




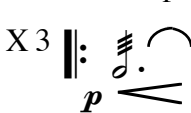

Hold Your Horses

for percussion in graceful motion

Paul Burnell

duration 3 mins approx.

optional: 5th player - very loud instrument (for example tam tam, bass drum) once at beginning before others start and let ring. Roll *pp* between * - *, *cresc.* at 22 then let ring.

	1 cymbal (most resonant)	1 cymbal	1 low drum (most resonant)	1 low drum
1	roll <i>ppp</i> to <i>pp</i>	roll <i>ppp</i> to <i>pp</i>		
2			roll <i>pp</i>	
3	<i>p</i>	<i>p</i>	<i>p</i>	roll <i>p</i>
4		X 2 		slow roll
5		(stop)		
6	<i>cresc.</i> - <i>dim.</i>	put down beaters	<i>cresc.</i> - <i>dim.</i>	put down beaters
7	<i>mp</i>	slowly damp partner's cymbal	<i>mp</i>	slowly damp partner's drum
8	<i>cresc.</i>	(cymbal damped)	<i>cresc.</i>	(drum damped)
9		suddenly release partner's cymbal		suddenly release partner's drum
10	<i>dim.</i>	suddenly damp	<i>dim.</i>	suddenly damp
11	twice raise beaters high in air - maintain 'roll'	watch beaters	twice raise beaters high in air - maintain 'roll'	watch beaters
12	resume roll <i>p</i>	cymbal still damped	resume roll <i>p</i>	drum still damped
13		very slowly release		slowly release
14		pick up semi-soft beaters	stop roll (let ring)	semi-soft beaters roll <i>p</i>
15	stop roll (let ring)	roll <i>p</i>	pick up semi-soft beaters	<i>cresc.</i> - <i>dim.</i>
16	pick up semi-soft beaters	<i>cresc.</i> - <i>dim.</i>	roll <i>p</i>	<i>p</i>
17	roll <i>p</i>	<i>p</i>	<i>cresc.</i> - <i>dim.</i>	
18	<i>cresc.</i> - <i>dim.</i>		stop (let ring)	
19	stop (choke)		roll <i>pp</i>	
20	low vocal hum (nnn)		slow roll	
21	stop hum		 keep repeating	
22	X 3 	not in time with drums	gradual <i>cresc.</i> and stop at end of 3rd cymbal roll	
23		dome - hard beater <i>p</i>		rim - hard beater