

Symphony for Percussion Ensemble

For four percussionists (and an optional electronics part), in four movements

By Aidan Gold

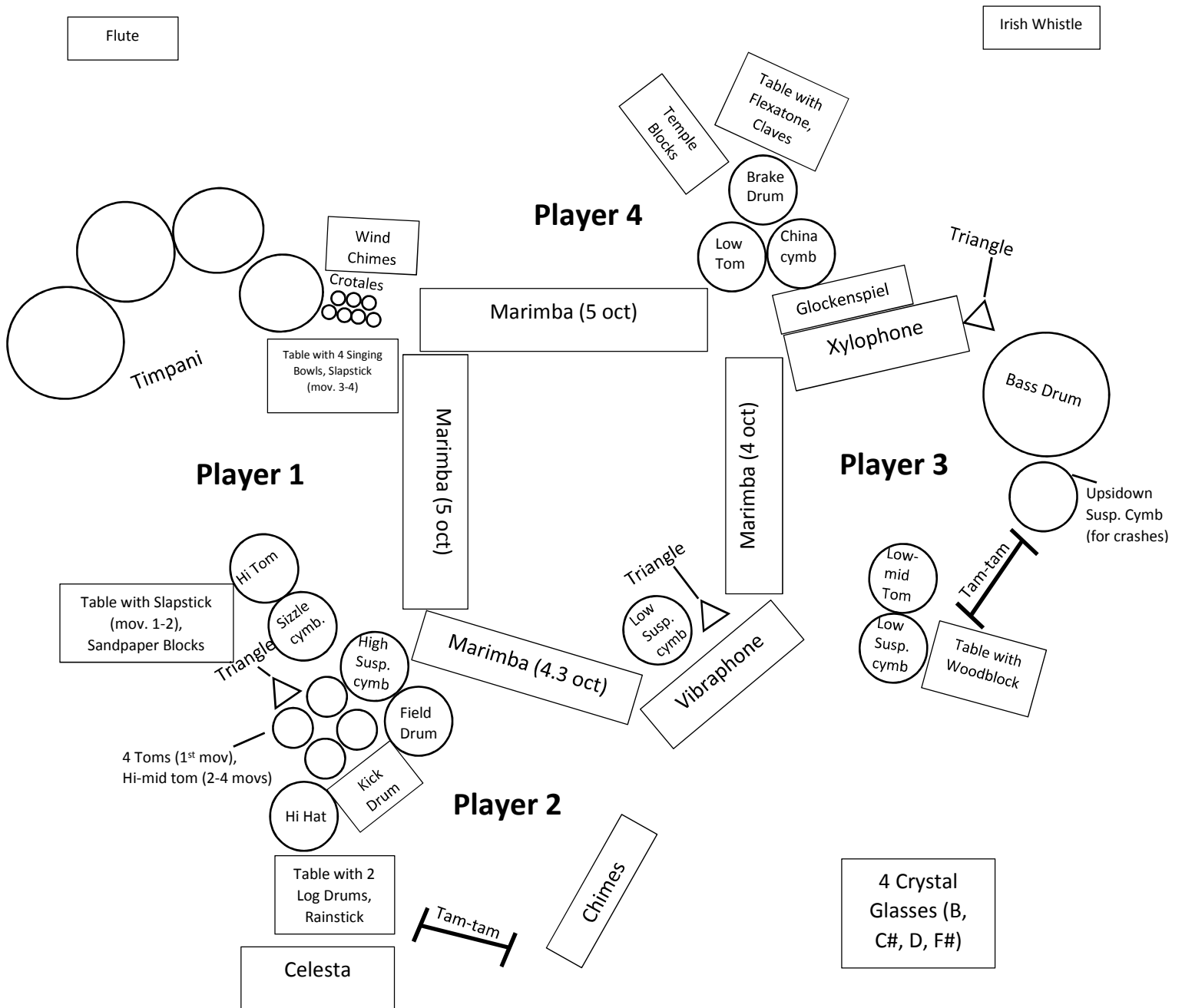
I: Landscapes

II: A Dance

III: A Dream

IV: A Song

Instrumentation and Possible Setup:



Between Movs. 1 and 2 each of Players 1, 3, and 4 take one of Player 2's Toms. Between Movs. 2 and 3 Player 1 moves the Slapstick from one table to another.

