

The "Acme" Indoor Drumline Show

Mvt. 1 - Opener

Music By Michael Huestis

$\text{♩} = 172$

5

Glockenspiel

Xylophone *ff*

Vibraphone 1 *ff*

Vibraphone 2 *ff*

Marimba 1 *ff*

Marimba 2 *ff*

Marimba 3 *ff*

Chimes *ff*

Timpani

Synthesizer

Percussion 1 *f* Wind Chimes *ff* Sus. Cym Roll *ff* Sus. Cym Roll

Percussion 2 *ff*

Percussion 3

Snare Drums

Tenor Drums *R* *mf*

5 Bass Drums

Cymbals *Sizzle* *ff*

The "Acme" Indoor Drumline Show - Movement #1 - Full Score

15 = 172

Musical score for Percussion section, measures 15-172. The score includes parts for Glockenspiel (Glock.), Xylorimba (Xyl.), Vibraphone 1 (Vib. 1), Vibraphone 2 (Vib. 2), Maracas 1 (Mar. 1), Maracas 2 (Mar. 2), Maracas 3 (Mar. 3), Chimes (Chim.), Tom-toms (Timp.), Synth 1, Percussion 1 (Perc. 1), Percussion 2 (Perc. 2), Percussion 3 (Perc. 3), Snare Drum (SD), Tenor Drum (TD), 5 Bass Drums (5 BDs), and Cymbals (Cyms.). The score is in 12/8 time and features a dynamic marking of *ff* (fortissimo) throughout. The percussion parts include rhythmic patterns with specific notations for Snare Drum (R, L, R, L, R, L), Tenor Drum (B, B, B, B), and Cymbals (Crashes). The score is written on multiple staves, with some parts having multiple staves (e.g., Synth 1, 5 BDs).

The "Acme" Indoor Drumline Show - Movement #1 - Full Score

28

$\text{♩} = 172$

Glock. *ff*

Xyl. *ff*

Vib. 1 *ff*

Vib. 2 *ff*

Mar. 1 *f*

Mar. 2 *mf*

Mar. 3 *mf*

Chim. *ff*

Timp. *mf*

Synth. 1 *mf*

Perc. 1

Perc. 2 Tambourine *mf*

Perc. 3

SD *R mf*

TD

5 BDs *mf* *f*

Cyms. *f*

The "Acme" Indoor Drumline Show - Movement #1 - Full Score

72 accel.

♩ = 200

Score for Percussion instruments:

- Glock.
- Xyl.
- Vib. 1
- Vib. 2
- Mar. 1
- Mar. 2
- Mar. 3
- Chim.
- Timp.
- Synth. 1
- Perc. 1
- Perc. 2 (Ribbon Crasher)
- Perc. 3 (Sus. Cym.)
- SD (R L R L R L R)
- TD (f, ff)
- 5 Bds (f, ff)
- Cyms. (ff)

The "Acme" Indoor Drumline Show - Movement #1 - Full Score

88

This page contains the musical score for measures 88 through 92 of the percussion section. The score is arranged in a grand staff format with the following parts from top to bottom:

- Glock.** (Glockenspiel): Treble clef, playing chords.
- Xyl.** (Xylophone): Treble clef, playing chords.
- Vib. 1** (Vibraphone 1): Treble clef, playing chords.
- Vib. 2** (Vibraphone 2): Treble clef, playing chords.
- Mar. 1** (Maracas 1): Treble clef, playing chords.
- Mar. 2** (Maracas 2): Treble clef, playing chords.
- Mar. 3** (Maracas 3): Bass clef, playing chords.
- Chim.** (Chimes): Treble clef, playing chords.
- Timp.** (Timpani): Bass clef, playing chords.
- Synth. 1** (Synthesizer 1): Treble and Bass clefs, playing chords.
- Perc. 1** (Percussion 1): Snare drum, playing a steady quarter-note pattern.
- Perc. 2** (Percussion 2): Concert BD (Concert Bass Drum) and Gong.
- Perc. 3** (Percussion 3): Wind Chimes.
- SD** (Snare Drum): Complex rhythmic pattern with triplets and dynamic markings.
- TD** (Tom Drum): Complex rhythmic pattern with triplets and dynamic markings.
- 5 BDs** (5 Bass Drums): Complex rhythmic pattern with triplets and dynamic markings.
- Cyms.** (Cymbals): Playing chords.

