

# Promenade and Ballet of the Chicks in Their Shells

by Modest Mussorgsky  
arr. by David Steinquest

$\bullet = 72$  *Tranquillo*

*Bells*

*Xylophone*

*Vibraphone*

*Marimba 1*

*Marimba 2*

*Aux. Perc*

*p*

*p*

*p*

*p*

*p*

# Swarm

by John R. Hearnese

♩ = 160

**Snare**  
x = rim shot  
B  
f

**Tenors**  
x = rim shot  
f  
◇ = crossover  
R L R  
mf  
R L L R R L R  
mf

**Cymbals**  
f

**B D's**  
R  
f  
mf

**Bells**  
f

**Chimes**  
f

**Xylophone**  
f  
mf

**Vibes 1**  
f

**Vibes 2**  
f

**Marimba 1**  
f  
mf

**Marimba 2**  
f

**Timpani**  
A, D, E<sup>b</sup>  
(no rolls - whole piece)  
f  
swizzle sticks throughout

**Pit 1**  
china  
f  
mf  
ride  
mf  
splash

**Pit 2**  
f  
floor tom (or small impact drum) with sus. cym.  
swizzle sticks throughout  
mf  
mounted wood block  
mf





# Swarm

pg 4

This page of the musical score for 'Swarm' includes the following instruments and parts:

- Snare:** Features a complex rhythmic pattern with dynamic markings *mf* and *ff*. Includes a crash choke (marked with  $\wedge$ ) at measure 14.
- Tenors:** Features a complex rhythmic pattern with dynamic markings *mf* and *ff*. Includes a crash choke (marked with  $\wedge$ ) at measure 14.
- Cymbals:** Features a complex rhythmic pattern with dynamic markings *mf* and *ff*. Includes a crash choke (marked with  $\wedge$ ) at measure 14.
- B D's:** Features a complex rhythmic pattern with dynamic markings *mf* and *ff*. Includes a crash choke (marked with  $\wedge$ ) at measure 14.
- Bells:** Features a complex rhythmic pattern with dynamic markings *mf* and *ff*. Includes a crash choke (marked with  $\wedge$ ) at measure 14.
- Chimes:** Features a complex rhythmic pattern with dynamic markings *mf* and *ff*. Includes a crash choke (marked with  $\wedge$ ) at measure 14.
- Xylophone:** Features a complex rhythmic pattern with dynamic markings *mf* and *ff*. Includes a crash choke (marked with  $\wedge$ ) at measure 14.
- Vibes 1:** Features a complex rhythmic pattern with dynamic markings *mf* and *ff*. Includes a crash choke (marked with  $\wedge$ ) at measure 14.
- Vibes 2:** Features a complex rhythmic pattern with dynamic markings *mf* and *ff*. Includes a crash choke (marked with  $\wedge$ ) at measure 14.
- Marimba 1:** Features a complex rhythmic pattern with dynamic markings *mf* and *ff*. Includes a crash choke (marked with  $\wedge$ ) at measure 14.
- Marimba 2:** Features a complex rhythmic pattern with dynamic markings *mf* and *ff*. Includes a crash choke (marked with  $\wedge$ ) at measure 14.
- Timpani:** Features a complex rhythmic pattern with dynamic markings *mf* and *ff*. Includes a crash choke (marked with  $\wedge$ ) at measure 14.
- Pit 1:** Features a complex rhythmic pattern with dynamic markings *mf* and *ff*. Includes a crash choke (marked with  $\wedge$ ) at measure 14.
- Pit 2:** Features a complex rhythmic pattern with dynamic markings *mf* and *ff*. Includes a crash choke (marked with  $\wedge$ ) at measure 14.

Dynamic markings include *mf* (mezzo-forte) and *ff* (fortissimo). The score also includes performance instructions such as *sus. cym.* (sustained cymbal), *china*, and *choke*.