Player 1:

4 Timpani, 2 octaves of Crotales, 5 octave Marimba, Wind Chimes, Slapstick, Sizzle Cymbal, High Tom (movs 2-4), Sandpaper Blocks, 4 Tibetan Singing Bowls, 4 Crystal Glasses (shared with player 3)

Additionally: Superball mallet, 2 Bass Bows, 2 Trap Tables

Player 2:

Chimes, Tam-tam, 4.3 octave Marimba, Vibraphone (shared with player 3), 2 High Suspended Cymbals, 4 Toms (mov 1, Hi-Mid tom movs 2-4), Kick drum, Field drum, Hi Hat, 2 Log Drums, Triangle, Celesta, Rainstick, Irish Whistle

Additionally: 1 Trap Table

Player 3:

Bass Drum, Glockenspiel, Xylophone, Vibraphone (shared with player 2), 4 octave Marimba, Low Suspended Cymbal, Suspended Cymbal mounted upsidown (for crashes), Woodblock, Low-Mid Tom (movs 2-4), 2 Triangles, 4 Crystal Glasses (shared with player 1)

Additionally: 4-6 marbles, Bass Bow

Player 4:

5 octave Marimba, Brake Drum, Temple Blocks, Claves, Low Tom (movs 2-4), Flexatone, China Cymbal, Flute

Additionally: Bass Bow

Additional instructions:

For the entire 3rd movement, the lights should be dimmer than they are for the rest of the piece. At bar 335, the lights should suddenly go out, and then gradually fade back in through bars 376-382. When the last movement starts, the lights should gradually fade back to full brightness.

At bar 335 during the fermata, Percussion 4 should move to the right of the stage and pick up the flute. After bar 338, Percussion 2 should move to the left of the stage and pick up the Irish whistle. Starting at bar 359, perc. 2 and perc. 4 should slowly walk towards each other until they meet in front of the center of the stage at bar 373. At bar 375 they should return to the stage.

Electronics: An optional electronics part is as follows: include a piano between the marimbas and in the first movement after everyone sings a phrase a microphone should be turned on at the piano to pick up the sympathetic resonance of the piano strings from everyone's singing.

During the 3rd movement, on bars 315 and 387 (the 1.5 min long bars) the electronics player may improvise on a few differently sized triangles while selectively amplifying different overtones (to create a texture similar to Nathan Davis's Diving Bell). This should be in the background of the other parts and at a different tempo from all of the other parts.

Also during the 3rd movement, from bars 336-376, the electronics player should remotely play randomly pitched bells, gongs, wind chimes, and other low-pitched resonant metal objects without excessively sharp attack, all positioned at different points around the audience. The player may improvise/compose a part that complements and engages in conversation with the flute and Irish whistle parts, and also moves dynamically with the rest of the music.

During the last 4 bars of the last movement, play all instruments positioned around the audience at random, starting slowly and soft, crescendoing and accelerating through the first two bars, and playing extremely fast and loud for the last two bars.

The electronics player should also participate in all the singing sections.

Symphony for Percussion Ensemble

Aidan Gold

I: Landscapes

Still, Timeless $\text{♩} = 50$ Timpani
Eb, Gb, Bb, Eb with superball on lowest drum

soft mallets
with superball on lowest drum

Timpani

Chimes *pp*
soft chime hammers

Percussion 2
Tam-tam *p*
with knuckle
with tam-tam beater
with knuckle
with tam-tam beater

Voices
sing!
pp \rightarrow *f*
p \rightarrow *f*
Place several small marbles on bass drum head.
Make sure head is completely flat and marbles
do not move until the drum is struck.

Percussion 3
B.D.
roll marbles around head
pp
with soft mallets
ppp \rightarrow *mf*

Marimba 4
Marimba arco
ppp \rightarrow *f*
n \rightarrow *mf*
pp \rightarrow *f*



9

4 soft mallets, ripple roll
constantly vary speed
pp

9

Chm. *pp*

9

Perc. 2
with knuckle
p
with mallet

9

Voices
mf \rightarrow *pp*
p in the style of gregorian chant

9

Perc. 3
mp \rightarrow *ppp*

9

Mrb. 4
mf \rightarrow *pp*
in the style of gregorian chant
(roll all notes)

Symphony for Percussion Ensemble

rit. a tempo Slowly rising. ♩ = 60.

16

Timp. with superball on lowest drum *pp* with soft mallets

Vib. *pp* slow motor with soft mallets

Chm. *pp*

Perc. 2 with knuckle Tam-tam with medium yarn mallet susp. cymb

Voices *mp* *n*

Perc. 3 quietly remove marbles from head B.D. *mp*

Mrb. 4 *pp* *espress.* *pp*

23

Timp. (low drum) *p* *mp* *mp* *mf*

Vib. *p* *mp* *pp*

Chm. *p* *mf*

Perc. 2 with tam-tam beater with medium yarn mallet with tam-tam beater *mp* *mp* *mf*

Glk. Glockenspiel soft rubber mallets *mf*

Perc. 3 *p* *mp* *mf*

Mrb. 4 *mp* *p* *mf* *mp* *f* *p*

Symphony for Percussion Ensemble

rit. ① Presto furioso. ♩ = 160

30

Timp. *pp* *mp* *pp* *mf* *p*

Vib. *leo.*

Perc. 2 *susp. cymb*

Xyl. *Xylophone hard mallets* *p* *mp*

Glk.

Mrb. 4 (roll only indicated notes) *mf* *pp* *mf* *p*

Free time (marimba solo)

38

Timp. *Presto furioso. ♩ = 160* hard mallets *p* *cresc. poco a poco*

Perc. 2 4 toms with yarn mallets *p* *cresc. poco a poco*

Xyl. *p* *cresc. poco a poco*

Mrb. 4 *mp* *pp*

42

Timp.

