri. beater)
- Oil Drum (top center/mallets)
- Oil Drum (top rim/sticks)
- Oil Drum (side center/mallets)
- Oil Drum (side center/sticks)

CONSTRUCTION 1.3

für Grenzgänge 2020

Steffen Kuhn

5 Drums (low to high) **Free** **Fast**

Concert Bass Drum

Triangle (large)

China Cym.(sizzel)

Tamtam (medium)

Oil Drum

ff

let sizzel fall

3 3

Free **Fast** **Free** **Fast**

Tr/C

Ta/O

ff

steady

phasing
(as long as it needs for 1 ♩ to return)

Free **Stately** ♩ = 60

5 Dr.

BD

Tr/C

Ta/O

ff

mf

5 Dr.

BD

cresc.

5 Dr.

BD

ff

poco a poco accel.

5 Dr.

BD

5 Dr.

BD

Moving ♩ = 100

5 Dr.

p *mf*

5 Dr.

BD

ff *f* *ff*

5 Dr.

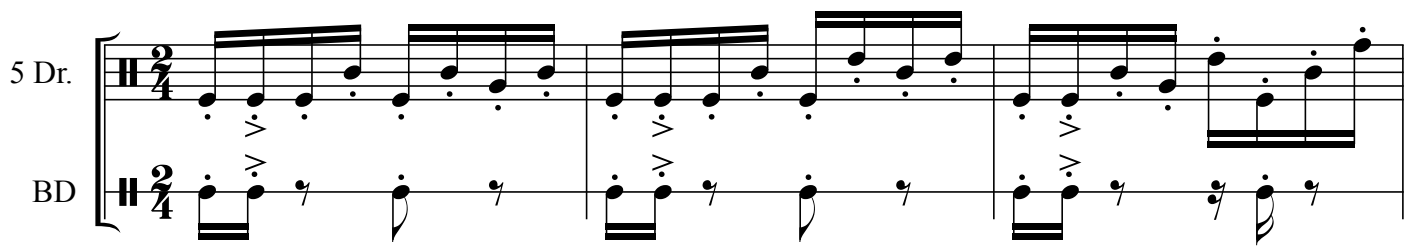
BD

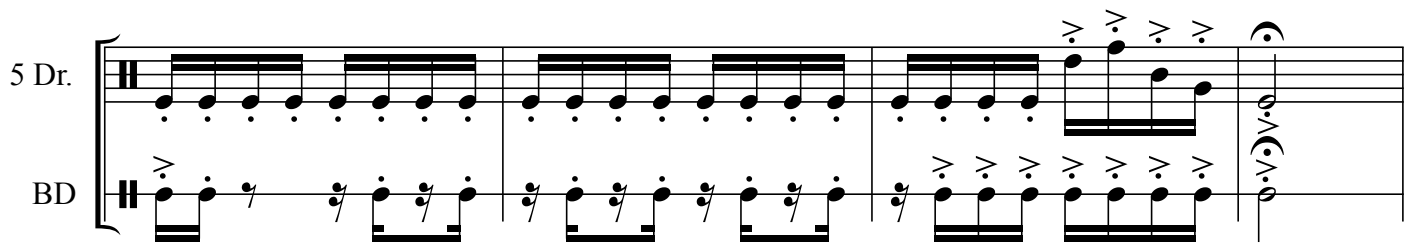
ff *ff* *ff*

5 Dr.

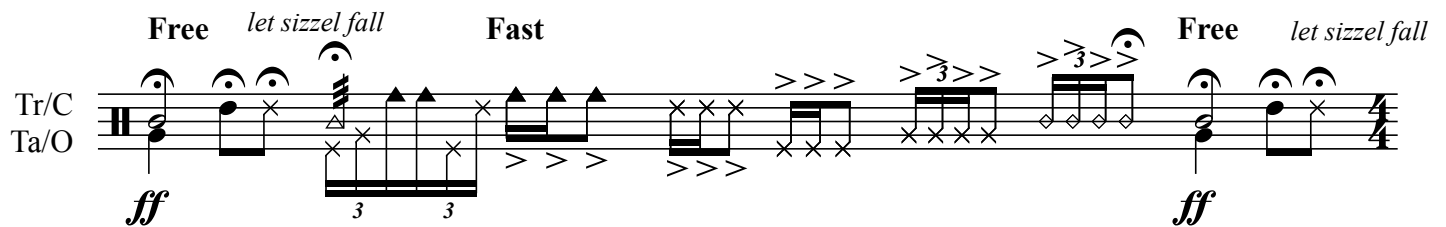
BD

