



Full Score

Spies

Steve Martin (ASCAP)
Percussion by Aaron Hines (ASCAP) & Kyle Zive

♩=138

Bells

Mallet 1

Mallet 2

Mallet 3

Mallet 4

Mallet 5

Synthesizer

Bass Guitar

Auxiliary

Snare Drums

Tenor Drums

Bass Drums

Cymbals

mf

mp

mf

ff

ff

f

mf

mf

mf

mf

Sus. Cym.

Coin Scrape

p

f

2

3

4

5

6

7

Marimba

Vibes

Xylo

Marimba

Piano

Strings

13 14 15 16 17

Mal 1 *f mp*

Mal 2 *f mf*

Mal 3 *f*

Mal 4 *f*

Mal 5 Cym. BD *p* *f* Marimba

Synth *f mf*

B. Guit *f mf*

Aux Sus. Cym. *p* *f*

Snares *p* *f* *mp*

Tenors *p* *f*

Basses *p* *f* *mp*

Cym. Crash Choke Hi-hat Chick *f* *mp*

23 24 25 26 27

Mal 1 *ff* *mf f ff*

Mal 2 *ff* *mf f ff*

Mal 3 *ff* *mf f ff*

Mal 4 *ff* *mf f ff*

Mal 5 Cym. BD *p* *f* Break Drum

Synth *ff* *mf f ff*

B. Guit *ff* *mf f ff*

Aux *p* *f* *ff* BD *f*

Snares RH *p* *ff* *p < f*

Tenors RH *p* *ff* *p < f*

Basses *p* *ff* *p < f*

Cym. *ff* Crash

35

Mal 1 *ff* 36 37 38 39 40

Mal 2 *ff*

Mal 3 *ff*

Mal 4 *ff*

Mal 5 *ff*

Synth *ff*
Piano

B. Guit *ff*

Aux *f*
BD

Snares *f*
RH Ride Cym.

Tenors *f*

Basses *f*
R

Cym Hold Ride for Snares *f*

Spies - Full Score
9

♩=144

Straight

50

51

52

The score is arranged in a system with the following parts from top to bottom:

- Mal 1:** Treble clef, 46-49 measures. Features triplets and a long note with a slur from measure 47 to 48.
- Mal 2:** Treble clef, 46-49 measures. Features triplets and a long note with a slur from measure 47 to 48.
- Mal 3:** Treble clef, 46-49 measures. Features triplets and a long note with a slur from measure 47 to 48. Starts measure 50 with a forte (*f*) dynamic and a chordal accompaniment.
- Mal 4:** Treble clef, 46-49 measures. Features triplets and a long note with a slur from measure 47 to 48.
- Mal 5:** Treble clef, 46-49 measures. Features triplets and a long note with a slur from measure 47 to 48.
- Synth:** Treble and Bass clefs, 50-52 measures. Remains mostly silent.
- B. Guit:** Bass clef, 50-52 measures. Features a simple bass line.
- Aux:** Percussion clef, 50-52 measures. Includes a "Wind Chimes" effect in measure 52.
- Snare:** Percussion clef, 50-52 measures. Features a complex rhythmic pattern with triplets and dynamic markings.
- Tenors:** Percussion clef, 50-52 measures. Features a complex rhythmic pattern with triplets and dynamic markings.
- Basses:** Percussion clef, 50-52 measures. Features a complex rhythmic pattern with triplets and dynamic markings.
- Cym:** Percussion clef, 50-52 measures. Features a simple cymbal pattern.

Spies - Full Score
11

62 63 64 65 66 67 68 69

Mal 1 *f* *mp* *ff*

Mal 2 *ff* *mp* *ff*

Mal 3 *f* *mp* *ff*

Mal 4 *mp* *ff*

Mal 5 *ff* *mp* *ff*

Synth

B. Guit

Aux BD *p* *f* Sus. Cym. *p* *f*

Snare *pp* *f* *p* R R R R

Tenors *pp* *f*

Basses *pp* *f* *p*

Cym Sizzle

77 78 79 80 81 82

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Synth

B. Guit

Aux

Snares

Tenors

Basses

Cym

f

mf

mf *f* *ff*

mf *f* *ff* *f* *p* *f*

mf *f* *ff* *mf*

ff *mf*

ff *mf*

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

3 *3*

3

Spies - Full Score
15

88 89 90 91

Mal 1

Mal 2 *f* *mp*

Mal 3

Mal 4 *mf*

Mal 5

Synth

B. Guit

Aux Bell of Ride Cym.

Snares *mf* *p* *mf* *p*

Tenors *mf* *p*

Basses

Cym

Spies - Full Score
17

97 98 99 100 101 102 103 104

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Chimes

Synth

B. Guit

Aux

Sus. Cym.

p *f*

Snares

f *p* *ff*

RH Hi-hat

Tenors

f *p* *f*

Basses

ff

Cym

Hold Loose
Hi-hat for Snares

113 114 115 116 117

Mal 1 *ff*

Mal 2 *mf* 6 *ff* 6 *fff*

Mal 3 *mf* 6 *ff* 6 *fff* tutti

Mal 4 *mf* 6 *f* 6 *fff*

Mal 5 *f* 6 *fff* Marimba

Synth *ff*

B. Guit *ff*

Aux *p* *f* *p* *f* Sus. Cym.

Snares

Tenors

Basses

Cym

124 125 126 127 128

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Break Drum

ff

Synth

B. Guit

Aux

Splash Cym.

ff

Snares

p *f* *p* *f*

Tenors

p *f* *p* *f*

Basses

f

Cym

136 137 138 139 140

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Synth

Piano

B. Guit

Aux

BD

Snares

Tenors

f

Basses

R L L

R L L

R L R L L

Cym

Hold Ride for SD's

f

Detailed description: This is a full score for a piece titled 'Spies', page 23. The score is written in 4/4 time with a key signature of one flat (B-flat). It features five mallet parts (Mal 1-5), a synth part with piano dynamics, a bass guitar part, an auxiliary part with a bass drum (BD), and a drum set consisting of snare, tenors, basses, and cymbals. The mallet parts and synth part have measures numbered 136 through 140. The drum parts include triplets and specific playing techniques like 'Hold Ride for SD's' and 'f' (forte). The tenors and basses parts have 'R L L' and 'R L R L L' markings, likely indicating rimshot patterns. The cymbal part has a 'Hold Ride for SD's' instruction.

146 147 148 149

Mal 1
Mal 2
Mal 3
Mal 4
Mal 5
Synth
B. Guit
Aux
Snare
Tenors
Basses
Cym

The score is written for five mallet parts (Mal 1-5), a synth, bass guitar (B. Guit), auxiliary (Aux), snare, tenors, basses, and cymbals (Cym). The music is in 3/4 time and features a complex rhythmic pattern with triplets and sixteenth notes. The mallet parts are in the treble clef, while the bass guitar, snare, tenors, and basses are in the bass clef. The synth part is in the treble clef. The cymbal part is in the bass clef. The score is divided into four measures, with measure numbers 146, 147, 148, and 149 indicated at the top. The mallet parts have dynamic markings of *p* and *ff*. The snare, tenors, and basses parts have dynamic markings of *p* and *ff*. The synth part has dynamic markings of *p* and *ff*. The bass guitar part has a dynamic marking of *p*. The auxiliary part has a dynamic marking of *p*. The cymbal part has a dynamic marking of *p*. The score includes various musical notations such as triplets, sixteenth notes, and rests.