Perc. 2

Xyl.

Symphony for Percussion Ensemble

②

This musical score is for a Percussion Ensemble, covering measures 47 through 60. It features five staves: Timpani (Timp.), Chimes (Chm.), Xylophone (Xyl.), Maracas (Mrb. 4), and a second Maracas part (Mrb. 4) at the bottom. The score is divided into three systems, each beginning with a double bar line and a measure number (47, 51, and 55). The key signature is B-flat major, and the time signature is 4/4. The first system (measures 47-50) includes dynamics such as *f* and *ff driven*. The second system (measures 51-54) includes *sf*. The third system (measures 55-60) includes *f*. The Xylophone part is played with medium mallets. The Maracas parts feature complex rhythmic patterns with triplets and accents. The Chimes part has a melodic line with some rests. The Timpani part has a rhythmic pattern with accents and triplets.

Symphony for Percussion Ensemble

64

Timp.

Crt.

Chm.

Perc. 2

Xyl.

Mrb. 4

69

Timp.

Crt.

Chm.

Perc. 2

Xyl.

Mrb. 4

74

Timp.

Chm.

Perc. 3

Mrb. 4

hard mallets
Crotales

mf

kick drum

mf cresc.

f

Timpani

mp

mp

sf

ff

B.D.

ff

ff

Detailed description: This page of a musical score for a Percussion Ensemble, titled 'Symphony for Percussion Ensemble', is page 5. It covers measures 64 to 74. The score is arranged in systems. The first system (measures 64-68) includes parts for Timp., Crt., Chm., Perc. 2, Xyl., and Mrb. 4. The second system (measures 69-73) includes parts for Timp., Crt., Chm., Perc. 2, Xyl., and Mrb. 4. The third system (measures 74) includes parts for Timp., Chm., Perc. 3, and Mrb. 4. Dynamics range from *mf* to *ff*. Performance instructions include 'hard mallets Crotales' and 'kick drum'. The score features various rhythmic patterns, including triplets and sixteenth-note runs.

Symphony for Percussion Ensemble

④ a tempo

92 random, sporadic mixed wind chimes *mp*

Vibraphone motor off medium mallets *mp*

92 with medium yarn mallet *pp*

Glk. Glockenspiel medium hard mallets *mp*

Mrb. 4 *p* bouncy

96 *mf* *mp*

96 *p* susp. cymb

96 *mf* *mp* *cresc. poco a poco*

102 *mf* stop *f*

102 *p* *f*

102 *mf*

102 *f*

⑤

Symphony for Percussion Ensemble

107

Crt.

Vib.

Glk.

Mrb. 4

f

p

Ped.

111

Crt.

Vib.

Glk.

Mrb. 4

f

p

f

115

Crt.

Perc. 2

Perc. 2

Glk.

Mrb. 4

field drum

4 toms with snare sticks

f

mp

f

ff

Symphony for Percussion Ensemble

119 Timpani
mf *ff*

Perc. 2
kick drum

Perc. 3
f B.D.

Mrb. 4
ff

122
6

Timp.
122

Perc. 2
fp *ff* low tom susp. cymb 4 toms

Perc. 2
ff kick drum

Voices
sing!

Xyl.
hard mallets Xylophone *ff* sadly, lyrically

Mrb. 4
ff sadly, lyrically

126

Perc. 2
ff

Perc. 2

Voices
126

Xyl.

Mrb. 4

Crt. *Crotales*

Perc. 2 *f*

Voices

Xyl.

Mrb. 4

131

136

141

mp *ff*

Symphony for Percussion Ensemble

rit.

7 **Largo Grandioso.** ♩ = 40
Timpani
hard mallets

146

Timpani

Chimes

Perc. 2

Perc. 2

Xyl.

Perc. 3

Mrb. 4

152

Timpani

Perc. 1

Chm.

Perc. 2

Perc. 3

Mrb. 4

Chimes
hard chime hammers

Tam-tam

hold 1 cymbal in hand, and crash it with an upsidedown cymbal on a stand

misc. wind chimes

susp. cymb with yarn mallets

soft mallets

fff *mf* *pp* *f* *ppp*

8 **Andante espressivo.** ♩ = 76.

157 **accel.**

Timp. *mp* *p* *ppp*

Crt. Crotales
soft rubber mallets

Vib. *pp* *mf* *pp* *p* *mp*
Vibraphone
with soft mallets
slow motor

Perc. 2 *pp* *mp* *pp* *pp*

Perc. 3 *mf* *pp* *pp* *mp* *pp*

Mrb. 4 *mp*

166 **rit.** **a tempo**

Crt. *pp*

Vib. *pp*

Perc. 2 susp. cymb
with yarn mallets
pp

Perc. 3 B.D. *p* *pp*

Mrb. 4 *f* *molto dim.* *pp*
mp *pp*

173 Tam-tam **rit.** **a tempo**

Perc. 2

Mrb. 4 *ppp* *molto espress.* *ppp*

9 **Piu mosso.** ♩ = 175.

