

Indoor Marching Percussion Ensemble
CLOCKWORKS
Mvt. 1 - Alarm

Key Poulan
Percussion By Shawn Glyde and Dan Bryan

♩ = 152

5

The score is arranged in a vertical stack of staves. The instruments and their parts are as follows:

- Glockenspiel:** Treble clef, 4/4 time. Starts with a rest, then plays a series of eighth notes starting at measure 5. Dynamic: *ff*.
- Xylophone:** Treble clef, 4/4 time. Rest throughout.
- Vibraphone 1:** Treble clef, 4/4 time. Starts with a rest, then plays a series of eighth notes starting at measure 5. Dynamic: *ff*.
- Vibraphone 2:** Treble clef, 4/4 time. Starts with a rest, then plays a series of eighth notes starting at measure 5. Dynamic: *ff*. Includes instruction: "Play Freely on Resonators".
- Vibraphone 3:** Treble clef, 4/4 time. Starts with a rest, then plays a series of eighth notes starting at measure 5. Dynamic: *ff*. Includes instruction: "Play Freely in Resonators".
- Marimba 1:** Treble clef, 4/4 time. Starts with a rest, then plays a series of eighth notes starting at measure 5. Dynamic: *mf*. Includes instruction: "Drag Mallets Freely Across Resonators".
- Marimba 2:** Bass clef, 4/4 time. Starts with a rest, then plays a series of eighth notes starting at measure 5. Dynamic: *mf*. Includes instruction: "Drag Mallets Freely Across Resonators".
- Marimba 3:** Treble clef, 4/4 time. Starts with a rest, then plays a series of eighth notes starting at measure 5. Dynamic: *mf*. Includes instruction: "Drag Mallets Freely Across Resonators".
- Marimba 4:** Bass clef, 4/4 time. Starts with a rest, then plays a series of eighth notes starting at measure 5. Dynamic: *mf*. Includes instruction: "Drag Mallets Freely Across Resonators".
- Chimes:** Treble clef, 4/4 time. Starts with a rest, then plays a series of eighth notes starting at measure 5. Dynamic: *ff*.
- Timpani:** Bass clef, 4/4 time. Starts with a rest, then plays a series of eighth notes starting at measure 5. Dynamic: *mf*. Includes instruction: "Small Suspended Cymbal on Drum # 1".
- Synthesizer 1:** Treble clef, 4/4 time. Starts with a rest, then plays a series of eighth notes starting at measure 5. Dynamic: *f*. Includes instruction: "Various Sampled Cuck Effects".
- Synthesizer 2:** Treble clef, 4/4 time. Starts with a rest, then plays a series of eighth notes starting at measure 5. Dynamic: *f*. Includes instruction: "Various Sampled Cuck Effects".
- Amplified Bass:** Bass clef, 4/4 time. Rest throughout.
- Percussion 1:** Treble clef, 4/4 time. Starts with a rest, then plays a series of eighth notes starting at measure 5. Dynamic: *f*. Includes instruction: "Medium Suspended Cymbal".
- Percussion 2:** Treble clef, 4/4 time. Starts with a rest, then plays a series of eighth notes starting at measure 5. Dynamic: *mf*. Includes instruction: "Wind Chime".
- Percussion 3:** Treble clef, 4/4 time. Starts with a rest, then plays a series of eighth notes starting at measure 5. Dynamic: *mf*. Includes instruction: "Clave".
- Percussion 4:** Treble clef, 4/4 time. Starts with a rest, then plays a series of eighth notes starting at measure 5. Dynamic: *f*. Includes instruction: "Strike Drum".
- Snare Drums:** Treble clef, 4/4 time. Rest throughout.
- Tenor Drums:** Treble clef, 4/4 time. Rest throughout.
- 3 Bass Drums:** Treble clef, 4/4 time. Rest throughout.
- 4 Bass Drums:** Treble clef, 4/4 time. Rest throughout.
- 5 Bass Drums:** Treble clef, 4/4 time. Rest throughout.
- Cymbals:** Treble clef, 4/4 time. Rest throughout.