Measure 88 is marked with a box containing the number 88. Measure 92 contains a performance instruction: "(optional - slowly eliminate players until only one performer plays the triplet at the end...)", which applies to the SD, TD, and 5 BDs parts.

The "Acme" Indoor Drumline Show

Mvt. 2 - Ballad

Music By Michael Huestis

♩ = 74

Glockenspiel

Crotales *ppp*

Vibraphone 1

Vibraphone 2 *mf*

Marimba 1 *mf* 6 6 6 6 6 6

Marimba 2 *mf* 6 6 6 6 6 6

Marimba 3 *mf*

Chimes

Timpani *p*

Synthesizer *mp*

Percussion 1

Percussion 2 *p* Sus. Cym.

Percussion 3 *p* Bell Tree *mp*

The "Acme" Indoor Drumline Show - Movement #2 - Full Score

3

The musical score is arranged in 12 staves. The top staff is for Glock, marked *f*. The second staff is for Xyl., marked *pp*. The third and fourth staves are for Vib. 1 and Vib. 2, both marked *f*. The fifth staff is for Mar. 1, marked *mp*, featuring triplet and sextuplet patterns. The sixth staff is for Mar. 2, marked *mp*, featuring triplet and sextuplet patterns. The seventh staff is for Mar. 3, marked *mp*. The eighth staff is for Chim., marked *mp*. The ninth staff is for Timp., marked *mp*. The tenth and eleventh staves are for Synth. 1, marked *mp*. The twelfth staff is for Perc. 1, marked *p*, with a "Ride + Hat" pattern. Perc. 2 and Perc. 3 are marked *mf* in the final measure.

The "Acme" Indoor Drumline Show - Movement #2 - Full Score

5

rall.

The musical score is arranged in a system with 13 staves. The instruments are: Glock, Xyl, Vib. 1, Vib. 2, Mar. 1, Mar. 2, Mar. 3, Chim, Timp, Synth. 1, Perc. 1, Perc. 2, and Perc. 3. The score is in 4/4 time and features various rhythmic patterns and dynamics. The key signature is one sharp (F#). The score is divided into three measures. The first measure is in 4/4 time, the second measure is in 5/4 time, and the third measure is in 4/4 time. The score includes various musical notations such as notes, rests, and dynamic markings. The dynamics include *mf* and *mp*. The score also includes a *rall.* marking at the beginning of the third measure. The score is for a drumline and includes parts for Glock, Xyl, Vib. 1, Vib. 2, Mar. 1, Mar. 2, Mar. 3, Chim, Timp, Synth. 1, Perc. 1, Perc. 2, and Perc. 3. The score is in 4/4 time and features various rhythmic patterns and dynamics. The key signature is one sharp (F#). The score is divided into three measures. The first measure is in 4/4 time, the second measure is in 5/4 time, and the third measure is in 4/4 time. The score includes various musical notations such as notes, rests, and dynamic markings. The dynamics include *mf* and *mp*. The score also includes a *rall.* marking at the beginning of the third measure.

The "Acme" Indoor Drumline Show

Mvt. 3 - Closer

Music By Michael Huestis

$\text{♩} = 120$

Glockenspiel

Xylophone

Vibraphone 1

Vibraphone 2

Marimba 1

Marimba 2

Marimba 3

Chimes

Timpani

Synthesizer

Percussion 1
ff
LARGE MAMBO BELL

Percussion 2
CONGAS

Percussion 3
DRUMSET - BEMBE
ff

Snare Drums
f
R R R L R L L L

Tenor Drums
f
R R R L R L L L

5 Bass Drums
ff

Cymbals

The "Acme" Indoor Drumline Show - Movement #3 - Full Score
3

17

Glock.

Xyl. *ff*

Vib. 1

Vib. 2 *ff*

Mar. 1 *ff*

Mar. 2 *ff*

Mar. 3 *ff*

Chim.

