

Quattrofonie

Wolfgang Schießbiegl

Triangel
Shaker
Cowbell

Cabasa
Vibraslap
Donnerrohr

Schellenkranz
SnareDrum

Bongos
FloorTom

Triang.
Shaker
Cowbell

Cabasa
Vibrasl.
Donnerr.

Schell.
Snare

Bong.
Floort.

Quattrofonie

2
11

Triang.
Shaker
Cowbell

Cabasa
Vibrasl.
Donnerr.

Schell.
Snare

Bong.
Floort.

STOPPEN
auf Cowbell
wechseln

STOPPEN
auf Cabasa
wechseln

auf Schellenkranz
wechseln

auf Bongos
wechseln

f

f

f

16

Triang.
Shaker
Cowbell

Cabasa
Vibrasl.
Donnerr.

Schell.
Snare

Bong.
Floort.

mf

f

Quattrofonie

21

Triang.
Shaker
Cowbell

Cabasa
Vibrasl.
Donnerr.

Schell.
Snare

Bong.
Floort.

ff *mf* *f*

26

Triang.
Shaker
Cowbell

Cabasa
Vibrasl.
Donnerr.

Schell.
Snare

Bong.
Floort.

31

Triang.
Shaker
Cowbell

Cabasa
Vibrasl.
Donnerr.

Schell.
Snare

Bong.
Floort.

f

f

37

Triang.
Shaker
Cowbell

Cabasa
Vibrasl.
Donnerr.

Schell.
Snare

Bong.
Floort.

p

mf

p

mf

42

Triang.
Shaker
Cowbell

Cabasa
Vibrasl.
Donner.

Schell.
Snare

Bong.
Floort.

ff *mf*

D.C. al Fine *D.C. al Fine* *D.C. al Fine*

3 3

Detailed description: This is a percussion score for a piece titled 'Quattrofonie', page 5. The score begins at measure 42. It features four staves of percussion instruments: Triang., Shaker, Cowbell; Cabasa, Vibrasl., Donner.; Schell., Snare; and Bong., Floort. The Triang., Shaker, and Cowbell staff shows a sequence of notes with 'x' marks above them, indicating specific playing techniques. The Cabasa, Vibrasl., and Donner. staff has a few notes and rests. The Schell. and Snare staff has a rhythmic pattern of eighth notes, with a triplet of sixteenth notes marked with a '3' and a dynamic marking of *ff* (fortissimo) in the first part and *mf* (mezzo-forte) in the second part. The Bong. and Floort. staff has a rhythmic pattern of eighth notes, with a triplet of sixteenth notes marked with a '3' and a dynamic marking of *ff* in the first part and *mf* in the second part. The score concludes with a double bar line and the instruction *D.C. al Fine* (Da Capo al Fine) for each staff.