

- 1* - R side flip to matched
- 2* - R 1/2 front flip to butt
- 3* - L pancakespin
- 4* - R 1/2 backflip to matched
- 5* - R side flip to matched

Falcon Punch

David Oriente

Snare Drum

The musical score is written for a snare drum and includes the following sections and instructions:

- Intro:** Starts with dynamics *fp-p* and *p*. Includes instructions: "2nd time no rim", "toss pass butt", "*1 butt", "*2 butt", "*3 butt", "*4", and "to edge".
- Staff 2 (Measures 8-12):** Dynamics include *mp*, *sfz*, and *cresc. poco*. Instructions: "to edge", "fake flams", "edge".
- Staff 3 (Measures 13-17):** Dynamics include *f* and *mp*. Instructions: "mid", "center", "toss pass butt butt", "*5", "to edge".
- Staff 4 (Measures 18-20):** Dynamics include *p* and *mp*. Instruction: "Ram".
- Staff 5 (Measures 21-22):** Dynamics include *mf* and *f*. Includes a 5-measure rest and a 3-measure rest.
- Staff 6 (Measures 23-25):** Dynamics include *f*. Instructions: "edge", "center".
- Staff 7 (Measures 26-27):** Dynamics include *f*. Instructions: "center", "edge", "center", "3", "3", "edge 5", "5".
- Staff 8 (Measures 28-30):** Dynamics include *fffz*. Instructions: "center", "edge", "to center".
- Staff 9 (Measures 31-32):** Dynamics include *ff*. Instruction: "As fast as you can edge". Includes 10-measure rests.
- Staff 10 (Measures 33-34):** Dynamics include *subito mp* and *fff*. Instruction: "The biggest shot you've ever played". Includes a 9-measure rest.

Falcon Punch

Part 2 Center

35 *fff-mp*

38 *fff-mp*

41 *mp* *f* *fff-mp*

44 *fff-mp*

Various rubato multiple hand to hand strokes with stylish spins/tricks

48 *f* quick acceleration.....

R cross under
L cross over

51 *ff* As fast as you can (with quality)

53 *fff-mp*

56 *fff-mp*

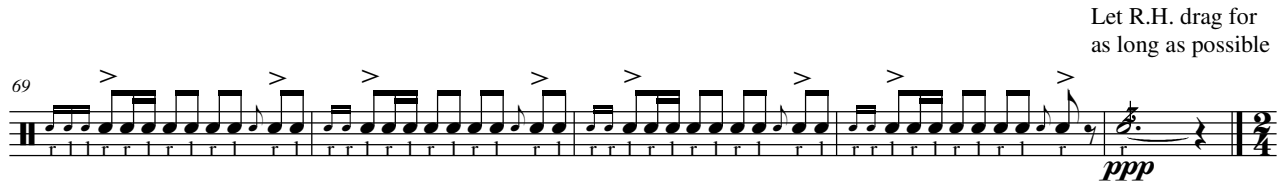
59 *fffz* grand rit.

