

PERCUSSION DISCUSSION

SCORE

Corps Style Percussion Parts by Jay Wanamaker

Music By
Bob Foster

DRIVING ROCK TEMPO (♩ = 140)

First system of the musical score, featuring a grand staff with piano and bass clefs, and five percussion staves. The piano part has a 4/4 time signature and a key signature of one flat. The percussion parts include Snare Drums, Bass Drums, Timpani/Toms, Tamborine, and Cowbell. The score includes dynamic markings such as *f* and *HP*, and various rhythmic notations including eighth and sixteenth notes, rests, and accents.

Second system of the musical score, starting with a circled letter 'A' in a square. It continues the percussion parts from the first system. The Snare Drums part includes specific rhythmic patterns like 'R L L', '(LEAN *.....)', and 'R L L'. The Bass Drums part includes patterns like 'R R L L L R R'. The score includes dynamic markings, accents, and various rhythmic notations.

2)

B

SNARE DRUMS

HiHats

BASS DRUMS

BASS DRUM DIPS

TIMP TOMS

HEAD TURN R-L

PERC.

Detailed description: This musical score is for a percussion ensemble. It features five staves: Snare Drums, Bass Drums, Timpani/Toms, and Percussion. The top two staves are for melodic instruments, likely snare and bass drums, with a circled 'B' marking the start of a section. The Snare Drums staff includes a 'HiHats' section with rhythmic notation and 'R' and 'L' markings. The Bass Drums staff includes 'BASS DRUM DIPS' and 'HEAD TURN R-L' markings. The Percussion staff shows a consistent rhythmic pattern. The score is in 4/4 time and includes various musical notations such as notes, rests, and dynamic markings.

SNARE DRUMS

BASS DRUMS

TIMP TOMS

PERC.

Detailed description: This section continues the percussion score. It features four staves: Snare Drums, Bass Drums, Timpani/Toms, and Percussion. The Snare Drums staff shows a rhythmic pattern with 'R' and 'L' markings. The Bass Drums staff shows a rhythmic pattern with 'R' and 'L' markings. The Timpani/Toms staff shows a rhythmic pattern. The Percussion staff shows a rhythmic pattern. The score is in 4/4 time and includes various musical notations such as notes, rests, and dynamic markings.

Musical score for percussion instruments. The score is written in 4/4 time and includes parts for Snare Drums, Bass Drums, Timp Toms, and Percussion. The key signature has one flat (B-flat). The music features a variety of rhythmic patterns, including eighth and sixteenth notes, and rests. A dynamic marking of *ff* (fortissimo) is present in the second measure of the Snare Drums part.

Musical score for percussion instruments, continuing from the previous page. The score is written in 4/4 time and includes parts for Snare Drums, Bass Drums, Timp Toms, Percussion, and Crash Cymbals. A section marked with a circled 'C' begins in the second measure. The key signature has one flat (B-flat). The music features a variety of rhythmic patterns, including eighth and sixteenth notes, and rests. A dynamic marking of *ff* (fortissimo) is present in the second measure of the Snare Drums part. The Percussion part includes a section labeled "(NORMAL)" and "R L" (Right and Left). The Crash Cymbals part includes a section labeled "CRASH CYMBALS".

Musical score for percussion instruments. The score is written for four staves: SNARE DRUMS, BASS DRUMS, TIMP TOMS, and PERC. The key signature is one flat (B-flat). The time signature is 4/4. The score consists of four measures. The first measure features a bass line with a quarter note G2 and a half note G2. The snare drum part has a rhythmic pattern of eighth notes. The bass drum part has a quarter note G2. The timpani part has a triplet of eighth notes. The percussion part has a quarter note G2. The second measure continues the bass line with a quarter note G2 and a half note G2. The snare drum part has a rhythmic pattern of eighth notes. The bass drum part has a quarter note G2. The timpani part has a rhythmic pattern of eighth notes. The percussion part has a quarter note G2. The third measure features a bass line with a quarter note G2 and a half note G2. The snare drum part has a rhythmic pattern of eighth notes. The bass drum part has a quarter note G2. The timpani part has a triplet of eighth notes. The percussion part has a quarter note G2. The fourth measure continues the bass line with a quarter note G2 and a half note G2. The snare drum part has a rhythmic pattern of eighth notes. The bass drum part has a quarter note G2. The timpani part has a rhythmic pattern of eighth notes. The percussion part has a quarter note G2.