181 Timpani **imperceptibly pushing to the end**

Timp. *f* *cresc.*

Perc. 2 *p*

Xyl. *ff* *f* *cresc.*

Mrb. 4 *p* *ppp* *n*

187

Timp. *fff*

Perc. 2 *fff* field drum

Perc. 2 *fff* 4 toms with snare sticks *fff* susp. cymb w/ shaft

Xyl. *fff*

Mrb. 4 *fff*

II: A Dance

Driving, yet playful ♩ = 138

193

Perc. 1: sizzle cymb. with snare stick on bell
f slapstick *mp* *ff*

Perc. 2: Hi-mid tom with snare sticks
ff *mp* *ff*

Perc. 3: woodblock with snare sticks
f low susp. cymb on bell
ff *f* low-mid tom on bell

Perc. 4: brake drum hard mallets
f *ff*

10

31/4

198

Perc. 3: 32/4, 31/4, 31/4, 31/4

T. Bl.: Temple Blocks
f

202

Perc. 1: Hi tom with snare sticks
f *ff*

Perc. 2: hi hat closed with snare sticks
mf *f* kick drum

Perc. 3: x = on rim
ff

T. Bl.: x = on rim

11

31/4, 41/4, 2/4, 41/3

206

Perc. 1 *sizzle cymb.*
mf *ff* *p* *ff* += with foot

Perc. 2 *f* kick drum

Perc. 3 *on edge low susp. cymb*
mf *ff* *p* *ff* *susp. cymb on bell*

Perc. 4 *claves*
f

211

Perc. 1 *mf* *ff* *fp*

Perc. 2 *f* *p* *Hi-mid tom*

Perc. 3 *mf* *ff* *p*

Perc. 4 *p* *with snare sticks low tom*

215

12

Perc. 1 *p* *ff* *slapstick*

Perc. 2 *mf* *ff* *on bell*

Perc. 3 *mp* *ff* *woodblock* *low susp. cymb on bell*

Perc. 4 *f* *ff* *brake drum*

219

Perc. 1

Perc. 2

Perc. 3

Perc. 4

p

pp

225

⑬

Perc. 1

Perc. 2

Perc. 3

Perc. 4

T. Bl.

woodblock

flexatone

Temple Blocks

log drums
soft rubber mallets

pp

mp

mp

mf

f

p

230

Perc. 1

Perc. 2

Perc. 2

Perc. 3

Perc. 4

T. Bl.

sandpaper blocks

triangle

p

p

mf

f

f

mp

mf

mp

f

14

sizzle cymb.
with snare stick
on bell

235

Perc. 1

Perc. 2

Perc. 2

Perc. 3

Perc. 4

T. Bl.

mf

mp

p

p

mf

Temple Blocks

mp *f*

241

Perc. 1

Perc. 2

Perc. 3

Perc. 3

Perc. 4

p *mf*

mf

triangle

p

claves

mf *p*

on edge

with snare sticks
low-mid tom

pp

246

Perc. 1

Perc. 2

Perc. 3

Perc. 4

T. Bl.

pp *mp*

on bell

on edge

flexatone

mp

Temple Blocks

mf *pp*

(optional improv vibes solo)

15

250

Perc. 2 *mp* *pp* low susp. cymb on bell

Perc. 3 *p*

Perc. 4

254

Perc. 3 Temple Blocks

T. Bl. *mp*

259

Perc. 1 Hi tom *f* *ff* x = on rim

Perc. 2 hi hat closed with snare sticks *mf* + = with foot *f* susp. cymb on bell

Perc. 3 *ff* kick drum x = on rim

T. Bl.

16

263

Perc. 1 sizzle cymb. *mf* *ff* *p* *ff* + = with foot susp. cymb on bell

Perc. 2 *f* kick drum

Perc. 3 on edge low susp. cymb *mf* *ff* *p* *ff* claves

Perc. 4 *f*

268

Perc. 1 *mf* *ff* *p*

Perc. 2 *f* *p*

Perc. 3 *mf* *ff* *fp*

Perc. 4

272

Perc. 1 *p* *ff* *ff*

Perc. 2 *mf* *ff* *ff*

Perc. 3 *mp* *ff*

Perc. 4 *f*

repeat figure at steady tempo until end of line without regard to the meter changes of the other parts

sizzle cymb. on bell

Tam-tam with snare stick

on bell

Hi-mid tom

woodblock

low susp. cymb on bell

brake drum

277

Perc. 1 *ff*

Perc. 2

Perc. 2

Perc. 3 *ff*

Perc. 4

approx. 6 sec

repeat figure at steady tempo until end of line without regard to the meter changes of the other parts

brake drum

low tom

282

Perc. 1 *fff* *mf* *pp*

Perc. 2 *mf* *pp*

Perc. 2 *fff*

Perc. 3 *fff* *mf* *p*

Perc. 4 *mf*

Perc. 4 *fff*



18

Do not slow down.
low singing bowl

T.S.B. *n*

Perc. 3 *pp*



292

T.S.B. *pp*

Perc. 2 *pp* Hi-mid tom

Perc. 3 *pp* on bell

Perc. 4 flexatone *p* *ppp* *p* *ppp*

fading into the distance

298

T.S.B.