Kije


As soft as you can, at the edge, with perfect clarity, and piccolo tip sticks

61  *pp*

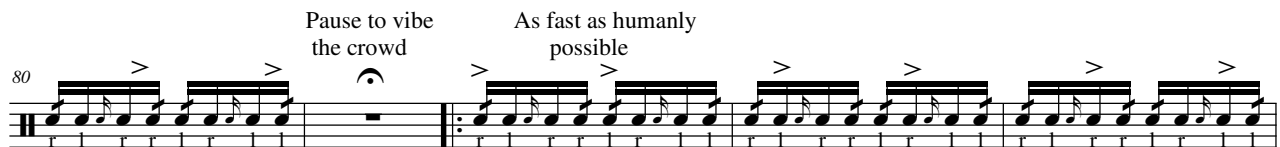
65 

69  *ppp*

Let R.H. drag for as long as possible

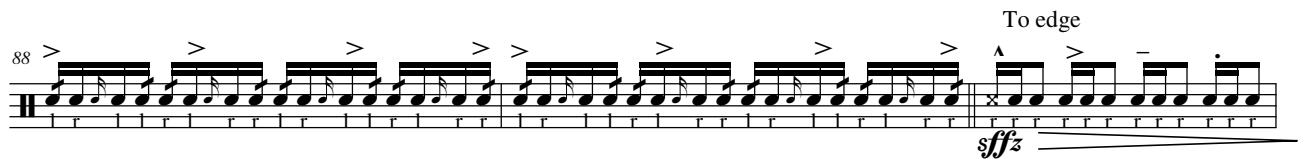
74 

Grid Section Pause to relax Pause to breathe Pause to prepare yourself

80 

Pause to vibrate the crowd As fast as humanly possible

85 

88  *sfz*

To edge

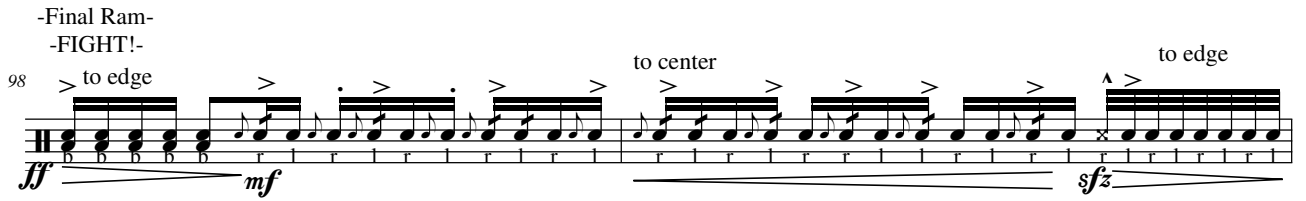
91 

To center Huggadic Re-mover

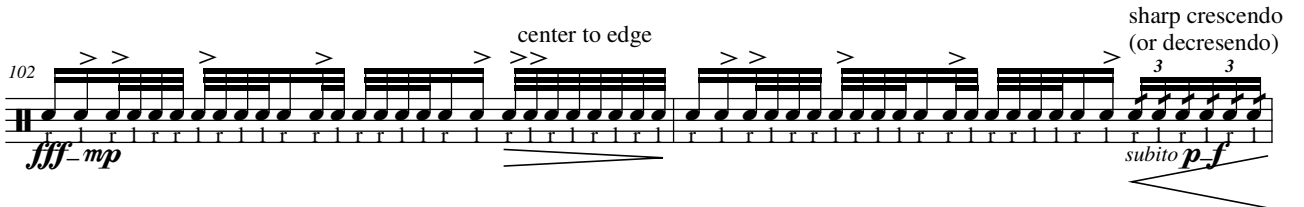
Falcon Punch

94 

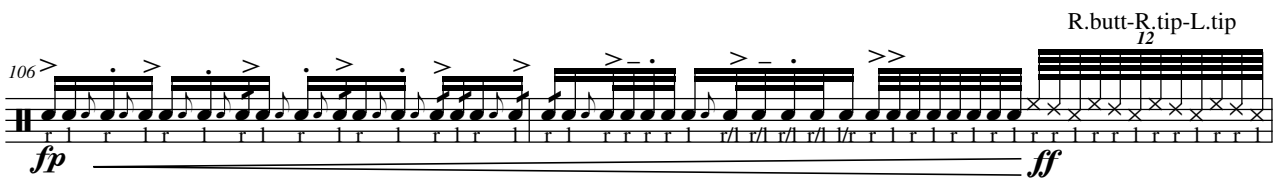
96 

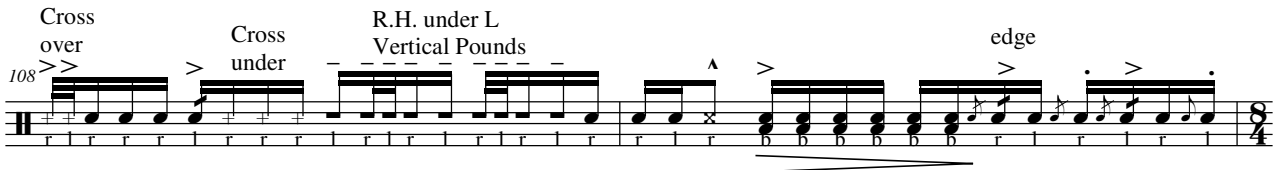
-Final Ram-
-FIGHT!
98 

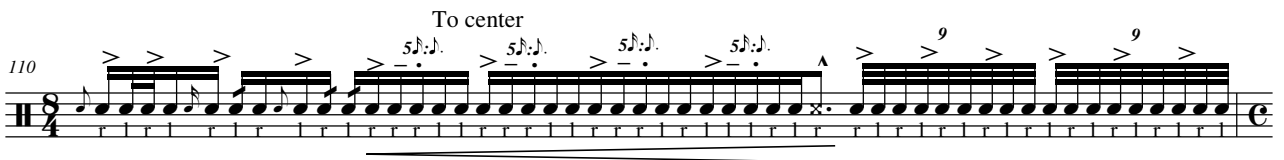
100 

102 

104 

106 

108 

110 

Falcon Punch

111 *mf* *f*

Musical notation for measure 111, featuring a complex rhythmic pattern with accents and a dynamic shift from *mf* to *f*. A bracket above the first few notes is labeled with the number 9.

113 edge to center back stick various notes within the hertas (only)

Musical notation for measure 113, with annotations "edge to center" and "back stick various notes within the hertas (only)".

115 *ff* *fff-mp* *fffz*

cross 360 b.s. 5 shotz!

Musical notation for measure 115, with annotations "cross", "360 b.s.", "5", and "shotz!". Dynamics include *ff*, *fff-mp*, and *fffz*.

117 to edge

Musical notation for measure 117, with annotation "to edge".

119 *p* *fff* *fffz*

center toss pass *R.H. side flip to matched *R.H. 1/2 front flip to butt *L.H. Pancake spin

Musical notation for measure 119, with annotations for various techniques: "center toss", "pass", "*R.H. side flip to matched", "*R.H. 1/2 front flip to butt", and "*L.H. Pancake spin". Dynamics include *p*, *fff*, and *fffz*.