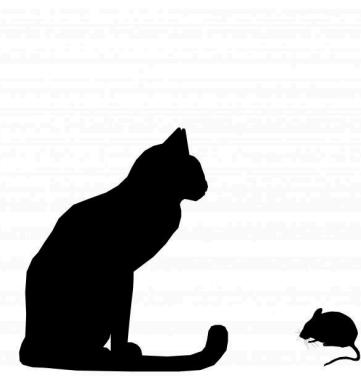


# A Game Of Cat and Mouse

Percussion Ensemble



Ahmad Duncan

# A Game of Cat and Mouse

Ahmad Duncan (b. 2003)

Percussion Ensemble | ca. 5:00 | 2025

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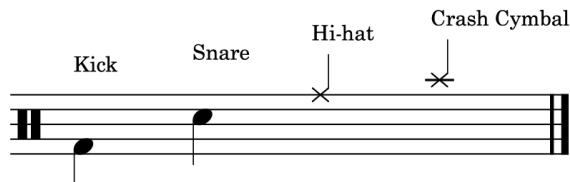
## Instrumentation

- Vibraphone
- Piano
- Drum kit
- Double Bass
- Auxiliary Percussion (Temple blocks, Triangle, Maracas, Cow Bell, Tambourine, Sus. Cymbal)

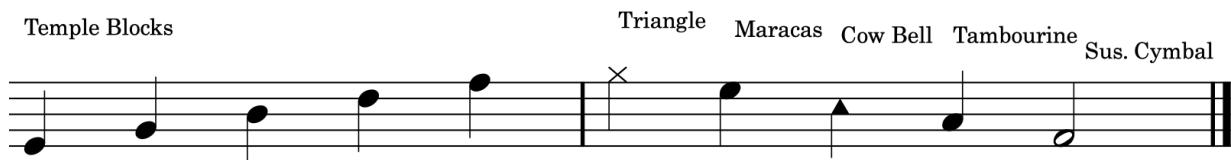
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## Performance Notes

### Drum Kit Key



### Auxiliary Percussion Key



**Double Bass:** If the performer is using an upright string bass, it is recommended that it is mic'd and connected to an amp or speaker. Performer is also very much welcomed to use an electric bass.

**sneaky...** : Play quietly in a jocular manner. Attacks are clear but surrounded by silence

**not sneaky:** Play loudly in a bombastic manner. Everything is loud

**SURPRISE!!!** : Suddenly louder and faster! The music following this marking should sound like it comes out of nowhere. The unpredictable change is intentional

**Subito Swing:** Suddenly change to a cool jazz waltz. Drum set player is allowed to change their part to anything that fits this style.

**Lullaby:** Slow, soft, tender, and dreamy. Almost like you are trying to put someone to sleep.

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## *Note from Composer*

*A Game of Cat and Mouse* is a wild, fun, and unpredictable piece for percussion ensemble that I wrote to express my love for cartoons and breaking rules. One of my most favorite cartoons from my childhood was “Tom and Jerry” which is a wild, fun, and unpredictable comedy featuring a cat (Tom) spending seasons trying to catch a mouse (Jerry). I wanted to write a piece that mirrored the joyousness of cartoons and I named the title as it is now to pay homage to the cartoon that is nearest to my heart. The beginning of this piece and similar sections starts “sneaky” to represent a mouse creeping throughout a house. The sudden “SURPRISE” enters the cat as it chases the mouse for the rest of the piece.

This piece has many crazy turns and events. There are sudden intentional switches in tempo, dynamics, and styles. Towards the middle of the piece you will hear the main theme start to “glitch out” to prank the audience and simulate a broken record player. Also, you will hear a vamp section where the same measure is played over and over again just enough to make the audience go a little bit crazy. I’ve thrown in a few references to Tom and Jerry and also another very popular video game (I hope you can pick it out). This crazy rollercoaster of piece is surely a crowd pleaser that is engaging the whole way through.

# A Game of Cat and Mouse

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sneaky...;  $\text{♩} = 92$

Vibraphone

Piano

Double Bass

Drum Kit

Auxillary

This section of the score features five staves. The Vibraphone and Piano staves begin with a measure of silence (indicated by a dash) followed by a measure in 8/8 time with a dynamic of *pp*. The Double Bass and Drum Kit staves also have measures of silence. The Auxillary staff begins with a measure of silence followed by a measure with a dynamic of *p*. The piano staff includes a 'pizz.' instruction above the staff.

Vib.

Pno

D. B.

D.K.

Aux.

