

# Beelzebub

for Percussion Ensemble

by Bill Bruford  
arranged by William b. Smith

The score is written for a Percussion Ensemble and includes the following parts:

- Snare:** Starts with a *f* dynamic, playing a rhythmic pattern of eighth notes. It features a *mf* section with a melodic line of eighth notes.
- Tom:** Remains silent until the *mf* section, where it plays a melodic line of eighth notes.
- Conga:** Starts with a *f* dynamic, playing a rhythmic pattern of eighth notes. It features a *mf* section with a melodic line of eighth notes.
- Keyboard:** Starts with a *f* dynamic, playing a rhythmic pattern of eighth notes. It features a *mf* section with a melodic line of eighth notes.
- Drum:** Starts with a *f* dynamic, playing a rhythmic pattern of eighth notes. It features a *mf* section with a melodic line of eighth notes.

The score is divided into two systems. The first system contains the Snare, Tom, Conga, and Keyboard parts. The second system contains the Snare, Tom, Conga, and Keyboard parts. The score is written in 4/4 time and features a variety of dynamics and articulations.