

QUINTET THREAT

Bass drums and toms and snare drums, oh my! *Quintet Threat* is full of energy! Be ready for the explosive possibilities of percussion ensemble as this piece explores a variety of meters and percussive sounds. The mixed meter in the second half allows students to experience, understand, and internalize 2- and 3-note rhythmic groupings.

INSTRUMENTATION

2 Snare Drums

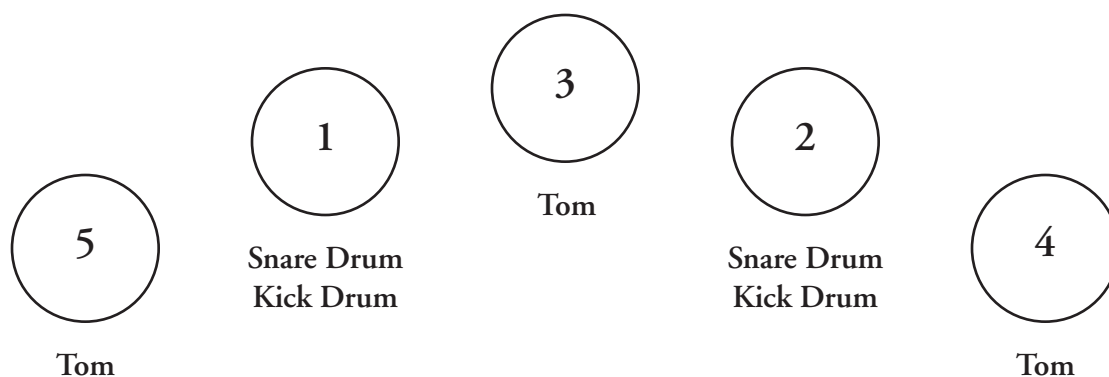
3 Concert Toms

2 Kick Drums

PERFORMANCE TIPS

- Toms should be graduated in pitch with Player 5 having the lowest tom.
- Turning the snares on in measure 25 should be audible and rhythmic for parts 1 and 2.
- Emphasize the 2- and 3-note groupings at measure 34.

SUGGESTED SET-UP



QUINTET THREAT

Angela Kepley

$\text{♩} = 100$
S.D. (snare on)

Player 1
f *p*

Player 2
f *p*

Player 3
Tom *f* *p*

Player 4
Tom *f* *mf*

Player 5
Tom *f* *mf*

5

1 *f*

2 *f*

3 rim *f mf*

4 rim *f mf*

5 rim *f mf*

9 crush buzz with both sticks
both sticks on rim

1 *f* crush buzz with both sticks
both sticks on rim

2 *f*

3 *p*

4 *p*

5 *p*

13

1 side lugs or shell R on L rim shot

2 side lugs or shell R on L rim shot

3

4

5

PEEL

Grab your sticks or spoons, mallets or mixing beaters! *Peel* explores the possibilities of percussion by allowing the ensemble to choose their drums and striking implements. Players are required to shift positions during the piece, causing the top player to “peel” off the end of the line and keep things moving. It also may inspire some future jam sessions for your kitchen or dinner table!

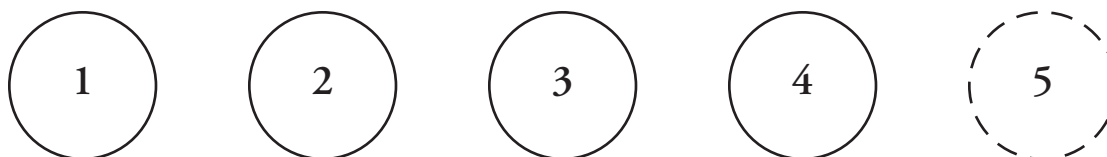
INSTRUMENTATION

4 Drums for 5 Players

PERFORMANCE TIPS

- Four players play unison figures on four drums, but each player uses a different implement of their choice (sticks, mallets, brushes, etc.). The fifth player stands to the left of the row of drums and clicks constant quarter notes. After each figure, the player on the far right “peels” off and takes the place of player five while the other players shift to the drum to their right.
- Striking implement ideas include spoons, mixing beaters, brushes, bundle sticks, or a variety of standard sticks or mallets. Be sure to pick something that will not damage any instrument.
- Drum ideas include bongos, buckets, congas, djembe, tom, roto toms, snare (snares on or off), or bass drum. Students are encouraged to be creative with their sound choices and explore many possibilities.
- Players may choose to shout “Peel” on the stick clicks in figures 7 & 9 and “And Peel” in figures 8 & 10. This piece can include additional or fewer players to fit the needs of your ensemble.