Perc. 2

Perc. 3

Perc. 4

hi hat closed with brushes

susp. cymb on edge

ppp

ppp

ppp

303

T.S.B.

Perc. 2

Perc. 3

Perc. 4

pppp

n

n

n

III: A Dream

307 Like a dream. ♩ = 55.

Timpani with superball on lowest drum

Timp.
 Crt.
 Perc. 1
 Chm.
 Vib.
 Perc. 3
 Mrb. 4

Crotales arco
 misc. wind chimes
 Chimes soft chime hammers
 Vibraphone motor off with soft mallets
 B.D.
 Marimba extremely soft mallets

pp
mp
ppp
ppp
ppp

p
mf
p

Free. (Players 1 and 4 ♩ = 55, Player 2 ♩ = 80, Player 3 ♩ = 120).

315 This bar should last approx. 1.5 min

Timp.
 Crt.
 T.S.B.
 Chm.
 Perc. 2
 Cel.
 Perc. 3
 Mrb. 4

repeat box as many times as needed
 4 singing bowls, pitched low to high
 rain stick
 Celesta
 low susp. cymb arco
 B.D.

mf
mf
n
p
p
mp
3
p
pp
ppp
ppp
pp
ppp
mp
ppp
mp
mf

VERY SLOWLY increase in intensity

323

Timp.

Crt.

Perc. 1

Chm.

Perc. 2

Xyl.

Glk.

Mrb. 4

field drum rimshot

Chimes

ff

f

sf

sf

f

20 **Maestoso.** ♩ = 80.
Marimba with soft mallets

326

Mrb. 1

Chm.

Perc. 2

Vib.

Glk.

Mrb. 4

Tam-tam

Vibraphone hard mallets

ff

ff

ff

ff

ff

21

(lights go out) *Misterioso, rubato.* ♩=50.

Mrb. 1

C. G.

Chm.

Perc. 2

Vib.

Perc. 3

Fl.

Mrb. 4

Crystal glasses

let ring

ppp

fff

B.D.

let ring

f

fff

Flute from the far right

n

lonely

C. G.

Fl.

C. G.

Fl.

338

344

344

ppp

mf

3

p

pp

mp

ppp

n

mf

5

5

ff

22

C. G.

Perc. 2

Fl.

348

348

348

Tam-tam

mp

mp

ppp

pour water into lowest glass to create gliss.

352

C. G. *ppp*

Whist. *p* from the far left Irish Whistle *mf*

Mrb. 1 *mf* 23 with soft mallets ripple roll, varying speeds

C. G. *n* gradually move towards the flute

Whist. *pp* *mf*

Perc. 3 B.D. Tam-tam *mf* gradually move towards the Irish Whistle

Fl. *mf*

Mrb. 1

Whist. *mp*

Fl. *mp*

Mrb. 1 *rit.*

Whist. *f* *mp*

Fl. *f* *mp*

a tempo

Mrb. 1 *f* *mp* *rit.*

Whist. *ff* *f* *mp*

Perc. 3 *f*

Fl. *ff* *f* *mp*

368

hold 1 cymbal in hand, and crash it with an upsidedown cymbal on a stand

24 a tempo

Mrb. 1 *pp* *pp* *dim.*

Vib. *p* *pp*

Whist. *pp* *n*

Perc. 2 rain stick

Xyl. *pp*

Perc. 3 Tam-tam *pp* low susp. cymb with plastic mallet *p*

Fl. *pp* *n*

373

normal roll (lights slowly start to come on again)

meet with flute in front of center stage

Vibraphone

rain stick

Xylophone hard mallets

meet with whistle in front of center stage

25 Like a dream. ♩=55.

380

Timpani
with superball on lowest drum

pp *mp*

Mrb. 1

n

380

Vib.

380

Chm.

Chimes
soft chime hammers

p

380

Perc. 2

Tam-tam

pp

380

Xyl.

ppp *p*

380

Glk.

