

Player 1



1. Bass Drum
2. Floor Tom/Low Tom-Tom
3. Tom-Tom
4. Snare Drum (without snares)
5. Wind Chimes
6. Thunder Tube
7. Finger Cymbals
8. Suspended Cymbal

Player 2

1. Tubular Bells (1 octave)
2. Vibraphone

Symbols



- I. Scratch
- II. Play on bells
- III. Rub beater around cymbal edge

Player 3



1. Ride Cymbal
2. Crash Cymbal
3. Triangle
4. Vibraphone

Player 4



1. Tam-Tam
 2. Sizzle Cymbal
 3. Low Thai Gong
 4. Medium Thai Gong
 5. High Thai Gong
 6. Triangle
 7. Glockenspiel (Sounds 1 ottava higher)
- } Don't play them on the center

Player 3-4

1. Crotales (C-C) sound 1 ottava higher

A Rainy Day

for percussion quartet

Carlo Tosato

♩ = 170 ritmico

1

2 **Tubular Bells**

3 **Cymbals - Triangle**
With 2 thin triangle beaters

4 **Tam Tam - Gongs setup** *p* *lasciar vibrare sempre*
p with Hot Rods *lasciar vibrare sempre*

11 **A** (Tubular Bells)

1

2 with rattan - play on the knots *p* *lasciar vibrare sempre*

3

4

16 **B** With wire brushes

1 *pp*

2 *sub. p*

3

4

22 C solo (bars 24-28: staccato means dead stroke)

25

29 D With fingers/hands

E

1

2 **vibraphone** With wooden sticks
p Ped sempre (lasciar vibrare sempre)

3

4 **glockenspiel** With wooden sticks
mp (lasciar vibrare sempre)

1 *crescendo*

2

3

4

F

1 **Damp!**

2 *p*

3 **on the edge** **to crotales** **Damp!**

4 *p*

56

(wind chimes) (thunder tube) with BD/timpani mallets with wire brushes

1

2

3

4

p

crotales with triangle beaters

63

G

pp come prima (ecc.)

1

2

3

4

68

1

2

3

4

H


with SD sticks


1 


2 *sfz*  *ppp* *double strokes*


3  *crescendo poco a poco*


4  *double strokes*
crescendo poco a poco



1 *double strokes*  *crescendo poco a poco*

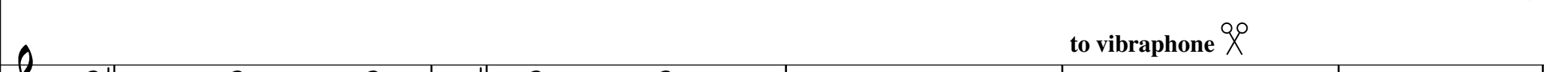

2 



3 *double strokes* 

4 

1  *single strokes*

2  *to vibraphone* 

3  *to vibraphone* 

4  *(lasciar vibrare)* *to gongs setup with vib mallets + triangle beater* 

I

Tempestoso

(like thunder)

1 **ff** with vibraphone mallets

2 **ff** with vibraphone mallets

3 **ff**

4 **ff** *mp* **sfz** (with triangle beater)