Timp. *ff*

Synth. 1 *ff*

Perc. 1 *f*

Perc. 3 *f*

Perc. 4

SD SOLOIST *ff*

TD SOLOIST *ff* SOLOIST #2

5 BDs *f*

Cyms *f*

The "Acme" Indoor Drumline Show - Movement #3 - Full Score
5

33

Glock. *ff*

Xyl. *f*

Vib. 1 *ff*

Vib. 2 *f*

Mar. 1 *f*

Mar. 2 *f*

Mar. 3 *f*

Chim. *ff*

Timp. *f*

Synth. 1 *f*

Perc. 1

Perc. 3

Perc. 4

SD

TD *ff*

5 BDs *ff*

Cyms *ff*

The "Acme" Indoor Drumline Show - Movement #3 - Full Score

$\text{♩} = 160$

This page of the musical score contains the following parts:

- Glock.**: Glockenspiel part, starting with a *ff* dynamic and ending with a long sustained note.
- Xyl.**: Xylophone part, starting with a *ff* dynamic and ending with a long sustained note.
- Vib. 1** and **Vib. 2**: Vibraphone parts, starting with a *ff* dynamic and ending with a long sustained note.
- Mar. 1**, **Mar. 2**, and **Mar. 3**: Maracas parts, starting with a *ff* dynamic and ending with a long sustained note.
- Chim.**: Chimes part, starting with a *ff* dynamic and ending with a long sustained note.
- Timp.**: Timpani part, starting with a *ff* dynamic and ending with a long sustained note.
- Synth. 1**: Synthesizer part, starting with a *ff* dynamic and ending with a long sustained note.
- Perc. 1**: Percussion 1 part, starting with a *ff* dynamic and ending with a long sustained note.
- Perc. 3**: Percussion 3 part, starting with a *ff* dynamic and ending with a long sustained note.
- Perc. 4**: Percussion 4 part, starting with a *ff* dynamic and ending with a long sustained note.
- SD**: Snare Drum part, starting with a *ff* dynamic and ending with a long sustained note.
- TD**: Tom Drum part, starting with a *ff* dynamic and ending with a long sustained note.
- 5 BDs**: Five Bass Drums part, starting with a *ff* dynamic and ending with a long sustained note.
- Cyms**: Cymbals part, starting with a *ff* dynamic and ending with a long sustained note.

Additional markings include *ff* dynamics throughout, a *Sus. Cym.* marking for Percussion 1, and a *Brake Drums* marking for Percussion 3.

The "Acme" Indoor Drumline Show - Movement #3 - Full Score
9

69

Musical score for Percussion section, measures 69-74. The score includes staves for Glock., Xyl., Vib. 1, Vib. 2, Mar. 1, Mar. 2, Mar. 3, Chim., Timp., Synth. 1, Perc. 1, Perc. 3, Perc. 4, SD, TD, 5 BDs, and Cyms. The key signature is one flat (Bb) and the time signature is 4/4. The Perc. 1, Perc. 3, Perc. 4, SD, and TD parts have specific rhythmic notations and dynamics. The SD part includes a drum line with letters R and L indicating left and right hand patterns. The TD part includes a drum line with letters R, L, and B indicating right, left, and bass drum patterns. The 5 BDs part includes a drum line with letters R, L, and B indicating right, left, and bass drum patterns. The Cyms part includes a drum line with letters R, L, and B indicating right, left, and bass drum patterns. The Perc. 1, Perc. 3, Perc. 4, SD, and TD parts have specific rhythmic notations and dynamics. The Perc. 1 part has a dynamic of *mf*. The Perc. 3 part has a dynamic of *mf*. The Perc. 4 part has a dynamic of *mf*. The SD part has a dynamic of *mf*. The TD part has a dynamic of *mf*. The 5 BDs part has a dynamic of *mf*. The Cyms part has a dynamic of *mf*. The Perc. 1, Perc. 3, Perc. 4, SD, and TD parts have specific rhythmic notations and dynamics. The Perc. 1 part has a dynamic of *mf*. The Perc. 3 part has a dynamic of *mf*. The Perc. 4 part has a dynamic of *mf*. The SD part has a dynamic of *mf*. The TD part has a dynamic of *mf*. The 5 BDs part has a dynamic of *mf*. The Cyms part has a dynamic of *mf*.

The "Acme" Indoor Drumline Show - Movement #3 - Full Score
13

98

Glock.

Xyl.

Vib. 1

Vib. 2

Mar. 1

Mar. 2

Mar. 3

Chim.

Timp.

Synth. 1

Perc. 1

Perc. 3
Brake Drums

Perc. 4

SD

TD

5 BDs

Cyms

fff