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21

This page of the musical score, page 3, contains measure 21. The score is for a percussion ensemble and includes the following parts:

- Glock.**: Glockenspiel, playing a melodic line with a *mf* dynamic.
- Xyl.**: Xylophone, silent.
- Vib. 1, 2, 3**: Vibraphone parts, playing sustained chords with a *mf* dynamic.
- Mar. 1, 2, 3, 4**: Maracas, playing a rhythmic pattern with a *mf* dynamic. A *mf* dynamic marking is also present in the right-hand part of the Mar. 2 and Mar. 4 staves.
- Chim.**: Chimes, playing a melodic line with a *mf* dynamic.
- Timp.**: Timpani, silent.
- Synth. 1, 2**: Synthesizer parts, playing sustained chords with a *mf* dynamic.
- Bass**: Bass drum, playing a sustained chord with a *mf* dynamic.
- Perc. 1, 2, 3, 4**: Four different percussion instruments, playing various rhythmic patterns. Perc. 1 has a *f* dynamic marking. Perc. 3 has a *f* dynamic marking and a *Wind Chimes* annotation. Perc. 2 has a *mp* dynamic marking.
- SD**: Snare Drum, playing a rhythmic pattern.
- TD**: Tom Drum, playing a rhythmic pattern with a *mp* dynamic marking.
- 3 BDs, 4 BDs, 5 BDs**: Three, four, and five bass drums, all playing a rhythmic pattern with a *mp* dynamic marking.
- Cyms.**: Cymbals, playing a rhythmic pattern.

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This page of the musical score, page 5, begins at measure 29. It features a complex orchestration with the following parts and dynamics:

- Glock:** Melodic line with accents, dynamic *f*.
- Xyl.:** Melodic line with accents, dynamic *f*.
- Vib. 1, 2, 3:** Melodic lines with accents, dynamic *f*.
- Mar. 1, 2, 3, 4:** Melodic lines with accents, dynamic *f*. Mar. 3 and 4 include a key signature change to one flat (D6 Key) and triplet markings.
- Chim.:** Chimes with dynamic *mf*.
- Timp.:** Timpani with dynamic *f*.
- Synth. 1:** Synthesizer with dynamic *mf*.
- Synth. 2:** Synthesizer with dynamic *f*.
- Bass:** Bass line with dynamic *mf*.
- Perc. 1-4:** Four different percussion parts with dynamic *ff*.
- SD, TD, 3 Bds, 4 Bds, 5 Bds:** Snare, Tom, and three Bass Drum parts with dynamic *f*. SD and TD include triplet markings and dynamic markings of *mp* and *f*.
- Cyms.:** Cymbals with dynamic *f*.

CLOCKWORKS: Mvt. 1 - Alarm

This page of the musical score for "CLOCKWORKS: Mvt. 1 - Alarm" contains the following parts and markings:

- Glock.**: Glockenspiel part with various rhythmic patterns and accents.
- Xyl.**: Xylophone part with complex rhythmic patterns and triplets.
- Vib. 1, 2, 3**: Vibraphone parts with complex rhythmic patterns and triplets.
- Mar. 1, 2, 3, 4**: Maracas parts with complex rhythmic patterns and triplets.
- Chm.**: Chimes part with sustained notes.
- Timp.**: Timpani part with rhythmic patterns and accents.
- Synth 1, 2**: Synthesizer parts with sustained notes and rhythmic patterns.
- Bass**: Bass line with rhythmic patterns and accents.
- Perc. 1, 2, 3, 4**: Four different percussion parts, mostly silent.
- SD, TD**: Snare Drum and Tom Drum parts with rhythmic patterns and dynamic markings (*f*, *mp*, *ff*).
- 3 Bds, 4 Bds, 5 Bds**: Three different Bass Drum parts with rhythmic patterns and dynamic markings (*f*, *mp*, *mp3*).
- Cyms.**: Cymbal part with sustained notes and accents.

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53

Musical score for 'Clockworks: Mvt. 1 - Alarm' page 9. The score includes parts for Glock, Xyl., Vib. 1-3, Mar. 1-4, Chim., Timp., Synth 1-2, Bass, Perc. 1-4, SD, TD, 3BDs, 4BDs, 5BDs, and Cyms. The music features complex rhythmic patterns, including triplets and sixteenth notes, and dynamic markings such as *mf*, *mp*, *f*, and *sf*. The percussion section includes Medium Suspended Cymbal and Small Suspended Cymbal. The string section (3BDs, 4BDs, 5BDs) features triplets and dynamic markings like *mp* and *f*. The score concludes with a *f* dynamic marking.

