

## Babylonia

Gary P. Gilroy (ASCAP)

"The Tower"  $\text{♩} = 148$

Mallet 1

Mallet 2

Mallet 3

Mallet 4

Auxiliary 1 triangle (open & closed)  $f$

Auxiliary 2 hi-hat (open & closed)  $\text{fp} \xrightarrow{\text{—}} f$

Auxiliary 3 temple blocks  $f$

Auxiliary 4 claves  $f$

Snare Drums (optional) Rim  $mp$

Tenor Drums (optional)

Bass Drums (optional)  $p$

Cymbals (optional) hi-hat snap  $mp$

Copyright © 2009 Gary P. Gilroy Publications, Inc., Reno, NV  
All Rights Reserved - Made in the USA

13

## Babylonia - Percussion Score

3

## Babylonia - Percussion Score

5

41 42 43 44 45 46 47 48 49 50

Mal 1

Mal 2

Mal 3

Mal 4

Aux 1 triangle muted triangle finger cymbal

Aux 2

Aux 3 sizzle cymbal bell of ride cymbal sizzle cymbal bell of ride cymbal wind chimes

Aux 4

Snares

Tenors

Basses

Cym hi-hat snap

## Babylonia - Percussion Score

7

Mal 1

Mal 2

Mal 3

Mal 4

Aux 1

hi-hat

Aux 2

*mf*

Aux 3

Aux 4

vibraslap

bass drum & sus cym

brake drums

hi-hat

splash cymbal

china boy & floor tom

bongos

*f*

*mf f ff fff*

Snares

ping shot

*f*

Tenors

*ff f*

Basses

*ff f*

Cym

hi-hat snap

crash

*ff f*

## Babylonia - Percussion Score

9

77                    78                    79                    80                    81                    82                    83                    84                    85

Mal 1                    Mal 2                    Mal 3                    Mal 4                    Aux 1                    Aux 2                    Aux 3                    Aux 4                    Snares                    Tenors                    Basses                    Cym

Mal 1: Measures 77-85. Mal 1 and Mal 2 play eighth-note patterns. Mal 3 rests. Mal 4 plays sixteenth-note patterns. Measure 84 starts with a dynamic ff.

Mal 2: Measures 77-85. Mal 2 plays eighth-note patterns. Mal 3 rests. Mal 4 rests. Measure 84 starts with a dynamic ff.

Mal 3: Measures 77-85. Mal 3 rests. Mal 4 rests. Measure 84 starts with a dynamic ff.

Mal 4: Measures 77-85. Mal 4 plays sixteenth-note patterns. Mal 3 rests. Mal 4 rests. Measure 84 starts with a dynamic ff.

Aux 1: Measures 77-85. Hi-hat (x) and snare drum (>) patterns. Dynamics: ppp, ff, f, fff, p, f. Effects: dampen, bass drum & sus cym.

Aux 2: Measures 77-85. Hi-hat (x), snare drum (>), toms (x), and brake drums (x>>>) patterns. Dynamics: f, ff, f, f, mf, p, f. Effects: splash cymbal (\*).

Aux 3: Measures 77-85. Hi-hat (x), snare drum (>), toms (x), and brake drums (x>>>) patterns. Dynamics: mf, ff, pp, f, fff, mp, f, f. Effects: toms, splash cymbal (\*), china, bongos.

Aux 4: Measures 77-85. Hi-hat (x), snare drum (>), toms (x), and brake drums (x>>>) patterns. Dynamics: ff, ff, mp, ff, f. Effects: splash cymbal (\*), bongos.

Snares: Measures 77-85. Snare drum patterns. Dynamics: sfz, ff, pp, ff, pp.

Tenors: Measures 77-85. Tenor drum patterns. Dynamics: mf, p, ff, p, ff, ff.

Basses: Measures 77-85. Bass drum patterns. Dynamics: ff, ff, ff, ff, ff, ff, ff, ff.

Cym: Measures 77-85. Crash cymbal patterns. Dynamics: ff, f, ff, ff, ff, ff, ff, ff.

## Babylonia - Percussion Score

101 11

Mal 1

Mal 2

Mal 3

Mal 4

Aux 1

Aux 2

Aux 3

Aux 4 triangle

Snares

Tenors

Basses

Cym

*f*

*mf*

*finger cymbal*

*mf*

*f*      *p*      *f*      *mf*

*pp*      *f*      *mf*      *mp*      *p*

*pp*      *f*      *mf*      *mp*      *p*

*p*      *f*      *mf*      *mp*      *p*

*f*      *mf*

## Babylonia - Percussion Score

117            118            119            120            121            122            13 [123]            124            125            126

Mal 1

Mal 2

Mal 3

Mal 4

china boy            finger cymbal            zil bell w/thin btr            finger cymbal            zil bell triangle w/thin btrs w/thin btr

Aux 1

ff            mf            p            mf            p            pp

bell of ride w/thin btr

Aux 2

>            mf            ride sizzle            ride sizzle

wind chimes

Aux 3

>            sus cym            f            triangle            f            f

Aux 4

ff            mf

Snares

ff

Tenors

ff

Basses

ff

Cym

zing

ff            f            mf

## Babylonia - Percussion Score

15

**140**

Mal 1 *mf*

Mal 2

Mal 3

Mal 4 *mp*

Aux 1 *mf*

Aux 2

Aux 3

Aux 4 *f* — *f* —

Snares stick clicks *mf* — *mp* dread on beat block sound off beat

Tenors *mf f* — *sffz* — *mf f* — *mf f* — *sffz* — *mf f* — *mf f* — *sffz* — *mf f* —

Basses

Cym hi-hat snap *mf*

pick up 2 mallets in RH to prepare for measure #158

## Babylonia - Percussion Score

17

160

Mal 1

161

Mal 2

162

right hand  
2 mallets

Mal 3

play "G"  
w/LH

Mal 4

163

164

165

166

Aux 1

splash

f

ff

china boy  
choke

Aux 2

snare drum

f

toms

Aux 3

Aux 4

bell of ride

mp

mf

f

f

bongos

Snares

f

Tenors

f

stick clicks

Basses

f

f

Cym

f

## Babylonia - Percussion Score

19

176

Mal 1

Mal 2

Mal 3

Mal 4

Aux 1

Aux 2

Aux 3

Aux 4

Snares

Tenors

Basses

Cym