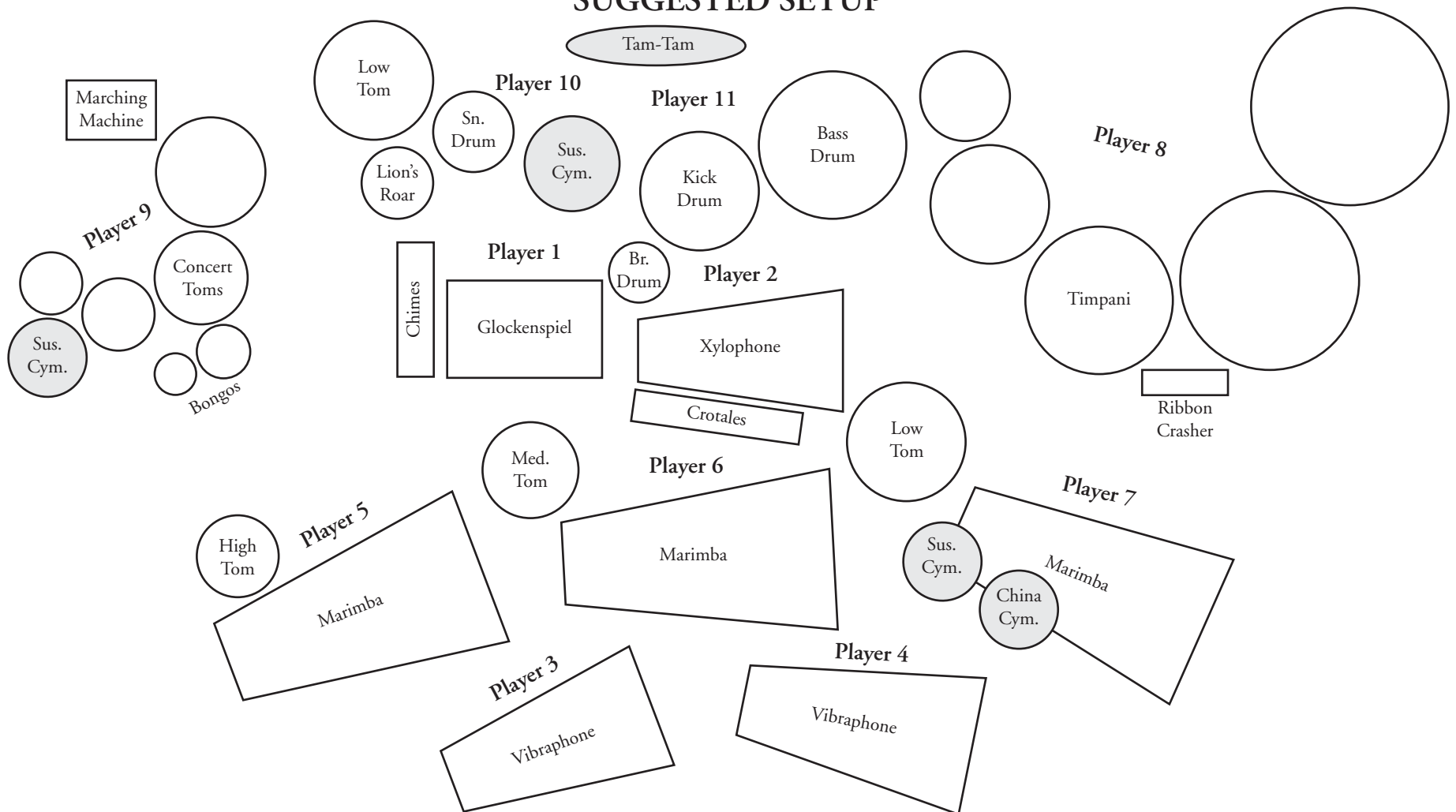


PERFORMANCE NOTES

- Player 1: from mm. 38-39 and mm. 45-67 use one hand to muffle the Glockenspiel while playing with the other hand.
- Player 2: from mm. 44-69 quickly muffle the Crotales after playing each note.
- Marimbas: from mm. 5-10 are to be played with a synthetic brush/rod type of implement. Glissandi from letters D-E are played with the back of the mallet along the side of the resonators. The Toms are all to be played with drumsticks.
- Player 8: from mm. 1-14 and ms. 57-66, flip a large suspended cymbal upside down on the 32" timpani and roll on it while moving the foot pedal up and down. From letters D-E, glissandi are played with one single stroke while depressing the pedal quickly.
- Player 9: from mm. 1-14 and 136-137, move the bead of a drumstick across the top of the Suspended Cymbal to create a sustained screech effect.
- Player 10: from mm. 1-14, move a rubber ball mallet across the surface of the Tam-Tam to create a sustained low-pitched screeching effect.
- Player 11: from mm. 2-14, move a rubber ball mallet across the surface of the concert bass drum to create a sustained low-pitched screeching effect.
- Player 11 and 12 may share a Suspended Cymbal is needed.

