

TIME

Sam Adams

1.

Presto ♩ = 160

The score is divided into two systems. The first system (measures 1-6) features nine percussion parts in 4/4 time. Percussion 1 (Bells & Triangle) starts with a Triangle in measure 1. Percussion 2 (Crotales, S.D., B.D.) uses a Snare Drum. Percussion 3 (Chimes) and Percussion 8 (Timpani) are marked *pp*. Percussion 4 (Marimba 4-octave, Vibraphone) and Percussion 5 (Marimba 4-octave, Vibraphone) are marked *mp*. Percussion 6 (Marimba 4-octave) and Percussion 7 (Marimba 4.5-octave) are marked *f*. Percussion 9 (Ride Cymbal, Gong) uses a Ride Cymbal. A large 'SAMPLE' watermark is overlaid on the score.

The second system (measures 7-12) continues the percussion parts. Percussion 1 (Bells, Tri.) and Percussion 2 (Crot., SD, BD) have a measure rest in measure 7. Percussion 3 (Chimes) has a measure rest in measure 7. Percussion 4 (Mar., Vibe), Percussion 5 (Mar., Vibe), Percussion 6 (Mar.), and Percussion 7 (Mar.) continue their patterns. Percussion 8 (Timp.) is marked *mf* in measure 7. Percussion 9 (Ride Cym., Gong) is marked *pp* in measure 7. The time signature changes to 9/8 in measure 7, 12/8 in measure 8, 9/8 in measure 9, 12/8 in measure 10, 9/8 in measure 11, and 4/4 in measure 12.

13

Perc. 1 Bells, Tri. $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$ $\frac{4}{4}$

Perc. 2 Cro., SD, BD $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$ $\frac{4}{4}$

Perc. 3 Chimes *mf* *p* $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$ $\frac{4}{4}$

Perc. 4 Mar., Vibe *mp* $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$ $\frac{4}{4}$

Perc. 5 Mar., Vibe *mp* $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$ $\frac{4}{4}$

Perc. 6 Mar. *p* $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$ $\frac{4}{4}$

Perc. 7 Mar. *p* $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$ $\frac{4}{4}$

Perc. 8 Timp. *pp* $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$ $\frac{4}{4}$

Perc. 9 Ride Cym., Gong $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$ $\frac{4}{4}$

18

Perc. 1 Bells, Tri. *mf* $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$ $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$

Perc. 2 Cro., SD, BD $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$ $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$

Perc. 3 Chimes $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$ $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$

Perc. 4 Mar., Vibe *mf* *f* $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$ $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$

Perc. 5 Mar., Vibe *mf* *f* $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$ $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$

Perc. 6 Mar. *mf* *f* $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$ $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$

Perc. 7 Mar. *mf* *f* $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$ $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$

Perc. 8 Timp. $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$ $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$

Perc. 9 Ride Cym., Gong $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$ $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$

23

Perc. 1 Bells, Tri. $\frac{6}{4}$ $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$ $\frac{3}{4}$

Perc. 2 Cro., SD, BD $\frac{6}{4}$ $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$ $\frac{3}{4}$
mp *sfpp* *f*

Perc. 3 Chimes $\frac{6}{4}$ $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$ $\frac{3}{4}$

Perc. 4 Mar., Vibe $\frac{6}{4}$ $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$ $\frac{3}{4}$
ff

Perc. 5 Mar., Vibe $\frac{6}{4}$ $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$ $\frac{3}{4}$
ff

Perc. 6 Mar. $\frac{6}{4}$ $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$ $\frac{3}{4}$
ff

Perc. 7 Mar. $\frac{6}{4}$ $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$ $\frac{3}{4}$
ff

Perc. 8 Timp. $\frac{6}{4}$ $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$ $\frac{3}{4}$

Perc. 9 Ride Cym., Gong $\frac{6}{4}$ $\frac{4}{4}$ $\frac{5}{4}$ $\frac{6}{4}$ $\frac{3}{4}$
mp

27

Perc. 1 Bells, Tri. $\frac{3}{4}$ p

Perc. 2 Cro., SD, BD $\frac{3}{4}$

Perc. 3 Chimes $\frac{3}{4}$ *ff*

Perc. 4 Mar., Vibe $\frac{3}{4}$ *mp*

Perc. 5 Mar., Vibe $\frac{3}{4}$ *mp*

Perc. 6 Mar. $\frac{3}{4}$ *mp*

Perc. 7 Mar. $\frac{3}{4}$ *mp*

Perc. 8 Timp. $\frac{3}{4}$

Perc. 9 Ride Cym., Gong $\frac{3}{4}$

Perc. 1 Bells, Tri.

