

# Bus Stop

Claire Cowan

♩ = 90 or as fast as possible

Musical score for Percussion 1 through Percussion 6, measures 1 to 4. The time signature is 4/4. Percussion 1 has a simple pattern of quarter notes. Percussions 2, 3, 4, and 5 have more complex patterns involving eighth and sixteenth notes, with some notes marked 'RL' (right-left) and 'sim.' (simultaneous). Percussion 6 has a simple pattern of quarter notes.

Musical score for Percussion 1 through Percussion 6, measures 5 to 12. A box labeled 'A' is above measure 5. The time signature changes to 2/4. Percussions 1, 2, 3, 4, and 5 have complex patterns of eighth and sixteenth notes, often marked 'RL'. Percussion 6 has a simpler pattern. The patterns are highly rhythmic and syncopated.

Musical score for Percussion 1 through Percussion 6, measures 13 to 16. The time signature is 2/4. Percussions 1, 2, 3, 4, and 5 have complex patterns of eighth and sixteenth notes, often marked 'RL'. Percussion 6 has a simpler pattern. The patterns are highly rhythmic and syncopated. Dynamics markings include 'sim.' (simultaneous) and 'cresc.' (crescendo).

**B**  
*Straight Faced*

20

Perc.1 Turn to 2 R L R L R L R L R L R L R L R L

Perc.2 Turn to 1 R L R L R L R L R L R L R L R L

Perc.3 Turn to 4 R L R L R L R L R L R L R L R L

Perc.4 Turn to 3 R L R L R L R L R L R L R L R L

Perc.5 Turn to 6 R L R L R L R L R L R L R L R L

Perc.6 Turn to 5 R L R L R L R L R L R L R L R L

*f* *Straight Faced* *p*

29

Perc.1 R L R L

Perc.2 R L R L

Perc.3 R L R L

Perc.4 R L R L

Perc.5 R L R L

Perc.6 R L R L

L

C

38

Perc.1  
Perc.2  
Perc.3  
Perc.4  
Perc.5  
Perc.6

Turn to front  
Turn to front  
Turn to front  
Turn to front  
Turn to front  
Turn to front

*ff* *p*  
*ff* *p*  
*ff* *p*  
*ff* *p*  
*ff* *p*  
*ff* *p*

B B B sim  
B B B B RL R L  
B B B sim  
B B B B RL R L  
B B B sim  
B B B B RL R L

D

46

Perc.1  
Perc.2  
Perc.3  
Perc.4  
Perc.5  
Perc.6

Turn to 3  
Turn to 2  
Turn to 4

*p* *f* *p*  
*p* *f*  
*p* *f*  
*p* *f*  
*p* *f*  
*f* *p* *f* *p*

RL RL RL RL  
RL RL RL RL  
RL RL RL RL  
RL RL RL RL