CLOCKWORKS: Mvt. 1 - Alarm
II

This musical score is for the second movement of 'CLOCKWORKS: Mvt. 1 - Alarm'. It features a variety of instruments and parts, including Glockenspiel, Xylophone, Vibraphone (3 parts), Maracas (4 parts), Chimes, Timpani, Synthesizer (2 parts), Bass, Percussion (4 parts), Snare Drum (SD), Tom Drum (TD), Congas (3 parts), and Cymbals (Cyms). The score is written in a key signature of two flats and a 4/4 time signature. The percussion parts are highly rhythmic, with the SD and TD parts featuring complex patterns of eighth and sixteenth notes, often with triplets and accents. The Synthesizer parts provide a melodic and harmonic accompaniment, with Synth 2 featuring sustained chords. The Bass part provides a steady, rhythmic foundation. The Maracas and Vibraphone parts add texture and color to the overall sound. The score is divided into measures, with dynamic markings such as *f*, *mp*, and *f* indicating the volume levels. The piece concludes with a final chord in the Synthesizer and a sustained note in the Cymbals.

CLOCKWORKS: Mvt. 1 - Alarm
13

77

This page of the musical score, page 13, covers measures 77 through 80. The score is arranged for a large ensemble, including Glockenspiel (Glock.), Xylophone (Xyl.), three Vibraphones (Vib. 1, 2, 3), four Maracas (Mar. 1-4), Chimes (Chim.), Timpani (Timp.), two Synthesizers (Synth. 1, 2), Bass, four Percussion parts (Perc. 1-4), Snare Drum (SD), Tom Drum (TD), three Bells (3 Bds, 4 Bds, 5 Bds), and Cymbals (Cyms.).

Measures 77-80 feature a complex rhythmic texture with many triplets. The dynamics are marked with *f* (forte), *ff* (fortissimo), *mp* (mezzo-piano), and *p* (piano). The score includes various articulations such as accents and slurs. The percussion parts are particularly active, with the Snare Drum and Tom Drum playing complex rhythmic patterns. The string parts (Bass, Synths) provide a harmonic and rhythmic foundation. The overall mood is intense and driving, characteristic of the 'Alarm' movement.

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15

85

Glock. *f*

Xyl. *f*

Vib. 1 *f*

Vib. 2 *f*

Vib. 3 *f*

Mar. 1 *f*

Mar. 2 *f*

Mar. 3 *f*

Mar. 4 *f*

Chim. *ff*

Timp. *f*

Synth 1 *f*

Synth 2 *f*

Bass *f*

Perc. 1 *f*

Perc. 2

Perc. 3

Perc. 4

SD *ff* *mp* *ff* *mp* *ff*

TD *ff* *ff*

3 Bds *ff* *mp* *ff*

4 Bds *ff* *mp* *ff*

5 Bds *ff* *mp* *ff*

Cyms.

CLOCKWORKS

Mvt. 2 - Dreamscape

Key Poulan (ASCAP)

Percussion By Shawn Glyde and Dan Bryan

♩ = 72

This musical score is for an indoor marching percussion ensemble. It features 18 staves for various instruments and percussion parts. The key signature is three flats (B-flat, E-flat, A-flat) and the time signature is 4/4. The tempo is marked as quarter note = 72. The score includes parts for Glockenspiel, Xylophone, three Vibraphones, four Marimbas, Chimes, Timpani, two Synthesizers, Amplified Bass, and a full percussion section. The percussion section includes Medium and Small Suspended Cymbals, Temple Blocks, Brake Drum, Triangle, Tam Tam, and Concert Bass Drum. The Marimba parts feature complex rhythmic patterns with triplets and sixteenth notes. The Vibraphone 1 part has a melodic line starting in the second measure. The Synthesizer 2 part provides harmonic support with sustained chords. The percussion parts are highly detailed, with specific techniques and dynamics indicated.