Perc. 2 Croc., SD, BD *Crotales*
p

Perc. 3 Chimes

Perc. 4 Mar., Vibe *Vibraphone*
mf

Perc. 5 Mar., Vibe *mp*

Perc. 6 Mar. *mp* *Play all unaccented notes on nodes*

Perc. 7 Mar. *mp* *Play all unaccented notes on nodes*

Perc. 8 Timp. *Ghiaciale*
pp

Perc. 9 Ride Cym., Gong

4 1. 2. *Bells*
mf

Perc. 1 Bells, Tri.

Perc. 2 Croc., SD, BD

Perc. 3 Chimes

Perc. 4 Mar., Vibe

Perc. 5 Mar., Vibe

Perc. 6 Mar.

Perc. 7 Mar.

Perc. 8 Timp.

Perc. 9 Ride Cym., Gong *Gong*
mf

7 1. 2.

Perc. 1
Bells, Tri.

Perc. 2
Crot., SD, BD

Perc. 3
Chimes

Perc. 4
Mar., Vibe

Perc. 5
Mar., Vibe

Perc. 6
Mar.

Perc. 7
Mar.

Perc. 8
Timp.

Perc. 9
Ride Cym.,
Gong

9

Perc. 1
Bells, Tri.

Perc. 2
Crot., SD, BD

Perc. 3
Chimes

Perc. 4
Mar., Vibe

Perc. 5
Mar., Vibe

Perc. 6
Mar.

Perc. 7
Mar.

Perc. 8
Timp.

Perc. 9
Ride Cym.,
Gong

11

pp

pp

mf

mf

pp

pp

p

Play all notes normally

Play all notes normally

rit.

Perc. 1
Bells, Tri.

Perc. 2
Crot., SD, BD

Perc. 3
Chimes

Perc. 4
Mar., Vibe

Perc. 5
Mar., Vibe

Perc. 6
Mar.

Perc. 7
Mar.

Perc. 8
Timp.

Perc. 9
Ride Cym.,
Gong

19 ♩ = 76

Perc. 1
Bells, Tri.

Perc. 2
Crot., SD, BD

Perc. 3
Chimes

Perc. 4
Mar., Vibe

Perc. 5
Mar., Vibe

Perc. 6
Mar.

Perc. 7
Mar.

Perc. 8
Timp.

Perc. 9
Ride Cym.,
Gong

Perc. 1 Bells, Tri.

Perc. 2 Crot., SD, BD
Bass Drum
pp

Perc. 3 Chimes
p

Perc. 4 Mar., Vibe
Vibraphone
p

Perc. 5 Mar., Vibe
Vibraphone
p

Perc. 6 Mar.
pp

Perc. 7 Mar.
pp

Perc. 8 Timp.

Perc. 9 Ride Cym., Gong
Ride Cymbal
pp

6

Perc. 1 Bells, Tri.
Bells
mf

Perc. 2 Crot., SD, BD

Perc. 3 Chimes

Perc. 4 Mar., Vibe

Perc. 5 Mar., Vibe

Perc. 6 Mar.

Perc. 7 Mar.

Perc. 8 Timp.

Perc. 9 Ride Cym., Gong

11

Perc. 1
Bells, Tri.

Perc. 2
Crot., SD, BD

Perc. 3
Chimes

Perc. 4
Mar., Vibe

Perc. 5
Mar., Vibe

Perc. 6
Mar.

Perc. 7
Mar.

Perc. 8
Timp.

Perc. 9
Ride Cym.,
Gong

16

Perc. 1
Bells, Tri.

Perc. 2
Crot., SD, BD

Perc. 3
Chimes

Perc. 4
Mar., Vibe

Perc. 5
Mar., Vibe

Perc. 6
Mar.

Perc. 7
Mar.

Perc. 8
Timp.

Perc. 9
Ride Cym.,
Gong

21

Perc. 1
Bells, Tri.
mf

Perc. 2
Crot., SD, BD

Perc. 3
Chimes
mf

Perc. 4
Mar., Vibe
f *p* *ff*

Perc. 5
Mar., Vibe
f *p* *ff*

Perc. 6
Mar.
f *ff*

Perc. 7
Mar.
f

Perc. 8
Timp.

Perc. 9
Ride Cym.,
Gong

25

Perc. 1
Bells, Tri.

Perc. 2
Crot., SD, BD

Perc. 3
Chimes

Perc. 4
Mar., Vibe
f *p* *ff*

Perc. 5
Mar., Vibe
f *p* *ff*

Perc. 6
Mar.
f *ff*

Perc. 7
Mar.
f

Perc. 8
Timp.

Perc. 9
Ride Cym.,
Gong