

Pulse Fusion

for wind ensemble

Daniel Kallman

* The conductor may choose not to conduct until the pick up to measure 3.

Robustly ♩ = 160-168 throughout

(SHOUT)

The score is written for a full wind ensemble. It begins with a 4-measure introduction where the woodwinds play a rhythmic pattern of quarter notes marked with accents and a dynamic of *ff*. The woodwinds are instructed to shout. The brass section enters in measure 3 with a rhythmic pattern of eighth notes, marked with accents and a dynamic of *f*. The percussion section includes snare drum (rim shot), bass drum (medium hard beater), tom toms, and a suspended cymbal (medium) with a drumstick choke. The score includes various dynamics such as *ff*, *f*, *mf*, and *mp*, along with performance instructions like 'Strike drumsticks above the head' and 'dampen'. The piece concludes with a final *ff* dynamic instruction.

Picc.
 Fl. 1
 2
 Ob. 1
 2
 Bsn. 1
 2
 1
 B♭ Cl.
 2
 3
 B. Cl.
 A. Sax. 1
 2
 Tenor Sax.
 Bar. Sax.
 1
 B♭ Trp.
 2
 3
 1
 2
 Hn.
 3
 4
 Tbn. 1
 2
 B. Tbn.
 Euph.
 Tuba
 D.B.
 Timp. +
 I
 II
 Perc. III
 IV
 V

Musical score for page 13, featuring various instruments including Piccolo, Flutes, Oboes, Bassoons, Clarinets, Saxophones, Trumpets, Horns, Trombones, Euphonium, Tuba, Double Bass, Timpani, and Percussion. The score includes dynamic markings such as *f*, *mf*, *mp*, and *fz*, along with performance instructions like *Trgl.*, *choke*, *Sizzle Cymbal (drumstick)*, *Orchestra Bells*, and *Tambourine*. The page number 13 is located at the top left, and the page number 5 is at the top right.

* Sustain the hissing sound and die away over four bars.

19 **A**

Picc. *f* *sfz* *Tsss** *dim.* *mp* *pp*

Fl. 1 2 *f* *sfz* *Tsss** *dim.* *mp* *pp*

Ob. 1 2 *f* *sfz* *Tsss** *dim.* *mp* *pp*

Bsn. 1 2 *f* *a2* *sfz* *Tsss** *dim.* *mp* *pp*

B \flat Cl. 1 2 3 *f* *sfz* *Tsss** *dim.* *mp* *pp*

B. Cl. *f*

A. Sax. 1 2 *f* *sfz* *Tsss** *dim.* *mp* *pp*

Tenor Sax. *f*

Bar. Sax. *f*

B \flat Trp. 1 2 3 *f* *sfz* *Tsss** *dim.* *mp* *pp*

Hn. 1 2 3 4 *f* *sfz* *Tsss** *dim.* *mp* *pp*

Tbn. 1 2 *f* *a2* *sfz* *Tsss** *dim.* *mp* *pp*

B. Tbn. *f*

Euph. *f*

Tuba *f*

D.B. *f*

Timp. + *f* dampen (Play so visible to the audience if possible.) Flexatone *sfz*

Perc. I S.D. (cross stick)* *mf* *If additional percussionists are available, the cross sticking may be doubled or tripled on other drums.

Perc. II dampen

Perc. III (Play so visible to the audience if possible.) Vibraslap *sfz*

Perc. IV Sus. Cym. (scrape rapidly with coin) *f*

Perc. V *f*