1 **sfp**

2 **sfz**

3 **sfp**

4 **sfz**

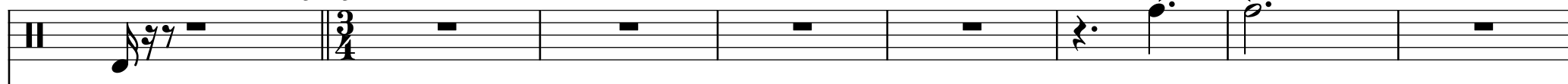
1 **sfz**

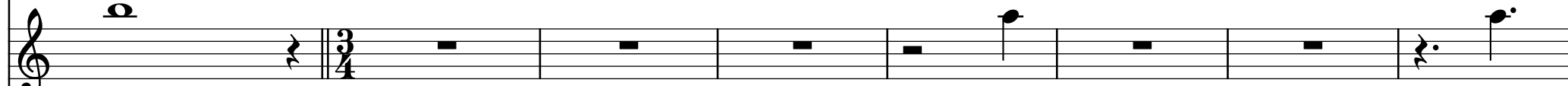
2 **sfz**

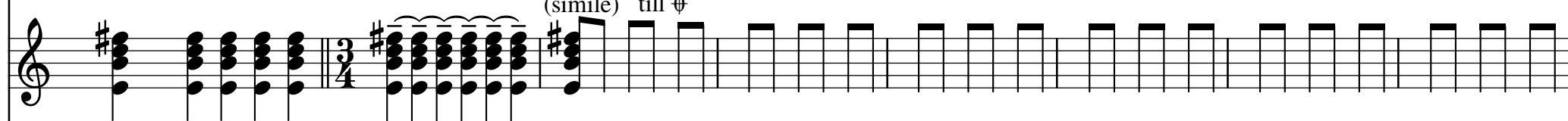
3 **sfz**

4 **sfz**

92 J $\text{♩} = \text{♩}$ **acc. fino a = 135** $\text{♩} = 135$ (thunder tube)

1 


2 *sfz* 

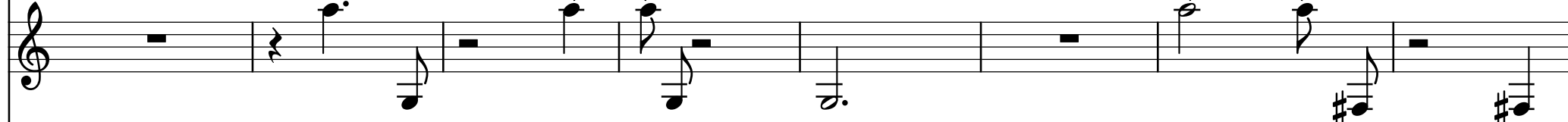
3 *sfz* 

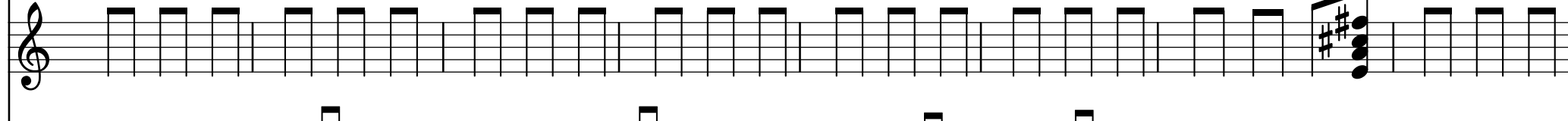
4 *sfz* *mp* *ped. sempre (use it only for changing chords)* **to crotales (bow)**

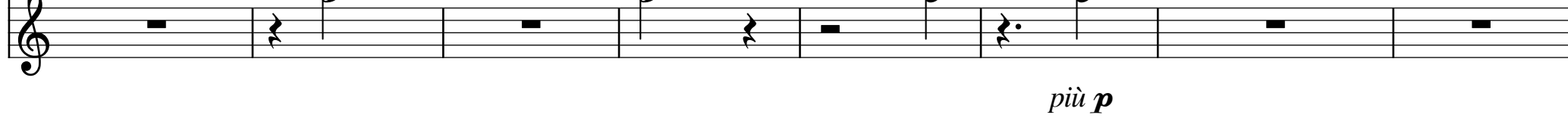
damp all except sizzle cymbal

100 (finger cym.) (sus. cym.) +

1 

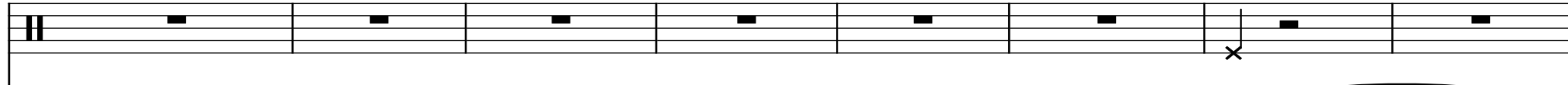
2 

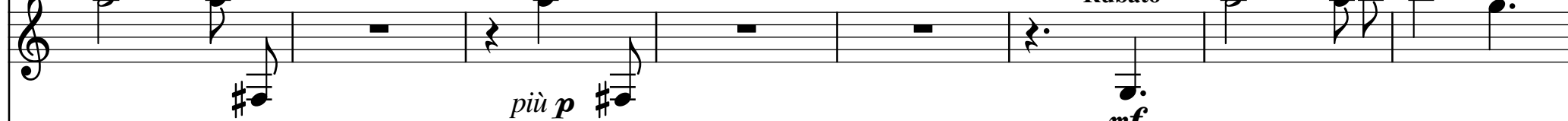
3 

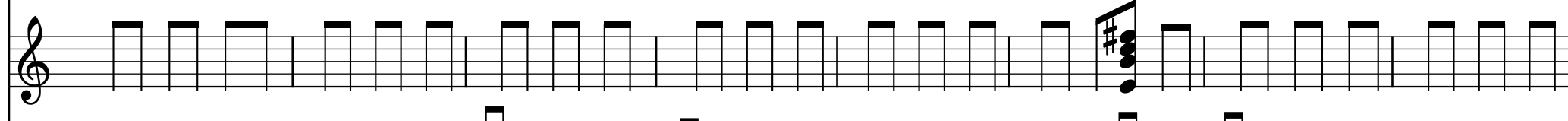
4 

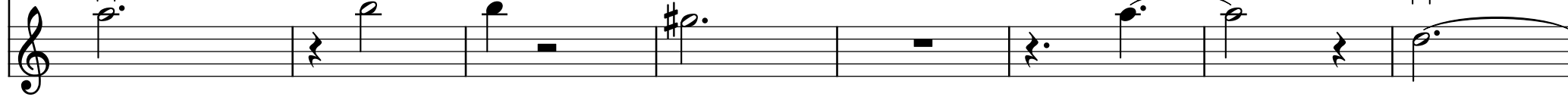
più p

108 K

1 

2 *più p* *mf* **Rubato** 

3 

4 

Musical score for measures 116-123. The score consists of four staves. Staff 1 is a drum set part with a simple pattern of snare and cymbal hits. Staff 2 is a melodic line in treble clef with various notes, rests, and slurs. Staff 3 is a rhythmic accompaniment of eighth notes in treble clef. Staff 4 is a bass line in treble clef with notes and rests.

Musical score for measures 124-131. The score consists of four staves. Staff 1 is a drum set part. Staff 2 features a melodic line with a triplet of eighth notes and a slur. Staff 3 is a rhythmic accompaniment of eighth notes. Staff 4 includes the instruction "to Glockenspiel (with glock. mallets)" and a dynamic marking of *p* (piano) for the final notes.

Musical score for measures 132-139. The score consists of four staves. Staff 1 is a drum set part. Staff 2 is a melodic line with a long slur. Staff 3 is a rhythmic accompaniment of eighth notes. Staff 4 features a melodic line starting with a dynamic marking of *pp* (pianissimo) and a hairpin crescendo.