



DRAGONS

Patrik Wirth

Ein Drache wird geboren

Intensiv ♩ = 142

MUSICA PICCOLA

Piccoloflöte 1 in C *p* *f*
 Piccoloflöte 2 in C
 Flöte 1 in C
 Flöte 2 in C *fp*
 Altflöte in G
 Bassflöte in C *fp*
 Glockenspiel in C *p* *mf* *f*
 Xylophon in C *p* *f*
 Marimbaphon in C *fp*
 Pauken in C *fp*
 Kleine Trommel *Rand* *p* *f*
 Große Trommel *p* *mf* *f*
 Becken
 susp. Cymbal
 Chimes
 Toms
 Toms
 Hi-Hat *p* *mf* *f*

25 *nur, wenn Glockenspiel/Lyra nicht besetzt*

Picc. 1
f

Picc. 2
f

Fl. 1
f

Fl. 2
f

Alt
f

Bass
f

Glsp.
f

Xyl.
f

Mar.
f *p* *f*

Pk.
f *p* *f*

Kl. Tr.
f *p* *mp*

Gr. Tr.
f *mp*

Bck
mp

**susp. Cym.
Chimes
Toms**
f

Dr.
f *mp*

Detailed description: This is a page of a musical score for a percussion ensemble. It features 15 staves, each representing a different instrument. The score is divided into two systems. The first system (measures 1-4) is in 7/8 time and features a rhythmic pattern of eighth notes. The second system (measures 5-8) is in 4/4 time and features a different rhythmic pattern. Dynamics are indicated by *f* (forte), *p* (piano), and *mp* (mezzo-piano). The Piccolo parts (Picc. 1 and 2) play a melodic line. The Flute parts (Fl. 1 and 2) play a rhythmic pattern. The Alto and Bass parts play a rhythmic pattern. The Glockenspiel (Glsp.) plays a rhythmic pattern. The Xylophone (Xyl.) plays a rhythmic pattern. The Maracas (Mar.) play a rhythmic pattern. The Congas (Pk.) play a rhythmic pattern. The Congas (Kl. Tr.) play a rhythmic pattern. The Congas (Gr. Tr.) play a rhythmic pattern. The Congas (Bck) play a rhythmic pattern. The Congas (susp. Cym., Chimes, Toms) play a rhythmic pattern. The Congas (Dr.) play a rhythmic pattern.

Unentdeckte Welten

ruhig ♩ = 70

49

The musical score is arranged in a standard orchestral layout. The woodwind section includes Piccolo 1 and 2 (both silent), Flute 1 and 2, Alto Saxophone, and Bass. The woodwind parts feature melodic lines with *mf* dynamics. The percussion section includes Glass Harmonica, Xylophone, and Maracas, all playing with *mf* dynamics. The drum set section includes Kettle Drum, Snare Drum, Bass Drum, Suspended Cymbal, Chimes, Toms, and Drums, all of which are silent in this passage.

55

Picc. 1 *mf*

Picc. 2 *mf*

Fl. 1

Fl. 2

Alt

Bass

Gls. p.

Xyl.

Mar.

Pk. *mp*

Kl. Tr.

Gr. Tr. *mp*

Bck

susp. Cym.
Chimes
Toms *Toms*
mp

Dr. *mp*

Drachenkampf
Energisch ♩ = 132

86

Picc. 1
Picc. 2
Fl. 1
Fl. 2
Alt
Bass
Gfsp.
Xyl.
Mar.
Pk.
Kl. Tr.
Gr. Tr.
Bck
susp. Cym.
Chimes
Toms
Dr.

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Score for Percussion and Woodwinds:

- Sopranflöte 1 in C: p to f
- Sopranflöte 2 in C: Rest
- Altflöte in Fes: Rest
- Tenorflöte in C: fp
- Lyra in C: p , mf , f
- Xylophon in C: p to f
- Marimbaphon in C: fp
- Pauken in C: fp
- Kleine Trommel: p to f (Rand)
- Große Trommel: p , mf , f
- Becken: Rest
- susp. Cymbal: Rest
- Chimes: Rest
- Toms: Rest
- Hi-Hat: p , mf , f

7

Sop. 1

Sop. 2

Alt

Ten

Lyra

Xyl.

Mar.

Pk.

Kl. Tr.

Gr. Tr.