CLOCKWORKS: MVT. 2 - Dreamscapes

This page of the musical score for 'Clockworks: Mvt. 2 - Dreamscapes' features a variety of instruments and parts. The Glockenspiel (Glock.) and Xylophone (Xyl.) parts are prominent, with the Glock playing a steady eighth-note pattern and the Xyl playing a more complex, syncopated eighth-note line. The Vibraphone (Vib.) parts, including Vib. 1, Vib. 2, and a general Vib. part, feature triplet patterns and sixteenth-note runs. The Maracas (Mar.) are divided into four parts (Mar. 1-4), with Mar. 1 and Mar. 3 playing eighth-note patterns and Mar. 2 and Mar. 4 playing sixteenth-note patterns. The Chimes (Chim.) and Timpani (Timp.) parts provide harmonic support and rhythmic accents. The Synth. 1 and Synth. 2 parts consist of sustained chords and textures. The Bass part provides a low-frequency harmonic foundation. The Percussion section includes four different percussion parts (Perc. 1-4) and several sets of Bongos (3 BDs, 4 BDs, 5 BDs), all of which are currently silent on this page. The Cymbals (Cyms.) part is also silent.

CLOCKWORKS: MVT. 2 - Dreamscapes

25 Crotales

This page contains the musical score for measures 25 through 28. The score is written for a variety of instruments and includes dynamic markings and performance instructions.

- Glock:** Rests in measures 25-28.
- Xyl:** Rests in measures 25-28.
- Vib. 1, 2, and Vib.:** Play triplet patterns in measures 25-28. Measure 28 includes a **Crotales** section with a **ff** dynamic.
- Mar. 1, 2, 3, and 4:** Play triplet patterns in measures 25-28. Measure 28 includes a **ff** dynamic.
- Chim:** Play chords in measures 25-28. Measure 28 includes a **ff** dynamic.
- Timp:** Play triplet patterns in measures 25-28. Measure 28 includes a **ff** dynamic.
- Synth. 1:** Play chords in measures 25-28.
- Synth. 2:** Play chords in measures 25-28.
- Bass:** Play chords in measures 25-28.
- Perc. 1:** Play chords in measures 25-28. Measure 28 includes a **Concert Toms** section.
- Perc. 2, 3, and 4:** Rests in measures 25-28.
- SD:** Play triplet patterns in measures 25-28. Measure 28 includes a **mf** dynamic.
- TD:** Play triplet patterns in measures 25-28. Measure 28 includes a **f** dynamic.
- 3 BDs:** Play triplet patterns in measures 25-28.
- 4 BDs:** Play triplet patterns in measures 25-28. Measure 28 includes a **mf** dynamic.
- 5 BDs:** Play triplet patterns in measures 25-28. Measure 28 includes a **mf** dynamic.
- Cyms.:** Rests in measures 25-28.

Dynamic markings at the bottom of the page are **mf** and **f**.

CLOCKWORKS: MVT. 2 - Dreamscapes

33

Glock.

Xyl.

Vib. 1

Vib. 2

Vib.

Mar. 1

Mar. 2

Mar. 3

Mar. 4

Chim.

Timp.

Synth. 1

Synth. 2

Bass

Perc. 1

Perc. 2

Perc. 3

Perc. 4

SD

TD

3 Bds

4 Bds

5 Bds

Cyms.

ff

fff

Brake Drum

Triangle

Temple Blocks

f

CLOCKWORKS

Mvt. 3 - Clockworks

Key Poulan

Percussion By Shawn Glyde and Dan Bryan

♩ = 160

The score is arranged in a multi-staff format. The instruments and their parts are as follows:

