

# Sinfonische Metamorphosen

*Allegro* (♩=108)

Paul Hinden

The musical score is written for a drum set and includes the following elements:

- Staff 1:** Features a 3/8 time signature and measures 3, 8, 2, 2, 5, 8, and 3. It includes section markers **A** and **B**. Handwritten notes include "Phen" and "Ob. Tr.". Dynamics range from *f* to *mf*.
- Staff 2:** Labeled "Kleine Tr." (Small Triangle). Measures 4, 7, 12, and 1. Includes section marker **C**. Handwritten notes include "tr." and "mf". Dynamics include *p* and *f*.
- Staff 3:** Labeled "Tamb." (Tambourine). Measures 1, 6, 1, 2, 4, 7, and 8. Includes section markers **D** and **E**. Handwritten notes include "mf". Dynamics include *f*.
- Staff 4:** Labeled "Triangel" (Triangle). Measures 1, 3, and 4. Includes section marker **F**.
- Staff 5:** Labeled "Glockenspiel" (Glockenspiel). Measures 3, 3, 1, and 6. Includes section marker **G**. Handwritten notes include "mf". Dynamics include *pp* and *p*.
- Staff 6:** Labeled "Grosse Tr." (Large Triangle). Measures 1 and 6. Includes section marker **H**. Handwritten notes include "mf". Dynamics include *pp*.
- Staff 7:** Continuation of the piece with measures 1 and 6.

V.S.

Glockensp.

Musical score for Glockensp. (Bells). It consists of three staves: Kl. Tr. (Small Triangle), Becken (Cymbal), and Gr. Tr. (Large Triangle). The Kl. Tr. staff has a key signature of one flat and a dynamic marking of *f*. The Becken staff has a dynamic marking of *pp cresc.* and *f*. The Gr. Tr. staff has a dynamic marking of *f*. The score includes first and second endings for the Kl. Tr. and Becken parts, marked with '1' and '2'. There is a section marked 'I Triangel' with a key signature change to one sharp.

Turandot Scherzo

Moderato (♩ = 132)

Glocken

Musical score for Glocken (Bells) in Turandot Scherzo. It is in 4/4 time with a tempo of Moderato (♩ = 132). The score is divided into sections A and B. Section A includes markings for *rit.* and *a tempo*. Section B includes markings for *rit.* and *a tempo*. Dynamics range from *p* to *mp*. There is a first ending marked '1. Fl.' and a second ending marked '(A.F.)'.

Triangel

**B**

accel.

Lebhaft (♩)

Musical score for Percussion instruments in Turandot Scherzo. It includes parts for Tom tom, Kleine Tr. (Small Triangle), Kleines Beck. (Small Cymbal), Holzblock (Woodblock), and Kl. Gong (Small Gong). The score is marked with dynamics *p* and *mf*. The Tom tom part has a dynamic marking of *p*. The Kleine Tr. part has a dynamic marking of *p*. The Kleines Beck. part has a dynamic marking of *mf*. The Holzblock part has a dynamic marking of *p*. The Kl. Gong part has a dynamic marking of *mf*. The score is marked with *accel.* and *Lebhaft (♩)*.

(Kl. Gong) 6 C 9 D 8 E 9 F 4

1. Trip. (B) G 9 H 1. Pos. f

I 9 J Gr. Tr. mf

K (Gr. Tr.) L 8 mf

M 5 Pos. Tba N Kl. Tr. f

O (Kl. Tr.) f

P Beck. tenuto Gr. Tr. f tr 2 a tempo 9

Q 13 R 15 S 4 Phen f

10 T Fl. (Kl. Tr.) Trgl. p

U Gr. Tr. (hand sticks over) pp mp mf

V.S.

Trgl.

V

*pp*  
Tomtom  
 Kl. Beck.

*pp*  
 Kl. Gong  
 Glocken

(Trgl. Tomtom) *p poco a poco cresc.*

*poco a poco cresc.*  
 (Kl. Beck. Kl. Gong) Harzblock

*p poco a poco cresc.*

W

W

3 1 3 1 1. Trp. (B) *mf* X *f*

Kl. Tr. *p cresc.*

*mf cresc.*

Y Beck. *mf cresc.*

*tenuto* *tr* Gr. Tr.

Glocken

*poco a poco dim.*

Trol.

Tomtom  
Holzblock

Kl. Beck.

Kl. Gong

*poco a poco dim.*

*poco a poco dim.*

*pp*

*mf dim.*

*mf dim.*

*mf dim.*

*pp*

*p dim.*

*p dim.*

*p dim.*

*pp*

*pp*

All.  
**Andantino**

(♩ = 126-132)

7

1) 1

2) 5

**A**

4

(Pos.)

Vel. tranquillo

Klar.

*p*

**B**

2

1

Gr. Tr.

*pp*

**C**

11

2

(♩ = 80)

# Moursch

1 *Beck.* *pp*

*Beck.* *pp*

*Gr. Tr.* *mf*

*Beck.* *f*

*Rührhimmel* *pp*

*Rührtr.* *mf*

*Gr. Tr.* *mf*

**J** Rührt. mf p cresc. 3 3 3 3 2 3 4

Trol. **K** tr. p Kl. Tr. tr.

Rührt. f f f f 3

Becken f

Kl. Tr. tr. Trol. tr. **L** Kl. Tr. tr. cresc. mf tr.

Becken Rührt. tr. Beck. Rührt. tr. Beck. tr.

f f f f mf cresc.

Kl. Tr. tr. Trol. tr. tr. Kl. Tr. ff 3

Beck. tr. tr. f mf Beck. 3

f mf Gr. Tr. ff

Ende