# Phase II

by Julie Davila

♩ = 160

This musical score is for a percussion ensemble and is set in 5/4 time. It is divided into four measures, with measure numbers 2, 3, and 4 indicated at the top. The instruments and their parts are as follows:

- Snare:** Measures 2 and 3 feature a sustained note with dynamics *mf* and *p*. Measure 4 features a sustained note with dynamic *mf*.
- Tenors:** Measures 2 and 3 feature a sustained note with dynamics *p*, *mf*, and *p*. Measure 4 features a sustained note with dynamics *p* and *mf*.
- Cymbals:** Measure 2 features a sustained note with dynamic *mf*. Measure 3 features a "zing" effect.
- BD's (Bongos):** Measures 3 and 4 feature a rhythmic pattern with dynamic *mf*.
- Bells:** Measures 3 and 4 feature a rhythmic pattern with dynamic *mf*.
- Xylophone:** This instrument has a whole rest throughout the piece.
- Vibes 1:** Features a rhythmic pattern with dynamic *mf* throughout all measures.
- Vibes 2:** Features a sustained chord with dynamic *mf* throughout all measures.
- Marimba 1:** Features a rhythmic pattern with dynamic *mf* throughout all measures.
- Marimba 2:** Features a rhythmic pattern with dynamic *mf* throughout all measures.
- Timpani:** Features a rhythmic pattern with dynamic *mf* throughout all measures.
- Pit 1:** Features a sustained note with dynamic *mf* and "Chimes" in measure 2. Measure 3 features a "scrape" effect. Measure 4 features a sustained note with dynamic *p* and "Sus Cym" (Suspended Cymbal).
- Pit 2:** Features a sustained note with dynamic *mf* and "Concert Bass Drum" in measure 2.
- Drum Set:** Features a sustained note with dynamic *mf* and "light cymbal colors" in measure 3.

# Phase II

pg 2

**A** *1/2 way*

5 6 7 8 9

center

Snare

R R L R L L R R L L *ff* R R L R R R L L L

Tenors

*p* *mf* *ff* 3

Cymbals

Hi Hat Choke *ff*

B D's

*f* *mf* *ff*

Bells

*ff*

Xylophone

*mf* *ff*

Vibes 1

*ff*

Vibes 2

*ff*

Marimba 1

*ff*

Marimba 2

*ff*

Timpani

*ff*

Pit 1

*mf*

Pit 2

Hi Hat

Drum Set

*ff*

# Phase II

pg 3

**B**

10 11 12 13 14

Snare  
R L L R R L L R R L L *mp*

Tenors  
*mp* R L R R L L R L R L R L R R L L R R

Cymbals  
*mf*

B D's  
*rim* *mp*

Bells  
*mp*

Xylophone  
*mp*

Vibes 1  
*mp*

Vibes 2  
*mp*

Marimba 1  
*mp*

Marimba 2  
*mp*

Tympani  
*mp*

Pit 1  
*mp*

Pit 2

Drum Set  
*mp*



# Barracuda

by Dustin Schletzer

$\text{♩} = 140$  With Maximum Strength

right hand - on rim / buzz on drum  
left hand - cross stick (rim knocks)

Snare

12/8

2 3 4

R L R L R L R R  
*p*  
on rims

Tenors

*mp*  
hi-hat chokes

Cymbals

*p*  
middle line = all players on rims

B D's

*p*

start w / solo player, add players as needed. others continue bar 3 groove until added.

rim shots

*f*

5 6 7 8

Snare

R L R R L R R L L R L R R L L  
*p*

Tenors

*p*

Cymbals

*mp*

B D's

*mp*

start w / solo player, add players as needed. others continue bar 4 groove until added.

