

Circus Maximus

für das Jugend-Akkordeon-Orchester Schweiz JAO- pour l'Orchestre des Jeunes Accordéonistes de Suisse OJA

Ritmico (♩ = 108)

Stephan Hodel

Accordéon I

Accordéon II

Accordéon III

Accordéon IV

Accordéon V (Basse)

Timbales

Percussion I

Percussion II

Percussion III



This musical score is for Percussion I, II, and III, and Timpani. It is written for a 4/4 time signature. The score is divided into four systems, each with a grand staff (treble and bass clefs). The first system is for Perc. I, Perc. II, and Perc. III. The second system is for Perc. I, Perc. II, and Perc. III. The third system is for Perc. I, Perc. II, and Perc. III. The fourth system is for Perc. I, Perc. II, and Perc. III. The score includes various musical notations such as notes, rests, and dynamic markings (p, f, fz). The Perc. I part is marked with a 'B.D.' (Bass Drum) symbol. The Perc. II part is marked with a 'Xylophone' symbol. The Perc. III part is marked with a 'P' (Percussion) symbol. The Timpani part is marked with a 'T' (Timpani) symbol. The score is written for a 4/4 time signature. The first system is for Perc. I, Perc. II, and Perc. III. The second system is for Perc. I, Perc. II, and Perc. III. The third system is for Perc. I, Perc. II, and Perc. III. The fourth system is for Perc. I, Perc. II, and Perc. III. The score includes various musical notations such as notes, rests, and dynamic markings (p, f, fz). The Perc. I part is marked with a 'B.D.' (Bass Drum) symbol. The Perc. II part is marked with a 'Xylophone' symbol. The Perc. III part is marked with a 'P' (Percussion) symbol. The Timpani part is marked with a 'T' (Timpani) symbol. The score is written for a 4/4 time signature.

13

Acc. I

mp

Bellow shake

fz

Acc. II

mp

Bellow shake

Standard Bass fz

Free Bass

Acc. III

mp

Bellow shake

fz

Acc. IV

fz

Acc. V

fz

Timb.

fz

Perc. I

fz

Perc. II

p

Perc. III

p

16

Acc. I

mp

Acc. II

mp

Acc. III

mp

Acc. IV

p

Acc. V

p

Timb.

p

Perc. I

H.H. Rim click p

Perc. II

p

Perc. III