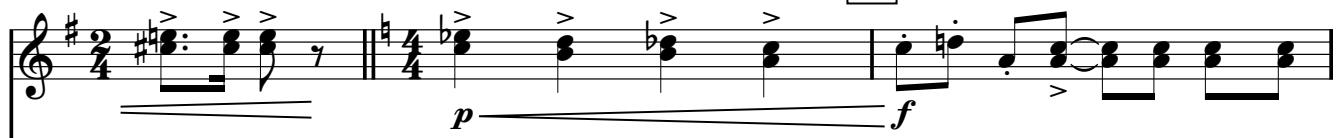
This section of the score features five staves. The Vibraphone staff begins with a measure of silence followed by a measure with a dynamic of *ff*, then a measure with a dynamic of *p*. The Piano staff begins with a measure of silence followed by a measure with a dynamic of *f*, then a measure with a dynamic of *ff*. The Double Bass and Drum Kit staves both have measures of silence. The Auxillary staff begins with a measure of silence followed by a measure with a dynamic of *ff*.

## *A Game of Cat and Mouse*

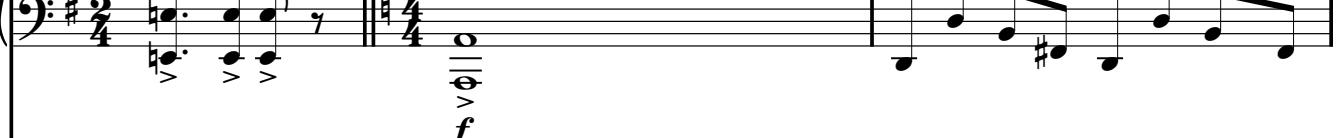
**SURPRISE!;**  $\downarrow = 164$

Musical score for Vib., Pno, D. B., D. K., and Aux. The score shows a dynamic section starting with a forte dynamic (ff). The Vib. part has a sixteenth-note pattern. The Pno part has a bass line with a bass drum. The D. B. part has a bass line. The D. K. part has a bass line. The Aux. part has a bass line. The score is in 4/4 time, with a key signature of one sharp.

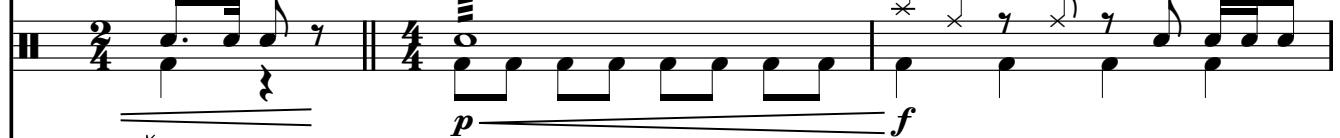
A

Vib. 

Pno 

D. B. 

D.K. 

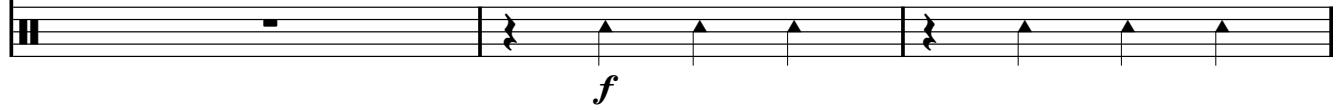
Aux. 

Vib. 

Pno 

D. B. 

D.K. 

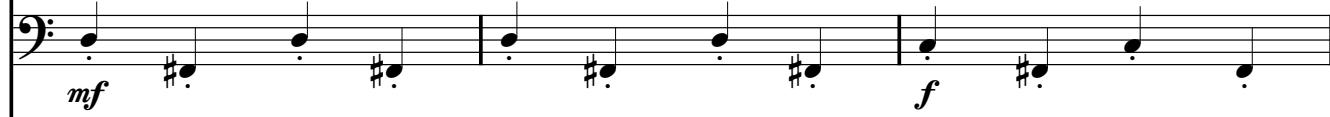
Aux. 

*A Game of Cat and Mouse*

**B**

Vib. 

Pno 

D. B. 

D.K. 

Aux. 

Vib. 

Pno 

D. B. 

D.K. 

Aux. 

Music score for measures 1-4, featuring five staves: Vib., Pno, D. B., D.K., and Aux. The Vib. and Pno staves begin with eighth-note patterns. The Vib. staff has dynamic markings *fff* and *f*. The D.K. staff features eighth-note patterns with a bass drum symbol. The Aux. staff consists of eighth-note patterns with a bass drum symbol.

Music score for measures 5-8, continuing the five-staff format. The Vib. staff shows eighth-note patterns with a bass drum symbol. The Pno staff includes dynamic markings *b>* and *#>*. The D.K. staff maintains its eighth-note patterns with a bass drum symbol. The Aux. staff continues with eighth-note patterns and a bass drum symbol.

## *A Game of Cat and Mouse*

Musical score for orchestra and piano, page 10, measures 11-12. The score includes parts for Vibraphone, Piano, Double Bass, Double Kettledrum, and Auxiliary Percussion. The Vibraphone and Piano parts are prominent, with dynamic markings *ff* and *p*. The Double Bass and Double Kettledrum parts provide harmonic support, while the Auxiliary Percussion part adds rhythmic complexity. Measure 11 ends with a forte dynamic *ff*. Measure 12 begins with a piano dynamic *p* and concludes with a dynamic *mf*.

C