ff *ff*

5 Dr. 

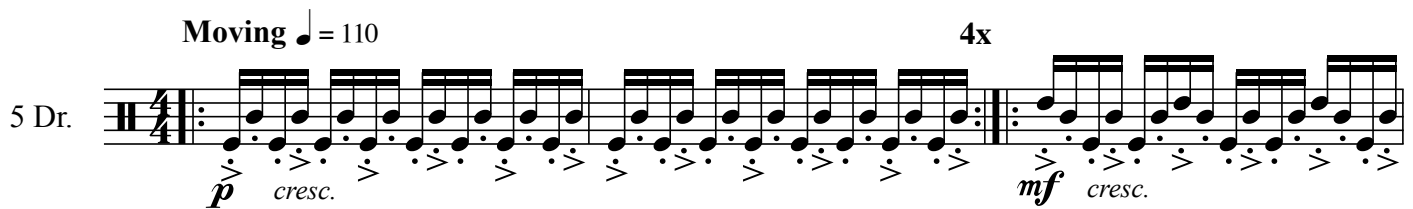
5 Dr. 

Free *let sizzel fall* **Fast** **Free** *let sizzel fall*

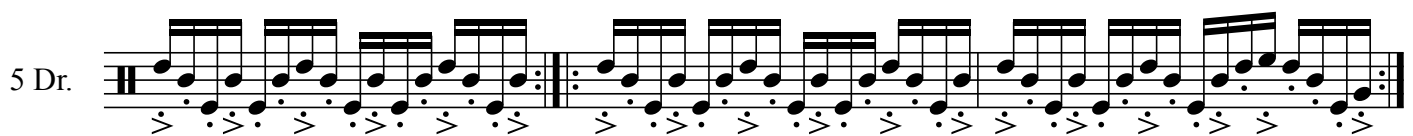
Tr/C 

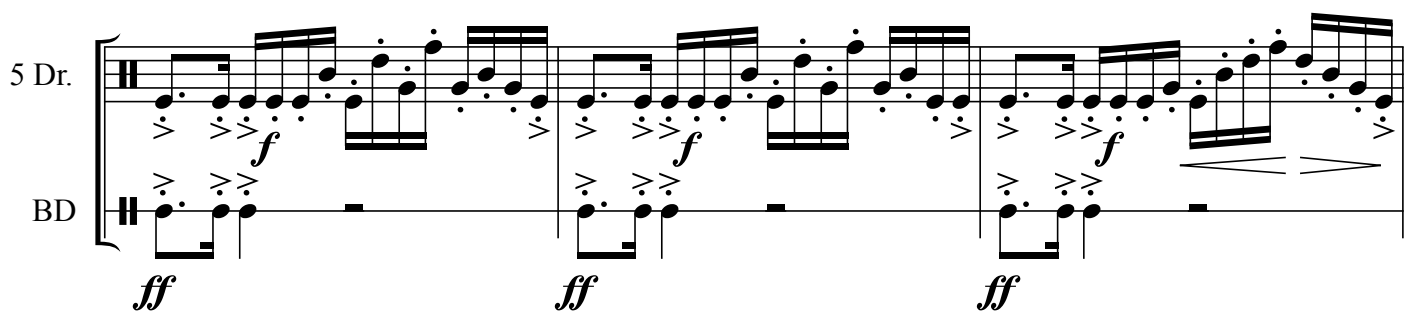
ff *3* *3* *ff*

Moving ♩ = 110 **4x**

5 Dr. 

p *cresc.* *mf* *cresc.*

5 Dr. 

5 Dr. 

ff *f* *ff* *f* *ff*

5 Dr. *ff* *ff* *ff* *accel.*

BD

5 Dr. *ff* *mf* *cresc.*

BD

5 Dr.

BD

5 Dr. *ff*

BD

LEGEND/KEY

5 Drums low to high
(medium hard flanel mallets)

Concert Bass Drum
(medium hard flanel mallets)

Triangle
(large/sticks)

China Cym.
(bow)

China Cym.
(with sizzle/
sticks)

Tamtam
(mallets)

Tamtam
(sticks)

Tamtam
(scraping/
tri. beater)

Oil Drum
(top center/
mallets)

Oil Drum
(top rim/
sticks)

Oil Drum
(side center/
mallets)

Oil Drum
(side center/
sticks)