*mp*

*mf*

*fp*  
all players in

all players in

*mf*

*fp*

R L R R L L R R L L R R L L

# Barracuda

pg 2

9 *rim shots*

Snare

*ff*

R L L R R R L RLRLLR R L

10

11 *p*

R L R L R R L R L R L L R L R L R L L

Tenors

*ff*

R L L R R R L RLRLLR L R R R R R R

*solo*

*all players in*

R L R L R R L R L R L L R R L L R R L R R L R R L L R L

Cymbals

*crash*

*crash choke*

*f*

*p*

BD's

*ff*

*p*

13

Snare

R L R L R R L R L R L L R L R L R R L R L R L R

14

15 *f*

L R L R L R LLRRLR

16

L R L L R L R L R R L R R L

Tenors

*neighbors drums*

R R L R R L R L R L R L R L R R L R R L R R L

*p*

R L R L R R L R L R L R R

Cymbals

BD's

# Maniac

by David England

♩ = 160 - 168

**Snare**  
B  
*f*  
x = rim shot  
A

**Tenors**  
*f*  
x = rim shot  
*p* → *f*

**Cymbals**  
crush  
*f*  
Λ = crash choke  
• = hi hat choke

**B D's**  
*f*  
3 6 6 6  
*ff* *p* → *f*

**Bells**  
*f*

**Xylophone**  
*mf*

**Vibes**  
*f*

**Marimba 1**  
two mallets  
*mf*

**Marimba 2**  
*f*

**Synth**  
*f*

**Timpani**  
Eb, Gb, Bb, Db, Eb

**Percussion**  
16"-18" crash  
Λ = crash choke  
*f* *p* → *f* low tom (bass drum or impact sound)  
hi hat  
o - + = open, closed

**Section A**

# Maniac

pg 2

5 6 7 8

Snare

Tenors

Cymbals

B D's

Bells

Xylophone

Vibes

Marimba 1

Marimba 2

Synth

Timpani

Percussion

china splash crash

Detailed description: This is a page of a musical score for a piece titled "Maniac". The page is numbered "pg 2" and contains measures 5 through 8. The score is arranged in a multi-staff format. The top staff is for Snare, followed by Tenors, Cymbals, B D's, Bells, Xylophone, Vibes, Marimba 1, Marimba 2, Synth (split into two staves), Timpani, and Percussion. The Percussion staff includes specific markings for "china", "splash", and "crash". The music is written in a key signature of three flats (B-flat major or D-flat minor) and a 4/4 time signature. The score features a variety of rhythmic patterns, including eighth and sixteenth notes, and rests. There are also dynamic markings such as accents (^) and slurs. The Percussion staff shows a sequence of hits with 'x' marks, and the Synth staff shows block chords and melodic lines.

# Maniac

pg 3

Musical score for **Maniac**, page 3. The score is written for a percussion ensemble and includes the following parts:

- Snare**: Measures 9-12. Dynamics: *mp* (measures 9-10), *f* (measures 11-12). Includes *stick clicks* in measure 12.
- Tenors**: Measures 9-12. Dynamics: *mp* (measures 9-10), *f* (measures 11-12). Includes *stick clicks* in measure 12.
- Cymbals**: Measures 9-12. Dynamics: *f* (measures 11-12).
- B D's**: Measures 9-12. Dynamics: *mp* (measures 9-10), *f* (measures 11-12), *ff* (measures 12). Includes *x = rim* and triplet markings in measure 12.
- Bells**: Measures 9-12. Dynamics: *mp* (measures 9-10), *f* (measures 11-12).
- Xylophone**: Measures 9-12. Dynamics: *mp* (measures 9-10), *f* (measures 11-12).
- Vibes**: Measures 9-12. Dynamics: *mp* (measures 9-10), *f* (measures 11-12).
- Marimba 1**: Measures 9-12. Dynamics: *mp* (measures 9-10), *f* (measures 11-12). Includes *to four mallets* instruction in measure 12.
- Marimba 2**: Measures 9-12. Dynamics: *mp* (measures 9-10), *f* (measures 11-12).
- Synth**: Measures 9-12. Dynamics: *mp* (measures 9-10), *f* (measures 11-12).
- Timpani**: Measures 9-12. Dynamics: *mp* (measures 9-10), *f* (measures 11-12).
- Percussion**: Measures 9-12. Dynamics: *mp* (measures 9-10), *ff* (measures 11-12). Includes *splash*, *china*, *ride*, *crash*, and *medium tom* markings.

Section **B** begins at measure 12. The score features various dynamic markings (*mp*, *f*, *ff*) and performance instructions such as *stick clicks*, *x = rim*, *to four mallets*, and *medium tom*.