Glockenspiel

p

380

Mrb. 4

Marimba

ppp

Detailed description: This page contains the musical score for measures 380 to 385 of a percussion ensemble. The score is written for seven parts: Timp., Mrb. 1, Vib., Chm., Perc. 2, Xyl., and Mrb. 4. The tempo is marked '25 Like a dream. ♩=55.' The key signature has two sharps (F# and C#). The time signature is 4/4. The Timp. part has a rest in measure 380, followed by a note in measure 381 with a dynamic of *pp*, and a note in measure 382 with a dynamic of *mp*. The Mrb. 1 part has a rest in measure 380, followed by a note in measure 381 with a dynamic of *n*. The Vib. part has a rest in measure 380, followed by a note in measure 381. The Chm. part has a rest in measure 380, followed by a note in measure 381 with a dynamic of *p*. The Perc. 2 part has a rest in measure 380, followed by a note in measure 381 with a dynamic of *pp*. The Xyl. part has a rest in measure 380, followed by a note in measure 381 with a dynamic of *ppp*, and a note in measure 382 with a dynamic of *p*. The Glk. part has a rest in measure 380, followed by a note in measure 381 with a dynamic of *p*. The Mrb. 4 part has a rest in measure 380, followed by a note in measure 381 with a dynamic of *ppp*, and a note in measure 382 with a dynamic of *ppp*.

Symphony for Percussion Ensemble

Free. (Players 1 and 4 ♩ = 55, Player 2 ♩ = 80, Player 3 ♩ = 120).

This bar should last approx. 1.5 min
repeat box as many times as needed

Crt. *mf* Crotales arco

put one singing bowl on each timpani head.
play bowls, and pedal timpani as lines indicate.

T.S.B. *mp* *p* *mf* *p* *mp* *mp*

Perc. 1 misc. wind chimes

repeat box as many times as needed

Perc. 2 *♩* = 80. Tam-tam *pp* *pp* *pp* *mp*

Cel. *pp* *ppp* *p* *pp* *ppp* *mp*

repeat box as many times as needed

Perc. 3 *♩* = 120. B.D. low susp. cymb arco *mp* *ppp*

Mrb. 4

Like a dream. ♩ = 55.
Gradually fading away.

Crt. *pppp* Crotales arco Very long.

Perc. 1 misc. wind chimes *pppp*

Chm. Chimes *ppp*

Perc. 2 *p* *pp* *ppp* Tam-tam *ppp*

Vib. Vibraphone with soft mallets gliss on only white keys *pp* *ppp*

Perc. 3 triangle *pp* *ppp*

Mrb. 4 *pppp*

IV: A Song

Moderato. ♩ = 108.

397 sandpaper blocks

Perc. 1

Chm. Chimes *p* *pppp* *p* *pppp*

Perc. 2 *pp* rain stick

Voices *ppp* hushed whispers- whisper words but in several different languages simultaneously

Vib. *pp* Vibraphone arco slow motor

Mrb. 4

403 (26) with medium yarn mallet sizzle cymb. *pp*

Perc. 1 *p* *pppp*

Chm. *p*

Perc. 2 hi hat closed with brushes *pp* *pppp*

Voices *pp* *pppp* *ppp*

Vib. *p* triangle

Perc. 3 *pp*

Mrb. 4

410 sandpaper blocks

Perc. 1 *pp* *pppp* *p*

Chm. *pp*

Perc. 2 *pp* *pppp* *ppp*

Voices *pp* *pppp* *ppp*

Perc. 3 *pppp* *ppp*

Mrb. 4 *pppp* *ppp*

416

Perc. 1

Chm.

Perc. 2

Perc. 2

Voices

Vib.

Perc. 3

Mrb. 4

pppp *ppp* *pppp*

ppp

ppp *pppp*

ppp

pp *ppp*

ppp *pppp* *pppp* *p*

n

27

Perc. 1

Mrb. 4

sizzle cymb.

ppp

medium mallets
on nodes!

pppp

426

Perc. 3

Mrb. 4

triangle

ppp
(8^{va})

pppp

429

Perc. 1

Perc. 2

Mrb. 4

sandpaper blocks

susp. cymb
with yarn mallets

pp *pppp*

ppp
(8^{va})

pppp

arco

Crt. 432

Musical staff for Crt. 432, showing a whole note chord with a fermata and a slur, marked *arco*.

Perc. 3 432

low susp. cymb

ppp

Musical staff for Perc. 3 432, showing a low suspended cymbal with a fermata and a slur, marked *ppp*.

Mrb. 4 432

(8^{va})

Musical staff for Mrb. 4 432, showing an 8va mallet pattern with accents.

Perc. 2 435

hi hat half open with medium yarn mallet

ppp

Musical staff for Perc. 2 435, showing a hi hat half open with a medium yarn mallet, marked *ppp*.

Mrb. 4 435

(8^{va})

Musical staff for Mrb. 4 435, showing an 8va mallet pattern with accents.

28 Simple and carefree.

Vibraphone with soft mallets slow motor

Vib. 438

ppp

arco

Musical staff for Vib. 438, showing a vibraphone part with a slow motor and a slur, marked *ppp* and *arco*.

Perc. 2

Musical staff for Perc. 2, showing a whole note chord with a fermata.

Mrb. 4 438

(8^{va})

in center of bars

pp

Musical staff for Mrb. 4 438, showing an 8va mallet pattern with accents, marked *pp* and *in center of bars*.

Crt. 441

Crotales arco

pp

Musical staff for Crt. 441, showing crotales arco with a slur, marked *pp*.

