

Premiered by the Keller Central High School Percussion Program, Matthew Stephens, Director

FUGUE REIMAGINED

from *Violin Sonata No. 1*

J.S. Bach

arr. Jacob Arie

♩ = 80

Player 1
Chimes, Bells,
Wind Chimes
ff

Player 2
Xylophone, Tambourine,
Suspended Cymbal,
Wind Chimes, Triangle

Player 3
Vibraphone 1
Tambourine
ff

Player 4
Vibraphone 2
Suspended Cymbal
Chimes
p *ff*

Player 5
Marimba 1
(4.3-octave)
Suspended Cymbal
ff

Player 6
Marimba 2
(4.3-octave)
Suspended Cymbal
ff

Player 7
Marimba 3
(4.3-octave)
Suspended Cymbal
Chimes
ff

Player 8
Marimba 4
(5.0-octave)
Suspended Cymbal
ff

Player 9
Timpani
(4-5 drums)
ff *p* *ff*

Player 10
Impact Drum, Triangle,
Sleigh Bells, 5 Toms, B♭ Chime
Cymbals: Suspended, Crash, Ride,
China, Splash, Crash (pair)
p *ff*

Player 11
Snare Drum, Bell Tree, Triangle,
Suspended & Sizzle Cymbals,
Bell Tree, Concert Bass Drum,
Large Tam-Tam, Tambourine
ff

Chimes

Susp. Cym.

Vibraphone

G-A-C-D-F

Impact Drum

Crash

Hi-Hat

Snare (cross-shots)

sim.

1 2 3 2 3 2 4 3

1 2 3 2 3 2 4 3

1 2 3 2 3 2 4 3

1 2 3 2 3 2 4 3

5

Wind Chimes

P1 Bells Chm. W.C. *mf*

P2 Xylo. Perc. *p* *f* *Susp. Cym.*

P3 Vib. 1 Tamb. *p* *f*

P4 Vib. 2 Chm. S.Cym. *p* *f*

P5 Mar. 1 S.Cym. *p* *f*

P6 Mar. 2 S. Cym. *p* *f*

P7 Mar. 3 S.Cym. Chm. *p* *f*

P8 Mar. 4 S. Cym. *p* *f*

P9 Timp. *p* *f*

P10 Multi 1 *p* *f*

Player 11 Multi 2 *p* *f*

9

P1 Bells
Chm.
W.C.

P2 Xylo.
Perc.

P3 Vib. 1
Tamb.

P4 Vib. 2
Chm.
S.Cym.

P5 Mar. 1
S.Cym.

P6 Mar. 2
S. Cym.

P7 Mar. 3
S.Cym.
Chm.

P8 Mar. 4
S. Cym.

P9 Timp.

P10 Multi 1

Player 11 Multi 2

Bells
soft/medium-heavy plastic

Xylophone
medium rubber

Sizzle Cymbal

mf

f

mf

mp

f

mf

f

mf

f

mf

mp

14

P1
Bells
Chm.
W.C.

P2
Xylo.
Perc.

P3
Vib. 1
Tamb.

P4
Vib. 2
Chm.
S.Cym.

P5
Mar. 1
S.Cym.

P6
Mar. 2
S. Cym.

P7
Mar. 3
S.Cym.
Chm.

P8
Mar. 4
S. Cym.

P9
Timp.

P10
Multi 1
Suspended Cymbal

Player 11
Multi 2

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

f *mp* *fp*

ff *f* *mp*

ff *f* *mp*

ff *mp* *mp* *fp*

ff *mf* *mp*

ff *mp* *mp*

ff *mf* *mp*

p *mp*

18 19

P1 Bells Chm. W.C. *ff* *p* Wind Chimes

P2 Xylo. Perc. *ff* *mf*

P3 Vib. 1 Tamb. *mf* *ff* Vibes *mp* *p*

P4 Vib. 2 Chm. S.Cym. *p* *ff* *mp*

P5 Mar. 1 S.Cym. *ff* *mp*

P6 Mar. 2 S. Cym. *mf* *ff* *mp*

P7 Mar. 3 S.Cym. Chm. *ff* *mf* *mp* *p* to Chimes

P8 Mar. 4 S. Cym. *ff* *mp* *p*

P9 Timp. *fp* *ff* *p* C to B^b

P10 Multi 1 *p* *mf*

Player 11 Multi 2 *p* Bell Tree

23

hard plastic

P1 Bells
Chm.
W.C. *mp*

P2 Xylo.
Perc. *p*

P3 Vib. 1
Tamb. *mp* half pedal

P4 Vib. 2
Chm.
S.Cym. *p*

P5 Mar. 1
S.Cym. *p*

P6 Mar. 2
S. Cym. *p*

P7 Mar. 3
S.Cym.
Chm.

P8 Mar. 4
S. Cym.

P9 Timp.

P10 Multi 1

Player 11 Multi 2

Susp. Cym. w/ brushes

Vibes

40

P1 Bells Chm. W.C. *ff* *f*

P2 Xylo. Perc. *f p p f*

P3 Vib. 1 Tamb. *f p p*

P4 Vib. 2 Chm. S.Cym. *f p p* to Vibes

P5 Mar. 1 S.Cym. *f p p f*

P6 Mar. 2 S. Cym. *f p p f*

P7 Mar. 3 S.Cym. Chm. *f p p f*

P8 Mar. 4 S. Cym. *f p p f*

P9 Timp. *f* high F to C | high G to D A to A^b

P10 Multi 1 *p ff*

Player 11 Multi 2 *mf* *mf* Bell Tree

45

48

P1 Bells Chm. W.C. *p* *mp* *mf*

P2 Xylo. Perc. *p*

P3 Vib. 1 Tamb. *p* *mp* *mf*

P4 Vib. 2 Chm. S.Cym. *p* *mp* *mf*

P5 Mar. 1 S.Cym. *p* *f*

P6 Mar. 2 S. Cym.

P7 Mar. 3 S.Cym. Chm. *p* *mf*

P8 Mar. 4 S. Cym. *p* *mp* *mf*

P9 Timp.

P10 Multi 1 *mp* *f*

Player 11 Multi 2 *mf*

Sizzle

Susp. Cym.

Impact Dr.