

# PETITE SUITE MODERNE.

Drums.

## I IN A COUNTRY GARDEN GRACEFUL DANCE.

FREDERICK ROSSE.

*Andante grazioso.*

4 Triangle. *pp* *rall.* *a tempo* 2

Tymp. *ppp* 1 *rall.* *a tempo* 1 3 *rall.* *a tempo* 1

Glockenspiel. *p* 1 2 Tymp.

Glockenspiel. *f* 1 1 *rall.* 1 Tymp. *a tempo* Triangle. *pp*

2 Tymp. *ppp* 1 *rall.* *a tempo* 1

*rall.* *a tempo* Glockenspiel. *marc.* 4

*p* 2 2

*f* *cresc. e dim.*

*pp* 4 Triangle. *pp* *rall.* 1

*a tempo* 2 Tymp. 1 *rall.* *a tempo*

Glockenspiel. *pp* 1 3 2 Tymp.

*poco rall. e decresc. al Fine.* *ppp*

# Drums.

## II NOCTURNE.

Andante moderato

10 Tymp. in Eb & Bb.

Musical score for Nocturne II, featuring Tympani and Triangle. The score is in bass clef with a common time signature. It includes dynamic markings such as *pp*, *p*, *rall. a tempo*, *poco rall.*, and *f*. Rehearsal marks 1, 4, 7, and 12 are present. The piece concludes with a *f* dynamic and a fermata.

\*) Grandioso.

Tymp.

Musical score for the Grandioso section, featuring Tympani and Bass Drum & Cymbals. The score is in bass clef with a 12/8 time signature. It includes dynamic markings such as *f* and *f*. The piece concludes with a *f* dynamic and a fermata.

Musical score for the Grandioso section, featuring Tympani. The score is in bass clef with a 12/8 time signature. It includes dynamic markings such as *f* and *f*. The piece concludes with a *f* dynamic and a fermata.

Musical score for the Grandioso section, featuring Tympani. The score is in bass clef with a 12/8 time signature. It includes dynamic markings such as *poco a poco dim. e rall. al Fine.*, *rall.*, *p*, and *ppp*. Rehearsal mark 1 is present. The piece concludes with a *ppp* dynamic and a fermata.

## III HUMORESQUE HORNPIPE.

Con molto brio.

Side Dr.

Musical score for Humoresque Hornpipe, featuring Side Drum. The score is in treble clef with a 2/4 time signature. It includes dynamic markings such as *f*, *p poco a poco cresc.*, and *ff*. Rehearsal marks 2 and 3 are present.

\*)Where only one drummer play B. Dr. & Cymbals for first twelve bars of 12/8 movemet.

