

mf *ff*

mf *ff*

mf *ff*

mf *ff*

mf *ff*

p *ff*

p *ff*

mp *ff*

mp *ff*

mf *ff*

p *ff*

p *ff*

p *ff*

4 = c.152 'volatile' ... **3**

4 GLOCK. *f* *ff*

TUB. BELLS. *f* *ff*

VIBES. *f* *ff*

TAM-TAM *f* *ff*

LARGE BASS DRUM *p* *ff*

T. TOMS side drum sticks *mp* *ff*

pizz. *sfz* *p* *f*

pizz. *sfz* *arco div.* *f* *ff*

pizz. *sfz* *arco div.* *mf* *ff*

pizz. *sfz* *arco div.* *mf* *ff*

pizz. *sfz* *arco* *mf* *ff* *pp*

pizz. *sfz* *arco* *mp* *ff* *pp*

pizz. *sfz* *arco* *p* *ff*

pizz. *sfz* *arco* *p* *ff*

Musical score for the first system, consisting of six staves. The notation includes various rhythmic values, accidentals, and dynamics. A *pp* dynamic marking is present in the second staff of the second measure.

Musical score for the second system, consisting of six staves. It includes the instruction *a.2 con sord.* and *pp* dynamics. The notation features melodic lines and rests.

Musical score for the third system, consisting of six staves. It begins with a **4/4** time signature. The word **VIBES** is written in the first staff. The notation includes triplets and *pp* dynamics.

musical score for the first system, featuring multiple staves with musical notation, including notes, rests, and dynamic markings like *cresc.* and *pp*.

musical score for the second system, continuing the notation from the first system, with various rhythmic patterns and dynamic markings.

**3
4**

musical score for the third system, starting with a large number **3** and **4**, and including musical notation with triplets and dynamic markings like *p* and *cresc.*.

musical score for the fourth system, showing musical notation and dynamic markings.