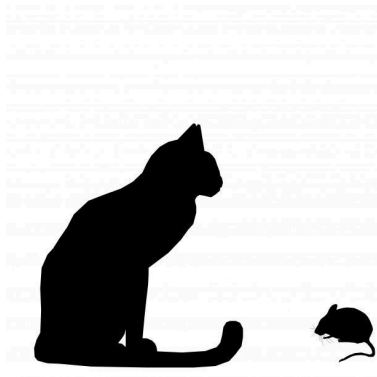


A Game Of Cat and Mouse

Percussion Ensemble



Ahmad Duncan

A Game of Cat and Mouse

Ahmad Duncan (b. 2003)

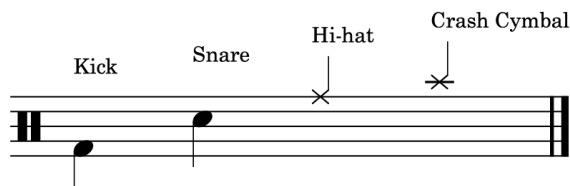
Percussion Ensemble | ca. 5:00 | 2025

Instrumentation

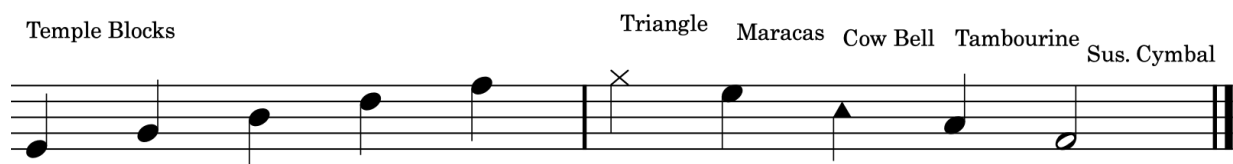
- Vibraphone
 - Piano
 - Drum kit
 - Double Bass
 - Auxiliary Percussion (Temple blocks, Triangle, Maracas, Cow Bell, Tambourine, Sus. Cymbal)
-

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.

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

Ahmad Duncan

sneaky...; ♩ = 92

Vibraphone

Piano

Double Bass

Drum Kit

Auxillary

pp

p

pizz.

p

p

Vib.

Pno

D. B.

D.K.

Aux.

ff

p

f

ff

ff

SURPRISE!; ♩ = 164

Score for Vib., Pno, D. B., D.K., and Aux. (Measures 1-4).

Vib. (Vibraphone): Treble clef, 3/8, 3/4, 2/4, 4/4. Starts with a whole rest, then a melodic line starting on G4, marked *ff*.

Pno (Piano): Treble and Bass clefs, 3/8, 3/4, 2/4, 4/4. Treble part has whole rests. Bass part starts with a half note chord (F#4, C#5) marked *p*, then a series of chords and octaves marked *ff*.

D. B. (Double Bass): Bass clef, 3/8, 3/4, 2/4, 4/4. Starts with a whole rest, then a melodic line starting on G2, marked *ff*.

D.K. (Drum Kit): Treble clef, 3/8, 3/4, 2/4, 4/4. Starts with a whole rest, then a series of eighth notes and sixteenth notes.

Aux. (Auxiliary Percussion): Treble clef, 3/8, 3/4, 2/4, 4/4. Starts with a whole rest, then a series of eighth notes and sixteenth notes.

Score for Vib., Pno, D. B., D.K., and Aux. (Measures 5-8).

Vib. (Vibraphone): Treble clef, 4/4, 2/4, 3/4, 2/4. Starts with a melodic line, then a whole rest, then a melodic line marked *ff*.

Pno (Piano): Treble and Bass clefs, 4/4, 2/4, 3/4, 2/4. Treble part has whole rests. Bass part has a series of chords and octaves marked *ff*.

D. B. (Double Bass): Bass clef, 4/4, 2/4, 3/4, 2/4. Starts with a whole rest, then a melodic line marked *ff*.

D.K. (Drum Kit): Treble clef, 4/4, 2/4, 3/4, 2/4. Starts with a whole rest, then a series of eighth notes and sixteenth notes.

Aux. (Auxiliary Percussion): Treble clef, 4/4, 2/4, 3/4, 2/4. Starts with a whole rest, then a series of eighth notes and sixteenth notes.

A

Vib.

Pno

D. B.

D.K.

Aux.

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

Vib.

Pno

D. B.

D.K.

Aux.

8va *ff* *f*

B

Vib.

Pno

D. B.

D.K.

Aux.

mf *f* *mf* *f*

Vib.

Pno

D. B.

D.K.

Aux.

mf *f* *mf* *f*

Vib.

Pno

D. B.

D.K.

Aux.

Vib.

Pno

D. B.

D.K.

Aux.

Score for Vib., Pno, D. B., D.K., and Aux. (Measures 1-3).

Vib. (Vibraphone): *ff* (first two measures), *p* (third measure). Includes an 8va marking in the second measure.

Pno (Piano): *ff* (first two measures), *p* (third measure). Includes an 8va marking in the second measure.

D. B. (Double Bass): *ff* (first two measures), *mf* (third measure).

D.K. (Double Kick): *ff* (first two measures), *mf* (third measure).

Aux. (Auxiliary): *ff* (first two measures), *mf* (third measure).

C

Score for Vib., Pno, D. B., D.K., and Aux. (Measures 4-6).

Vib. (Vibraphone): Rests in measures 4, 5, and 6.

Pno (Piano): *mf* (measures 4-6). Includes an 8va marking in measure 4.

D. B. (Double Bass): Continues the melodic line from the previous section.

D.K. (Double Kick): Continues the rhythmic pattern from the previous section.

Aux. (Auxiliary): Continues the rhythmic pattern from the previous section.