Vib. 441

arco

Musical staff for Vib. 441, showing a vibraphone part with a slur, marked *arco*.

Chm. 441

Chimes

pp

Musical staff for Chm. 441, showing chimes with a slur, marked *pp*.

Glk. 441

Glockenspiel soft rubber mallets

ppp

p

Musical staff for Glk. 441, showing a glockenspiel part with a slur, marked *ppp* and *p*.

Mrb. 4 441

Musical staff for Mrb. 4 441, showing an 8va mallet pattern with accents.

Marimba
medium mallets

444

Mrb. 1

Perc. 1

Vib.

Chm.

Glk.

Mrb. 4

ppp *p*

447

Mrb. 1

Vib.

Chm.

Glk.

Mrb. 4

pp *pp*

450


Mrb. 1

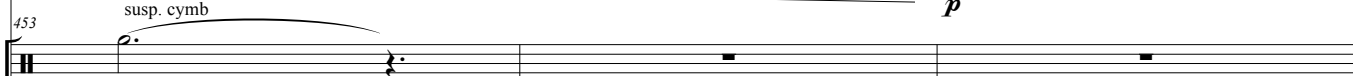
Vib.

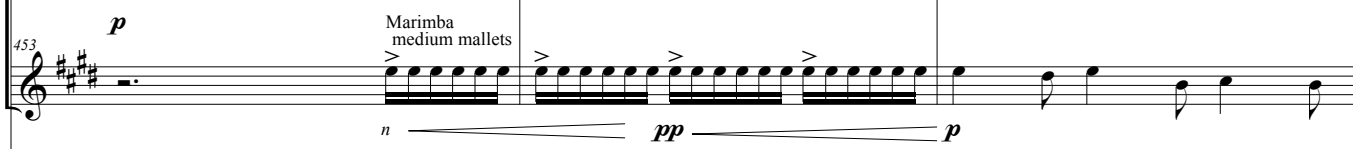
Glk.


Mrb. 4


p


Mrb. 1 ⁴⁵³  *p*


Perc. 2 ⁴⁵³  *p* susp. cymb


Mrb. 2 ⁴⁵³  *p* *n* *pp* *p* Marimba medium mallets


Glk. ⁴⁵³  *p*


Mrb. 4 ⁴⁵³  *p*


Mrb. 1 ⁴⁵⁶  *p*


Mrb. 2 ⁴⁵⁶  *p*


Glk. ⁴⁵⁶  *p*

Mrb. 4 ⁴⁵⁶  *p*

Mrb. 1 ⁴⁵⁸  *p*

Mrb. 2 ⁴⁵⁸  *p*

Glk. ⁴⁵⁸  *p*

Mrb. 4 ⁴⁵⁸  *p*

Mrb. 1

Mrb. 2

Mrb. 3

Mrb. 4

461

30

mp

pp

mp

mp

pp

mp

Marimba medium mallets

Mrb. 1

Mrb. 2

Mrb. 3

Mrb. 4

464

Mrb. 1

Mrb. 2

Mrb. 3

Mrb. 4

467

Mrb. 1

Mrb. 2

Mrb. 3

Mrb. 4

470

Mrb. 1
Mrb. 2
Mrb. 3
Mrb. 4

Mrb. 1
Mrb. 2
Mrb. 3
Mrb. 4

31
Mrb. 1
Mrb. 2
Mrb. 3
Mrb. 4

Mrb. 1
Mrb. 2
Mrb. 3
Mrb. 4

32

Mrb. 1 *f fp*

Mrb. 2 ⁴⁸⁵ *mf*

Mrb. 3 *f*

Mrb. 4 *mp*

488

Mrb. 1 *f*

Mrb. 2 *f fp*

Mrb. 3 *mp*

Mrb. 4 *f*

491

Mrb. 1 *mf*

Mrb. 2 *f*

Mrb. 3 *f*

Mrb. 4 *mf f fp*

Mrb. 1 *f*

Mrb. 2

Mrb. 3 *mf*

Mrb. 4

Mrb. 1 *mf*

Mrb. 2 *mp*

Mrb. 3 *f* *fp*

Mrb. 4 *f*

Mrb. 1 *f* *fp* *fp*

Mrb. 2 *f* *fp* *fp*

Mrb. 3 *f* *fp* *f* *fp*

Mrb. 4 *fp* *f* *fp*

33

Mrb. 1

Mrb. 2

Mrb. 3

Mrb. 4

Musical score for measures 503-505. Mrb. 1 and 2 are in bass clef, Mrb. 3 and 4 are in treble clef. All parts feature a rhythmic pattern of eighth notes with accents. Dynamics include *f* and *mf*. A double bar line is present at the end of measure 505.

Mrb. 1

Mrb. 2

Mrb. 3

Mrb. 4

Musical score for measures 506-508. Mrb. 1 and 2 are in bass clef, Mrb. 3 and 4 are in treble clef. All parts feature a rhythmic pattern of eighth notes with accents. Dynamics include *f* and *mf*. A double bar line is present at the end of measure 508.