SUGGESTED SET-UP



PEEL

Angela Kepley

1 ♩ = 120

rim

mf

PEEL



2

stick click

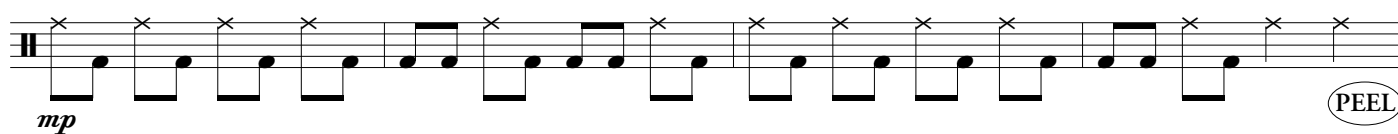
PEEL



3

mp

PEEL



4

mf

PEEL



WARRIOR CHANT

Although written for five young players, *Warrior Chant* embodies the energy of an army. Unison figures occur frequently, while other moments provide an opportunity for percussionists to begin developing independence.

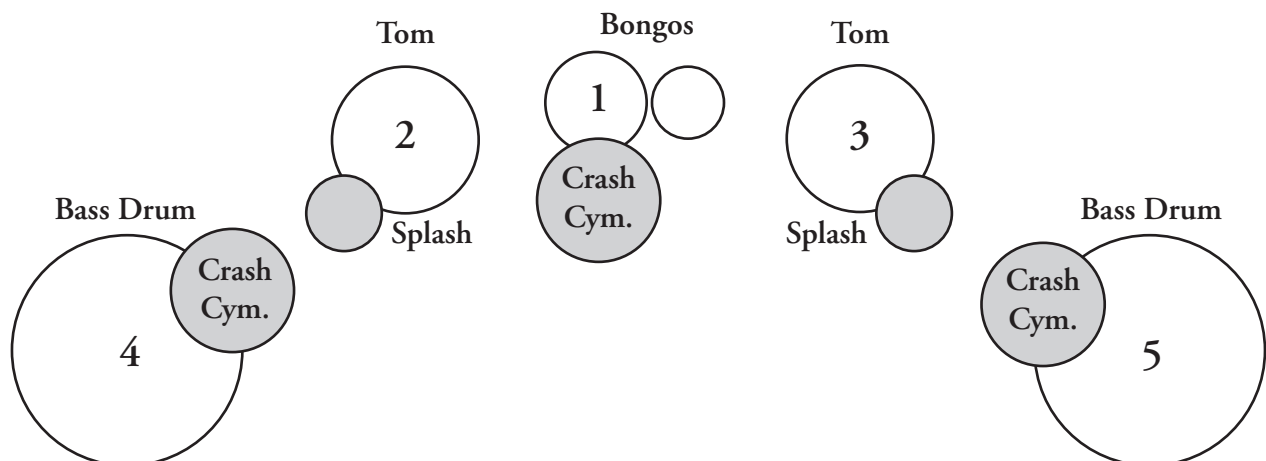
INSTRUMENTATION

Bongos
 2 Concert Toms
 2 Bass Drums (preferably mounted Kick Drums)
 3 Crash Cymbals
 2 Splash Cymbals

PERFORMANCE TIPS

- The bass drum parts are rhythmically the easiest, followed by the tom parts.
- The bongo part is slightly more advanced.

SUGGESTED SET-UP



WARRIOR CHANT

Angela Kepley

♩ = 140

Crash Cym.

Bongos

Player 1

f

mf

Tom

Player 2

f

Splash Cym.

Tom

Player 3

f

Splash Cym.

Bass Drum

Player 4

f

Crash Cym.

mf

Bass Drum

Player 5

f

Crash Cym.

mf

7

9

1

mp

rim

2

mf

rim

3

mf

4

5

13

Musical score for measures 13-18. The score is for five staves, numbered 1 to 5. The key signature is one sharp (F#). The time signature is 4/4. The dynamics are marked *mf* (mezzo-forte) at the beginning of measure 13. The notation includes various rhythmic patterns, including eighth and sixteenth notes, and rests. The score is divided into measures by vertical bar lines.

19

23

Musical score for measures 19-23. The score is for five staves, numbered 1 to 5. The key signature is one sharp (F#). The time signature is 4/4. The dynamics are marked *f* (forte) at the beginning of measure 19, and *mp* (mezzo-piano) at the beginning of measure 23. The notation includes various rhythmic patterns, including eighth and sixteenth notes, and rests. The score is divided into measures by vertical bar lines. The word "rim" is written above the final notes of staves 4 and 5 in measure 23.