Bck

susp. Cym.
Chimes
Toms

Dr.

mf

fp

f *mf*

f *mf*

f *mf*

mp *f* *mf* *f* *mf*

f *mf*

f *mf*

f *mf*

f *mf*

nur, wenn Glockenspiel/Lyra nicht besetzt

25

Sop. 1 *f*

Sop. 2 *f*

Alt *f*

Ten *f*

Lyra *f*

Xyl. *f*

Mar. *f* *p* *f*

Pk. *f* *p* *f*

Kl. Tr. *f* *p* *mp*

Gr. Tr. *f* *mp*

Bck *mp*

susp. Cym.
Chimes
Toms *f*

Dr. *f* *mp*

Unentdeckte Welten

ruhig ♩ = 70

49

Sop. 1

Sop. 2

Alt

Ten

Lyra

Xyl.

Mar.

Pk.

Kl. Tr.

Gr. Tr.

Bck

susp. Cym.
Chimes
Toms

Dr.

55

Sop. 1 *mf*

Sop. 2 *mf*

Alt

Ten

Lyra

Xyl.

Mar.

Pk. *mp*

Kl. Tr.

Gr. Tr. *mp*

Bck

susp. Cym.
Chimes
Toms *mp*

Dr. *mp*

Drachenkampf
Energisch ♩ = 132

This musical score is for the piece 'Drachenkampf' (Dragon Fight), marked 'Energisch' (Energetic) with a tempo of 132 beats per minute. The score is for a full orchestra and four vocal soloists. The piece begins at measure 86. The vocal soloists (Sopranos 1 and 2, Alto, and Tenor) have melodic lines with dynamic markings of *f* (forte). The instrumental parts include Lyra, Xyl. (Xylophone), Mar. (Maracas), Pk. (Percussion), Kl. Tr. (Kleintrummel), Gr. Tr. (Großtrummel), Bck. (Bassdrum), susp. Cym. (Suspended Cymbal), Chimes, Toms, and Dr. (Drum). The percussion parts feature complex rhythmic patterns, with the Kleintrummel and Dr. parts showing dynamic changes from *f* to *p* (piano) and back to *f*. The score is written in a key signature of one sharp (F#) and a 7/8 time signature, which changes to 4/4 at the end of the page.

92

Sop. 1

Sop. 2

Alt

Ten

Lyra

Xyl.

Mar.

Pk.

Kl. Tr.

Gr. Tr.

Bck

susp. Cym.
Chimes
Toms

Dr.

The musical score for page 17, measures 92-97, is arranged in a multi-staff format. The vocal parts (Sop. 1, Sop. 2, Alt, Ten) are in the upper system, with Soprano 1 and 2, Alto, and Tenor parts. The instrumental parts (Lyra, Xyl., Mar., Pk.) are in the middle system, with Lyra, Xylophone, Maracas, and Piano parts. The percussion parts (Kl. Tr., Gr. Tr., Bck, susp. Cym., Chimes, Toms, Dr.) are in the lower system, with Kettle Drum, Gong, Snare Drum, suspended Cymbal, Chimes, and Tom parts. The score includes dynamics such as *f* (forte) and articulation marks like accents (^) and breath marks (v). The key signature is one sharp (F#) and the time signature is 4/4.

140

Sop. 1: Treble clef, starting with a melodic line in measure 140, followed by a *p* dynamic and then *ff* with accents.

Sop. 2: Treble clef, starting with a melodic line, followed by a *p* dynamic and then *ff* with accents and vibrato.

Alt: Treble clef, starting with a melodic line, followed by a *p* dynamic and then *ff* with accents and vibrato.

Ten: Treble clef, starting with a melodic line, followed by a *p* dynamic and then *ff* with accents and vibrato.

Lyra: Treble clef, starting with a melodic line, followed by a *p* dynamic and then *ff* with accents.

Xyl.: Treble clef, starting with a melodic line, followed by a *p* dynamic and then *ff* with accents.

Mar.: Treble clef, starting with a melodic line, followed by a *p* dynamic and then *ff* with accents.

Pk.: Bass clef, starting with a melodic line, followed by a *p* dynamic and then *ff* with accents.

Kl. Tr.: Percussion, starting with a rhythmic pattern, followed by a *p* dynamic and then *ff* with accents.

Gr. Tr.: Percussion, starting with a rhythmic pattern, followed by a *p* dynamic and then *ff* with accents.

Bck: Percussion, starting with a rhythmic pattern, followed by a *p* dynamic and then *ff* with accents.

susp. Cym.: Percussion, starting with a rhythmic pattern, followed by a *p* dynamic and then *ff* with accents.

Chimes: Percussion, starting with a rhythmic pattern, followed by a *p* dynamic and then *ff* with accents.

Toms: Percussion, starting with a rhythmic pattern, followed by a *p* dynamic and then *ff* with accents.

Dr.: Percussion, starting with a rhythmic pattern, followed by a *p* dynamic and then *ff* with accents.