Mrb. 1

Mrb. 2

Mrb. 3

Mrb. 4

Musical score for measures 509-511. Mrb. 1 and 2 are in grand staff, Mrb. 3 and 4 are in grand staff. The score shows complex rhythmic patterns with accents and dynamics like *f* and *mf*. A double bar line is present at the end of measure 511.

Mrb. 1 *512*

Mrb. 2 *512*

Mrb. 3 *512*

Mrb. 4 *512*

Mrb. 1 *515*

Mrb. 2 *515*

Mrb. 3 *515*

Mrb. 4 *515*

Mrb. 1 *518*

Mrb. 2 *518*

Mrb. 3 *518*

Mrb. 4 *518*

34 With increasing driving force.

Perc. 1 Hi tom *ff* *mf* sizzle cymb. w/ shaft

Perc. 2 susp. cymb w/ shaft *ff* *mf* Hi-mid tom

Perc. 3 low susp. cymb w/ shaft *ff* *mf* low-mid tom

Perc. 4 low tom *ff* *mf* china cymb. w/ shaft

524

Perc. 1

Perc. 2

Perc. 3

Perc. 4



527

Perc. 1

Perc. 2

Perc. 3

Perc. 4

on bell



530

Perc. 1

Perc. 2

Perc. 3

Perc. 4

f *mf*

on edge

534

Timp.

Perc. 1

Perc. 2

Perc. 3

Perc. 4

35

Timp.

Tam-tam
with medium yarn mallet

Perc. 2

Perc. 2

Perc. 3

Perc. 4

541

Timp.

G to F#

Chm.
hard chime hammers

Chm.

Perc. 2

Perc. 3

Perc. 4

544

Timp.

Chm.

Perc. 2

Perc. 3

Perc. 4

mf

mp

B.D.

mp

mf

mp

548

Timp.

Chm.

Perc. 2

Perc. 3

Perc. 4

f

mf

552

Timp.

Chm.

Perc. 3

Perc. 4

pp

ff

low susp. cymb

pp

ff

pp

555

Timp. *f pp* *ff*

Chm. (If high G is available, play following 8va)

Perc. 2 with tam-tam beater *mf* *mf*

Perc. 3 *f pp* *f*

Perc. 4 *f pp* *ff*

558

Timp. *p* *ff p*

Chm.

Perc. 2 *f*

Perc. 3 *pp* *ff p*

Perc. 4 *p* *ff p*

561

Timp. *fff p*

Chm. *mf*

Perc. 2 *ff*

Perc. 3 *fff* *mf*

Perc. 4 *fff p*

Detailed description: This page of a musical score for a Percussion Ensemble, titled 'Symphony for Percussion Ensemble', covers measures 555 to 561. The score is written for six parts: Timpani (Timp.), Chimes (Chm.), Percussion 2 (Perc. 2), Percussion 3 (Perc. 3), Percussion 4 (Perc. 4), and a second Timpani part starting at measure 558. The key signature is three sharps (F#, C#, G#) and the time signature is 4/4. The score features various dynamic markings such as *f*, *pp*, *ff*, *p*, *mf*, and *fff*. Percussion 4 has a continuous rhythmic pattern of eighth notes. Percussion 2 uses a tam-tam beater. The Chimes part includes a performance instruction: '(If high G is available, play following 8va)'. The score is divided into three systems, each beginning with a double bar line and a repeat sign.

564

Timp.

Chm.

Perc. 2

Perc. 3

Perc. 4

Tam-tam

f triangle

low susp. cymb w/ triangle beater

ff

f p ff

567

Timp.

Chm.

Perc. 2

Perc. 3

Perc. 4

p

ff mp

36

Triumphant!!!

Timp.

Chm.

Perc. 2

Voices

Perc. 3

Perc. 4

fff

fff

fff

sing!

fff

fff

china cymb.

573

Timp.

Chm.

Perc. 2

Voices

Perc. 3

Perc. 4

576 B to C#

Timp.

Chm.

Perc. 2

Voices

Perc. 3

Perc. 4

579 C# to B

Timp.

Chm.

Perc. 2

Voices

Perc. 3

Perc. 4

582

Timp.

Chm.

Perc. 2

Voices

Perc. 3

Perc. 4

585

Timp.

Chm.

Voices

Perc. 3

Perc. 4

588

rit.

Timp.

Chm.

Voices

Perc. 3

Perc. 4

NO pause on the barline!

Very slow. ♩ = 40.

592

Timp. *pp* *cresc.*
play random extremely fast patterns on given notes,
so that it sounds like a tremolo

Chm. *p*

Voices *mf*

Perc. 3 Tam-tam *pp*

594

Timp. *fff* *over the top*

Chm. *fff*

Voices *fff*

Perc. 3 *fff*
hold 1 cymbal in hand, and crash it with an
upsidown cymbal on a stand

Perc. 4 B.D. (Player 3's) *fff*