

MUSIC FOR PRAGUE 1968

for Concert Band

KAREL HUSA

III. Interlude

(for Percussion Ensemble alone)

Percussion

$\text{♩} = 63-66$, misterioso

Solo, ad lib.

snare off, covered

Snare Drum

1. Small Antique Cymbal (preferably B") ✕

Small Triangle Δ

Small Suspended Cymbal \diamond

Small Tam-tam \circ

1.

2. Medium Antique Cymbal (preferably E") ✕

Medium Triangle Δ

Medium Suspended Cymbal \diamond

Medium Tam-tam \circ

2.

3. Large Antique Cymbal (preferably C") ✕

Large Triangle Δ

Large Suspended Cymbal \diamond

Large Tam-tam \circ

3.

Vibraphone

S.D. Solo

(measured)
12

Percussion

S.D. *mp* *p* *pppp* *ppp*
Trgl. beater, Tam-tam mallets

A.C. *p* *ppp*
S.C. *p* *ppp*
Tam Trgl. beater, soft Cym. sticks

A.C. *pp* *pp*
S.C. *pp*
Tam Trgl. beater, medium Vib. mallets

Vib. *mp* *pppp*
soft sticks

S.D. *pppp* *pp* *pppp* *p*

1 *pp* *p* *pppp* *p*

2 *mf* *pp* *pp*

3 *mp* *p* *mf* *cresc.*

Vib. *p* *pp* *p* *mp* *p*

6-0-1-1-2

S.D. *ppp* *p* *mf*

1 *ppp* *p* *mf*

2 *mf* *pppp* *mp*

3 *mp* *pppp* *mp*

Vib. *pp* *p* *mp* *mf* *pppp* *mp* *p=mp*

gliss. w. Trgl. beater

ZUM 5 Kmp

let vibr.

Percussion

S.D.
A.C.
Δ
S.C.
Tam.
A.C.
Δ
S.C.
Tam.
A.C.
Δ
S.C.
Tam.
Vib.

pp
tr
p
ppp
pp
ppp
gliss. w. Trgl. beater
mp
f

S.D.
1
2
3
Vib.

p
ppp
pp
p
tr
pp
mf
ppp
mp
cym
mf

S.D.
1
2
3
Vib.

mp
p
sf
p
ppp
ppp
p
f
vibr.
p
sf
p
sf
p
sf
p
mf

Percussion

take off cover

gliss. w. Triangle beater *mp*

pp (*pp*) *f* *mp* *mf*

pppp *pp* *p* *ppp* *p*

ppp *p* *ppp* *p*

start fast, progressively ----- *slow-down to*

sub. p *mp* (*non dim.*)

(cover off)

ppp *mp* *mp* *f* *pp*

mf *ppp* *p*

sf p *sf p* *p* *f* *dim. poco a poco*

ppp *tr* *mp*

ppp *tr* *mp*

ppp *tr* *mf* *p* *ppp (ppp)*

not necessarily in tempo

sempre dim. 5 3 *p* 4:5 *pp*

Percussion

P

S.D. *snare on*
f *mf* *cresc. poco a poco*

A.C. *(tr)*
 S.C. *mp*
 Tam.

A.C. *pp*
 S.C. *pp*
 Tam.

A.C. *p*
 S.C. *scrape w. Trgl. beater*
 Tam.

Vib. *f* *mp* *sfz* *fff* *vibrato* *vibrato*

S.D. *sempre cresc.* *(f)* *ff*

1

2

3

Vib.

one to three S.D. help the roll here, starting *p*, *sempre cresc.* until sound is nearly unbearable.

12

S.D. *fff*

2nd S.D. *fff*

3rd S.D. *fff*

1 *p*

2 *p*

3

Vib.

attacca