

PERC. 2

KATANA: Virtues of a Samurai

B. Drums-2/Gong 2

PART 1 - Honor

Composed by Jair Klarfeld
Percussion by Dustin Chambers

♩ = 140

1 Rim 2 3 4 5

Gong B r r r B B r r r r R L R r r r b b B l r l

ff *f* *ff* *mf*

6 7 8 9 10

r l r r l r r l r r l r l R r l r R L r r r r r r r l

f *ff* *mf*

11 12 13 14 15

2 2

r r r

16 17 18 19 20

r r r l r l R r r r r r r r r r r r r r r l r l

f *mf*

21 + Gong 22 Rim 23 Rim 24 25 + Gong

B R B B B r r r r R l r r R l r l R R L L R L R L R B

mf *ff*

26 27 28 + Gong 29 30 Rim

b b b b r l l r R L B R L R r L r L B

f *ff* *f*

31 32 33 Rim 34 35

B r r r l r l r l l r r r l l r l

p *mf*

36 37 38 39 40

B B B

41 42 43 44 45

B r r r r r r r

mf

KATANA: Virtues of a Samurai

46 47 48 49 50

R B B B B B B

51 52 53 54 55

r L R L R B r r L R B r r L R r l R l r l R l r l r l r

56 58 59 60 61

56-57 L L L R L R L R B b B b B b B b l

62 63 64 + Gong 65 66

R l r L r l B B B B L R L R L R L R r l r l r l R R L R

67 68 69 70 71

R R L

72 73 74 75 76 Rim

r r l l b b b b r R L R R

77 78 79 + Gong

R l r l r l r l B B B

PERC. 2
B. Drums-2/Gong

KATANA: Virtues of a Samurai

PART 2 - COMPASSION

Composed by Jair Klarfeld
Percussion by Dustin Chambers

♩ = 72

Musical score for Percussion 2, B. Drums-2/Gong. The score is in 4/4 time and consists of five systems of music. The first system starts with a tempo of 72 bpm and includes dynamics *ff*, *f*, and *mp*. The second system includes a Gong (Roll) and a dynamic *p*. The third system includes a Gong (Roll) and dynamics *mf* and *p*. The fourth system includes a dynamic *ff* and *mf*. The fifth system includes a tempo change to 64 bpm, a time signature change to 4/4, and a Gong (Roll) with dynamics *p* and *mf*. The score includes various drum notations (B, R, L) and gong notations (>, +Gong, Gong (Roll)).

PERC. 2
B.DRUMS-2/GONG

KATANA: Virtues of a Samurai

3. - Justice

Composed by Jair Klarfeld
Percussion by Dustin Chambers

1 $\bullet = 108$
2 3 4
5 Gong 6 7 8 + Gong
9 10 11 12
13 $\bullet = 132$ 14 15 + Gong 16
17 18 19 20
21 22 23 24
25 26 27 28
29 30 Rim 31 32
33 34 35 36

f *mf* *ff* *mp*

37 38 39 40

r r l r l r l R R L R R L R R L R R

41 42 + Gong 43 44

R L R B r l r l r r r r r r r L R

45 46 47 48

r r r r r l r R L r l r R L

49 50 51 52

r r r r l r B r l r l R r l l r l

53 54 55 56

r r r r r l r l l r r r r r r r r r

57 58 59 60

r r r r r r B B B B B B B B

61 + Gong 62 63 64

B r l R r l R r l R r l R r l r l R b b b

65 66 67 + Gong

b R L R R L R R B

f *f* *ff*