SUGGESTED SETUP



7

1 Chimes *mf*

2 Xylophone *pp* *mf* *pp* Crotales *mf*

3 Vibraphone w/ butt ends of mallets *mf* *p*

4 Vibraphone w/ butt ends of mallets *mf* *p*

5 *mf* *mp* *mf*

6 *mf* *mp* *mf*

7 *mf* *p* *mf*

8

9

10

11

10 Lion's Roar Chimes

1 *p* *f* *p* *mf* *mp*

2 *mf* *mp*

3 *mf* *mp* *p* to 4 mallets

4 *mf* *mp* *p* to 4 mallets

5 *pp* w/ yarn mallets *p*

6 *pp*

7

8

9

10

11

15

♩ = ♪. **A** ♩ = 148

1 *p*

2 *p* bowed to Xylo. *mf*

3 *p* w/ 4 mallets regular

4 *p* w/ 4 mallets regular

5 *mf* *p*

6 w/ yarn mallets *p* *mf* *p*

7 w/ yarn mallets *p* *mf* *p*

8 remove cymbal on head *mp*

9 to Concert Toms **Concert Toms** *p* *mf* *p*

10 to Suspended Cymbal **Suspended Cymbal w/ yarn** *p* *mf*

11

B

1 *mp*

2 Xylo. *p* *f p* *f* Crotales

3 *f* *mf < ff >* *f* *mf < ff >*

4 *f* *mf < ff >* *f* *mf < ff >*

5 *mf* *mp* *f p* *f* *mf < ff >* *f* *mf < ff >*

6 *mf* *p* *f p* *f* *mf < ff >* *f* *mf < ff >*

7 *mf* *p* *f* *mp* *ff* *mf < ff >* *f* *mf < ff >*

8 *f* *p* *f*

9 *mf* *p* *f* *f* *mf* *f*

10 *f* *to Snare Drum* *f* *Snare Drum* snares on closed ruff *p < mf* *p < mf*

11 *w/ hard felt* *p* *f* *p* *f* *Kick Drum* rim *head*

1 *mp* *f*

2 Xylo. *mp* *f* Crotales

3 *f* *mp* *f* *mf* < *ff* > *f* *mf* < *ff* > *f*

4 *f* *mp* *f* *mf* < *ff* > *f* *mf* < *ff* > *f*

5 *f* *mp* *f* *mf* < *ff* > *f* *mf* < *ff* > *f*

6 *f* *mp* *f* *mf* < *ff* > *f* *mf* < *ff* > *f*

7 *f* *mp* *f* *mf* < *ff* > *f* *mf* < *ff* > *f*

8 *mp* *f*

9 *mf* *f* > *mf* *f* > *mf* *mp* *f* *mp* < *f* > *mp* < *f* > *mp* *mf* > *mp* *f* >

10 *p* < *f* > *p* < *mf* > *f* *p* < *mf* > *mf*

11 *p* *f*

31

Glockenspiel

Xylo.

Crash Cymbals

(Spc)

1 *mp* *f* *mp*

2 *mp* *f* *mp*

3 *mp* *f* *mp*

4 *f* *mf*

5 *mp* *f* *mp*

6 *mp* *f* *mp*

7 *mp* *f* *mp*

8 *mp* *f* *mp*

9 *mf* *mp* *f* *mp*

10 *p* *f* *f p*

11 *p* *f* *p*

C

1 *f* *ff* *mf* *mp* *ff*

2 *f p* *f p* *f p* *f p* *f p*

3 *f* *ff* *mp* *ff* *mp* *f* *mp*

4 *ff* *mp* *ff* *mp* *f* *mp*

5 *f p* *f p* *f p* *f p* *f p*

6 *f p* *f p* *f p* *f p* *f p*

7 *f* *p* *mf* *p* *mf* *p* *f* *p*

8 *f* *mp* *f* *mp* *f*

9 *f* *mp* *ff* *f* *mp* *f* *mp*

10 *mf* *f p* *mf* *f* *mf*

11 *f*

Brake Drum
Glockenspiel
Vibes
Sus. Cym.
choke
China Cymbal
Bongos
Toms
stick shot
(open ruffs)
rim

42

Chimes

D

Glockenspiel
dampen w/ one hand,
play with other

Crotales
dampen after attack

gliss on side of resonators with back of mallet

gliss on side of resonators with back of mallet

Played with a single stroke while quickly depressing the pedal

gliss.

Marching Machine

turn snares off

B.D.

1 *ff* *mp* *pp* *mf*

2 *f mf* *f* *p*

3 *f mp* *f mf* *ff* *mp*

4 *f mp* *f mf* *ff* *mp*

5 *f p* *f p* *f*

6 *f p* *f p* *f*

7 *f p* *ff*

8 *mp* *f*

9 *f mp* *f mf*

10 *mp* *f mf* *p*

11

48

1 *pp* *mf* *pp*

2

3 *mf* *mf*

4 *mf* *mf*

5 *f*

6 *f*

7 **Lion's Roar** *f*

8 *f* place cym. on 32"

9

10 (rim) *f*

11 *mf*

Detailed description: This is a page of a musical score for 11 instruments. The score is written in a key signature of one flat (B-flat) and a common time signature. The instruments are numbered 1 through 11. Staves 1 and 2 are string staves. Staff 1 has dynamics *pp*, *mf*, and *pp*. Staff 2 has a consistent rhythmic pattern. Staves 3 and 4 are woodwind staves with dynamics *mf*. Staves 5 and 6 are brass staves with dynamics *f*. Staff 7 is a percussion staff with a section titled "Lion's Roar" and dynamics *f*. Staff 8 is a bass line with dynamics *f* and a performance instruction "place cym. on 32\"". Staff 9 is a percussion staff with a consistent rhythmic pattern. Staff 10 is a percussion staff with dynamics *f* and a performance instruction "(rim)". Staff 11 is a percussion staff with dynamics *mf*.

54

1 *pp* *mf*

2

3 *pp* *mf*

4 *pp* *mf*

5 *mp*
dead strokes with back of mallets

6 *mf* *p* *mf*

7 to Mar. *mf* Mar.

8 roll upside-down cym. on 32" *p* *mf* *p*

9

10

11