

Grade 4
duration 3:30

KENDOR PRESENTS
Ambiguous March

by John Alexander Durr

FULL SCORE

March ♩ = 120

Crash Cymbals >

Let Vibrate

Choke

Player 1
(Crash Cymbals,
Suspended Cymbal)

Player 2
(Tambourine)

Player 3
(Timpani,
[F,Bb,D,F])

Player 4
(4 Toms)

Player 5
(Snare Drum)

Player 6
(Bass Drum)

The first system of the musical score consists of six staves. Player 1 (Crash Cymbals, Suspended Cymbal) has a dynamic of *f* and includes performance instructions: 'Crash Cymbals >', 'Let Vibrate', and 'Choke'. Player 2 (Tambourine) has a dynamic of *f*. Player 3 (Timpani, [F,Bb,D,F]) has a dynamic of *f*. Player 4 (4 Toms) has a dynamic of *f*. Player 5 (Snare Drum) has a dynamic of *f*. Player 6 (Bass Drum) has dynamics of *sfz*, *mf*, and *f*.

The second system of the musical score continues from the first system. It includes a measure number '5' at the beginning. Player 1 has a dynamic of *f* and includes the instruction 'L.V.'. Player 2 has a dynamic of *f*. Player 3 has a dynamic of *f*. Player 4 has a dynamic of *f*. Player 5 has a dynamic of *f*. Player 6 has dynamics of *sfz* and *mf*.

Ambiguous March - 2

9

sfz *mf* L.V. Choke *sfz* *f*

13

sfz *mf* L.V.