Musical score for percussion instruments. The score is written for four staves: SNARE DRUMS, BASS DRUMS, TIMP TOMS, and PERC. The key signature is one flat (B-flat). The time signature is 4/4. The score consists of four measures. The first measure features a bass line with a quarter note G2 and a half note G2. The snare drum part has a rhythmic pattern of eighth notes. The bass drum part has a quarter note G2. The timpani part has a triplet of eighth notes. The percussion part has a quarter note G2. The second measure continues the bass line with a quarter note G2 and a half note G2. The snare drum part has a rhythmic pattern of eighth notes. The bass drum part has a quarter note G2. The timpani part has a rhythmic pattern of eighth notes. The percussion part has a quarter note G2. The third measure features a bass line with a quarter note G2 and a half note G2. The snare drum part has a rhythmic pattern of eighth notes. The bass drum part has a quarter note G2. The timpani part has a triplet of eighth notes. The percussion part has a quarter note G2. The fourth measure continues the bass line with a quarter note G2 and a half note G2. The snare drum part has a rhythmic pattern of eighth notes. The bass drum part has a quarter note G2. The timpani part has a rhythmic pattern of eighth notes. The percussion part has a quarter note G2.

Musical score for the first section of 'D. C. al Coda'. It features five staves: SNARE DRUMS, BASS DRUMS, TIMP TOMS, PERC., and a combined SIREN WHISTLE and COW BELL staff. The music is in 4/4 time and includes various rhythmic patterns and accents.

D. C. al Coda
(WITH REPEATS)

⊕ Coda

Musical score for the second section of 'D. C. al Coda'. It features five staves: SNARE DRUMS, BASS DRUMS, TIMP TOMS, PERC., and a combined SIREN WHISTLE and COW BELL staff. The music is in 4/4 time and includes various rhythmic patterns and accents. The section is marked with dynamics such as *ff* and *p*, and includes a 'DROP' instruction. A watermark 'Original Performance Only' is visible across the score.

PERCUSSION PERFORMANCE GUIDE-

Back Stick- Strike the snare drum with the butt ends of the drum sticks.

Back Stick 

Bass Drum Dip- (B.D.D.) While remaining in a stationary position, bass drummers should bend from the waist down and raise to a standing position while slightly bending backwards. Every other bass drummer should do the same movement on the opposite counts.

Cross Sticking- (C.S. L) Tim-tom players should cross one forearm R over the other forearm while playing.

Drop- All percussionists should immediately bow heads with arms dangling at sides in a limp manner.

Head Dip- (H.D.) Percussionists should execute a down-up movement with their heads by lowering their heads and then raising them to a normal position.

Head Turn- (H.T.) Percussionists should turn heads to their right hand side and then their left hand side, and then back to normal.

Kneel- Cymbalists and snare drummers should kneel on the ground, in a uniform manner at the appropriate time.

Lean*- Percussionists should lean backwards slightly, while bending at the knees.


Lean**- Snare drummers should place right foot behind left foot, while touching right toe to ground. Place right elbow on the neighboring snare drummer's shoulder. Each snare drummer should look to the drum on their right hand side.

Lie Down- Cymbalists lie down on the ground (on their backs) while holding cymbals above their heads at the same time that the snare drummers (who are kneeling) play on the cymbals.

Rim Shot- Snare drummers should strike the drum head three inches from the rim while simultaneously striking the rim.

Rim Shot 

Stick Shot- Strike the right stick on the left stick while the left stick is part way on the drum and rim.

Stick Shot 

(Percussionists should stand in place when performing "Percussion Discussion.")