- Glockenspiel:** Treble clef, 3/4 time, melody starting on G4.
- Xylophone:** Treble clef, 3/4 time, rhythmic accompaniment with *mf* dynamics.
- Vibraphone 1, 2, 3:** Treble clef, 3/4 time, chordal accompaniment with *f* dynamics.
- Marimba 1, 2, 3, 4:** Treble and Bass clefs, 3/4 time, rhythmic accompaniment with *f* dynamics.
- Chimes:** Treble clef, 3/4 time, melody with *f* dynamics.
- Timpani:** Bass clef, 3/4 time, rhythmic accompaniment with *f* dynamics.
- Synthesizer 1, 2:** Treble and Bass clefs, 3/4 time, chordal accompaniment with *f* dynamics.
- Amplified Bass:** Bass clef, 3/4 time, rhythmic accompaniment with *f* dynamics.
- Percussion 1:** Snare drum, 3/4 time, playing *mf* with *Small Suspended Cymbal*.
- Percussion 2:** Snare drum, 3/4 time, playing *mf* with *Temple Blocks*.
- Percussion 3:** Snare drum, 3/4 time, playing *f* with *Wind Chimes*.
- Percussion 4:** Snare drum, 3/4 time, playing *f*.
- Snare Drums:** Snare drum, 3/4 time, playing *ff* and *p*.
- Tenor Drums:** Snare drum, 3/4 time, playing *ff* and *p*.
- 3 Bass Drums:** Snare drum, 3/4 time, playing *ff* and *p*.
- 4 Bass Drums:** Snare drum, 3/4 time, playing *ff* and *p*.
- 5 Bass Drums:** Snare drum, 3/4 time, playing *ff* and *p*.
- Cymbals:** Snare drum, 3/4 time, playing *ff*.

CLOCKWORKS: Mvt. 3 - Clockworks

3

25

Glock.

Xyl. *mp*

Vib. 1

Vib. 2

Vib. 3 *mf*

Mar. 1

Mar. 2

Mar. 3

Mar. 4

Chim.

Timp.

Synth. 1

Synth. 2

Bass

Perc. 1 *mf*

Perc. 2

Perc. 3

Perc. 4

SD *mp* *f* *mf*

TD *f* *p* *mf*

3 BDs *mf*

4 BDs *mf*

5 BDs *mf*

Cyms.

The musical score for page 41 of 'CLOCKWORKS: Mvt. 3 - Clockworks' features the following instruments and parts:

- Glock.**: Glockenspiel part with notes and rests.
- Xyl.**: Xylophone part with notes and rests.
- Vib. 1, 2, 3**: Vibraphone parts with notes and rests.
- Mar. 1, 2, 3, 4**: Four mallet percussion parts with notes and rests.
- Chim.**: Chime part with notes and rests.
- Timp.**: Timpani part with notes and rests.
- Synth. 1, 2**: Two synth parts with chords and notes.
- Bass**: Bass line with notes and rests.
- Perc. 1**: Percussion part with notes and rests.
- Perc. 2**: Percussion part with notes and rests, including a section labeled 'Temple Blocks'.
- Perc. 3, 4**: Percussion parts with notes and rests.
- SD**: Snare Drum part with notes and rests.
- TD**: Tom Drum part with notes and rests.
- 3 BDs, 4 BDs, 5 BDs**: Three, four, and five Bells parts with notes and rests.
- Cyms.**: Cymbal part with notes and rests.

The score includes various dynamics such as *p* (piano), *f* (forte), and *mf* (mezzo-forte). It also features articulation marks like accents and slurs. The 'Temple Blocks' section for Perc. 2 is marked with *f* and includes a specific rhythmic pattern.

CLOCKWORKS: Mvt. 3 - Clockworks
7

57

Crotales

Glock. *mf*

Xyl. *ff*

Vib. 1 *mf*

Vib. 2 *mf*

Vib. 3 *mf*

Mar. 1 *ff*

Mar. 2 *ff*

Mar. 3 *ff*

Mar. 4 *ff*

Chim. *ff*

Timp. *ff*

Synth. 1 *mf*

Synth. 2

Bass *ff*

Perc. 1

Perc. 2 *f*

Perc. 3

Perc. 4

SD *f*
R RL RL R R L R L R L L R L R L R L

TD

3 BDs

4 BDs

5 BDs

Cyms.

CLOCKWORKS: Mvt. 3 - Clockworks

Glock. *ff*

Xyl.

Vib. 1 *ff* On Keys

Vib. 2 *ff* On Keys

Vib. 3 *ff* On Keys

Mar. 1 *mf*

Mar. 2 *mf*

Mar. 3 *mf*

Mar. 4 *mf*

Chim. *ff*

Timp.

Synth. 1 *f* Various Sampled Clock Effects Long Sustained Voice

Synth. 2 *f* Various Sampled Clock Effects

Bass

Perc. 1

Perc. 2 *f* Brake Drum Temple Blocks

Perc. 3 *f* Large Triangle

Perc. 4 *mp* Concert Bass Drum

SD

TD

3 BDs

4 BDs

5 BDs

Cyms.