

Composed for Brenton C. Dunnington

THE HUNT

A Fantasy for Marimba and Percussion Orchestra

Noah D. Taylor
Op. 45

Slow and mysterious ♩ = 60

5

The score is written for Solo Marimba and Percussion I through Percussion VII and Timpani. The Solo Marimba part is in 3/4 time and features a melodic line with dynamic markings *ppp*, *p*, and *mf*. The Percussion parts are in 3/4 time and include Marimba, Bass Drum, Prime Tam-tam, and Timpani. The Marimba parts have dynamic markings *p* and *mf*. The Bass Drum part has a dynamic marking *pp*. The Prime Tam-tam part has a dynamic marking *ppp*. The Timpani part is marked with rests.

12

13

21

Mar.

I

II

III

IV

V

VI

VII

Timp.

mp

p

mf

f

Vibes

Wind Chimes

Sus. Cym.

Bells

China Cym.

p

mp

f

mf

THE HUNT

31

Mar. I II III IV V VI VII Timp.

ff *mf* *p* *pp* *ppp* *mp* *f*

Move to Bowed Vibes
Move to Bowed Crotales
Tam Tam

23

35

Mar. *mf* *ppp* *mp* *mf*

I *p* *ppp*

II *mp* *mf* *mp* *f*

III Bowed Vibes *mf*

IV Bowed Crotales *mf*

V

VI Tam Tam *ppp*

VII Bass Drum *ppp*

Timp. *ppp*

39 *rall.* *più mosso* ♩ = 74

Detailed description of the musical score: The score is for a section of 'THE HUNT'. It features a Maraca part (Mar.) starting at measure 35 with a mezzo-forte (*mf*) dynamic. The Maraca part consists of rhythmic patterns in both hands. At measure 39, the tempo changes to *più mosso* (♩ = 74) and the Maraca dynamics shift to *ppp*, *mp*, and *mf*. The string section (I and II) has a *p* dynamic at measure 39, with *ppp* for the first violin. The woodwinds (II, III, IV) have *mp* and *mf* dynamics. The percussion section includes Bowed Vibes (*mf*), Bowed Crotales (*mf*), Tam Tam (*ppp*), and Bass Drum (*ppp*). The Timp. part has a *ppp* dynamic. The score ends at measure 39.

49

Very fast with fury ♩ = 160

55

Mar. *f*

I *f*

II *mf* *f*

III

IV Move to Bells

V Octobans *p* *mp* *p*

VI Tam Tam *mf* Bass Drum *mp*

VII Snare Drum *p* *mp* *p*

Timp. *mf* *mf* *mf*

61

59

Mar.

I

II

III

IV

V

VI

VII

Timp.

ff

f

ff

Vibes

ff

Bells

ff

Splash Cym.

Kick B.D.

SHORT!

mp

Cyms.

mf

Toms

S.D. Toms

Snare

Cyms.

79

75

Mar.

I

II

III

IV

V

VI

VII

Timp.

p

f

ff

f

mp

mf

ff

Chimes

Bongos

Octobans

Toms

Snare

Toms

B.D.

Drop E ped, gliss back up

82

Mar.

I

II

III

IV

V

VI

VII

Timp.

mf *f*

ff *mf*

mf *ff*

mp *mp* *f*

Splash & Sus. Cym.

Bongos

Octobans

Snare on rim

Toms on rims

To Bells

Snare

Dampen head w/L.H., Play w/R.H.

Tam Tam Scrape

B.D.-on rim

Dead Stroke

Dead Stroke

91

89

Mar.

I

II

III

IV

V

VI

VII

Timp.

ff

ff

ff

ff

Play normal, x = rim shot

mp x = rim shot

mp Snare x = rim shot

mp

f

Detailed description: This is a page of a musical score for a percussion ensemble. The score is in 4/4 time and consists of nine staves. The instruments are: Maracas (Mar.), Horn I (I), Horn II (II), Horn III (III), Bells (IV), Snare (VI), Toms (VII), and Timpani (Timp.). The music begins at measure 89. The Maracas part has a dynamic of *ff*. Horns I, II, and III also have a dynamic of *ff*. The Bells part has a dynamic of *ff*. The Snare and Toms parts have a dynamic of *mp*. The Timpani part has a dynamic of *f*. The Snare and Toms parts include rim shots, indicated by 'x' above the notes. The score is for measures 89-94.