

Score

打楽器アンサンブルのための
「祈りの祭り」 (六重奏版)

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Cadenza ♩=90 *accel.* ♩=76 *accel.*

1. Marimba (4mallets) *ff* *sub. mp*

2. Xylophone or Marimba (4mallets) *ff* *mp*

3. Suspended Cymbal:mallets *ff* *mp*

4. Bongo or Shime-Daiko (締太鼓) *ff* *mp*

5. Tom-toms *ff* Wind Chime *ff* *mp*

6. Timpani *ff*

3 ♩=100 *accel.*

1. *ff* *mf*

2. *mf*

3. *mp*

4. *ff* *mp*

5. Wind C. *ff* *mp*

6. *ff* *mf*

★楽譜の一部または全部を著作権法の定める範囲を超え無断で複製（コピー、スキャン、デジタル化等）することや印刷物、ホームページ、ブログ等に無断で転載あるいはファイルに落とすことを禁じます。また、購入者以外の第三者による当楽譜のいかなる電子複製も一切認められておりません。

6 $\text{♩} = 112$ A Andante $\text{♩} = 80$

1. *ff* 3 3

2. *ff* 3 3

3. *ff* Vibraphone *pp*

4. Sus Cym.sticks *ff* 3 3

5. *ff* 3 3

6. *ff* 3 3

11

1. *mp*

2.

3. *mp* *pp*

4. Sleigh Bell *p* *mp*

5. *mp*

6. *p espress.* *pp* *mp* *accel.*

16

1. *mp* *espress.* *accel.* *p* *mf* 3

2.

3.

4. *mp* *mf* *mp*

5. *p* *mf*

6.

B ♩=66

1. *p* *p*

2. *mf* *p* *mf* WoodBlock or Temple Block

3. *mf* *p* *mf* Vib

4. *mf* *p* *mf*

5. *p* *p* *mf* *p* *mf* Wind C 4toms

6. *p*

Poco accel.

26

1. *p* *poco cresc.* *mp* *ff*

2. *p* *Xylo.* *mp* *ff*

3. *mp* *Sus. Cym.* *p*

4. *p* *mp* *ff*

5. *mp* *ff*

6. *poco cresc.* *mp* *ff*

C Vivace ♩=160

(2mallets)

1. *ff mp*

2. *ff*

3.

4. *ff* *p*

5. *ff*

6. *ff*

36 D

1. *mf*

2. (2mallets) *mf*

3.

4.

5. *mf*

6.

40

1.

2.

3.

4.

5.

6.

44

E

1. *ff*

2. *ff*

3. [Atari-Gane (当たり鉦) or Cowbell, Sleigh B] *ff*

4. *ff*

5. *ff*

6. [tam-tam:stick] *ff*
Bass Drum or Kagura-Daiko (神楽太鼓)

48

1. *cresc.*

2. *cresc.*

3. *cresc.*

4. *cresc.*

5. *cresc.*

6. *cresc.*

52

1. 

2. 

3. 

4. 

5. 

6. 

56

1. 

2. 

3. 

4. 

5. 

6. 

G (4mallets)

1. *mp*

2. *mp*

3.

4. *mp*

5.

6. *mp*

66

1. *cresc.*

2. *Xylo.* *cresc.*

3. *mp cresc.*

4.

5.

6.

70 H

1. *ff* ()内の音は演奏しなくてもよい

2. *ff*

3. *ff*

4. *ff*

5. *ff*

6. *ff*

75 I

1. *ff*

2. *ff*

3. *ff*

4. *ff*

5. *ff* Rim Shot

6. *ff* ワク打ち

80

J

1. *ff*

2. *ff*

3.

4. *ff*

5. *ff*

6. *ff*

84

dim.

mf

dim.

rit.

1. *dim.*

2. *dim.*

3.

4. *dim.*

5. *mf*

6.

K Andante ♩=70

(2mallets)

89

1. *p* *pp* *pp*

2. *p*

3. *pp*

4.

5. *pp* *pp*

6.

93

1. *pp*

2.

3.

4. *pp*

5. *pp*

6. *p* *espress.*

Sleigh

Wind C

[Timp]

(E→Fis)

96

1. *cresc.*

2.

3. *mp*

4. *mp* Cym. mallets

5.

6. *mp* Fis → E

99

1. *mf*

2.

3. *pp*

4. *mf* *p* *mf*

5. *mf*

6.

103 **Poco rit.** L **Vivace** ♩=160

1. *f* *ff*

2. (4 mallets) *ff*

3. Sus. Cym. *f*

4. Bongo or Shime-L *f* *ff*

5. 4 toms *f* *ff*

6. *pp* *f*

M

1. *mp*

2. (4 mallets) *mp*

3. *mp*

4. *mp*

5. *mp*

6. (A→C) *mp*

113

1. *mf*

2. *mf* Xylo

3.

4. *mf*

5.

6.

117

1.

2.

3.

4.

5. *p*

6.

121

1. *cresc.* *f*

2. *cresc.* *f*

3. *Sus.Cym.:mallets* *p*

4. *cresc.* *sub.p*

5. *cresc.* *sub.p*

6. *B.D or Kagura-D* *p* *cresc.* *sub.p*

125

1. *ff* () *くてもよい*

2. *ff*

3. *ff*

4. *ff*

5. *ff*

6. *ff*

N (4mallets)

130

1. *ff*

2. *ff*

3. *ff*

4. *ff*

5. *ff*

6. *ff* [tam-tam stick]

Gane (3/4)

135

1.

2.

3.

4.

5.

6.

139

1. *cresc.* *ff* P

2. *cresc.* *ff*

3. *cresc.*

4. *cresc.* *ff*

5. *cresc.* *ff*

6. *cresc.* *ff*

143

1. *mf*

2. 5^v

3. *Sus.Cym.* *ff*

4.

5. *mf*

6.

147

1. *f* *cresc.* *ff*

2. *f* *cresc.* *ff*

3. *ff*

4. *f* *cresc.* *ff*

5. *f* *cresc.* *ff*

6. *ff*

Xylo
(4 mallets)

3 3 3 3 3 3 3 3

Imp

151

1. *fff*

2. *fff*

3. *fff* *fff* *fff*

4. *fff*

5. *fff* *Wind C*

6. *fff*

Tam-tam

156

1. *mp* *cresc.*

2. *mp* *cresc.*

3.

4. *mp* *cresc.*

5. *4toms* *cresc.*

6.

160

1. *ff*

2. *ff*

3. *ff* [Atari Gane (当たり鉦)]

4. *ff* [Cym] [Bongo or Shime-D]

5. *ff*

6. *ff*