

Obstacles

Boundaries

Curits J. Melton

Flourishing ♩=96

Mallet 1
Mallet 2
Mallet 3
Mallet 4
Synthesizer
Bass Guitar
Tam Tam
Auxiliary 1
Auxiliary 2
Auxiliary 3
Snare Drums
Tenor Drums
Bass Drums

ff Bells
ff Xylo
ff Vibes
ff Marimba
ff Triangle Roll

2 3 4 5

Boundaries - Percussion Score

16 17 18 19 20 21 22 23

Mal 1

Mal 2

Mal 3

Mal 4

Synth

B. Guit

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

f

f

f

f

Crash Cymbal

fp

fp

fp

fp

fp

fp

fp

Boundaries - Percussion Score

32 33 34 35 36 37 38 39

Mal 1

Mal 2

Mal 3

Mal 4

Synth

B. Guit

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

Detailed description: This is a page of a percussion score for the piece 'Boundaries'. The page is numbered 5 and contains measures 32 through 39. The score is written for a variety of instruments: four mallets (Mal 1-4), a synthesizer (Synth), a bass guitar (B. Guit), three auxiliary percussion instruments (Aux 1-3), snare drums, tenor drums, and bass drums. The key signature is B-flat major (two flats). Measures 32-36 feature a complex melodic line for Mal 1 and Mal 3, with Mal 2 and Mal 4 playing a rhythmic accompaniment. Mal 1 and Mal 3 have a long slur over measures 33-36. Mal 2 and Mal 4 play a consistent eighth-note pattern. The Synth, B. Guit, and Aux 1-3 parts are mostly silent or have simple accompaniment. Snares, Tenors, and Basses enter in measure 37 with specific rhythmic patterns. A large, faint watermark is visible across the page.

Boundaries - Percussion Score

48 **49** 50 51 52 53 54 55

Mal 1

Mal 2

Mal 3

Mal 4

Synth

B. Guit

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

ff
Claves

Triangle

Boundaries - Percussion Score

Musical score for percussion instruments. The score is written for Mal 1, Mal 2, Mal 3, Mal 4, Synth, B. Guit, Aux 1, Aux 2, Aux 3, Snares, Tenors, and Basses. The key signature is B-flat major (two flats). The tempo is marked as 'Majestic! ♩ = 96'. The score is divided into measures 65, 66, 67, 68, and 69. Measure 69 is marked with a box containing '69' and the tempo instruction 'Majestic! ♩ = 96'. The score includes various musical notations such as dynamics (f, ff), accents (^), and articulation marks. A large watermark 'SAMPLE' is visible across the score.

65 66 67 68 69 Majestic! ♩ = 96

Mal 1

Mal 2

Mal 3

Mal 4

Synth

B. Guit

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

Tam Tam

f *ff*

Boundaries - Percussion Score

The Other Side

Distant, free tempo ♩ = 70

79 80 81 82 83 84 85 86 87 88 89

Mal 1 *f*

Mal 2 *f*

Mal 3 *f*

Mal 4 *f*

Synth

Strings

B. Guit *f*

Aux 1

Aux 2

Aux 3

Wind Chimes

Snares

Tenors

Basses

Crash Cymbals

Boundaries - Percussion Score

102 103 104 105 106 107 108 109 110 111 112

Mal 1

Mal 2

Mal 3

Mal 4

Synth

B. Guit

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

Strings

mf

f

mf

Closed h-hat

Vibra Slaps

Boundaries - Percussion Score

119 120 121 122 123 124

Mal 1

Mal 2

Mal 3

Mal 4

Synth

B. Guit

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

Boundaries - Percussion Score

133 134 135 136 137 138 139

Mal 1 *f*

Mal 2 *ff*

Mal 3 *f*

Mal 4 *ff*

Synth

B. Guit *ff*

Aux 1

Aux 2 *f*

Aux 3

Snares *f*

Tenors *f*

Basses *f*

The score is written for a percussion ensemble. It begins at measure 133, marked with a box containing the number 133. The key signature is three flats (B-flat major/D-flat minor). The instruments and their parts are: Mal 1 (Melodica 1) with a forte (f) dynamic; Mal 2 (Melodica 2) with a fortissimo (ff) dynamic; Mal 3 (Melodica 3) with a forte (f) dynamic; Mal 4 (Melodica 4) with a fortissimo (ff) dynamic; Synth (Synthesizer) with a complex texture of chords and moving lines; B. Guit (Bass Guitar) with a fortissimo (ff) dynamic; Aux 1 (Auxiliary 1) with a single note and a fermata; Aux 2 (Auxiliary 2) with a forte (f) dynamic and a long note with a fermata; Aux 3 (Auxiliary 3) with a single note and a fermata; Snares (Snare Drum) with a forte (f) dynamic and a steady eighth-note pattern; Tenors (Tenor Drum) with a forte (f) dynamic and a steady eighth-note pattern; and Basses (Bass Drum) with a forte (f) dynamic and a steady eighth-note pattern. The score concludes at measure 139.

Boundaries - Percussion Score

153 154 155 156 157 158 159 160 161 162 163 164

Mal 1

Mal 2

Mal 3

Mal 4

Synth

B. Guit

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

mf
shaker

mp

mp

mp

Boundaries - Percussion Score

176 177 178 179 180 181 182 183 184

Mal 1 *ff*

Mal 2 *ff*

Mal 3 *ff*

Mal 4 *ff*

Synth

B. Guit

Aux 1

Aux 2

Aux 3

Snares *fp*

Tenors *fp*

Basses *fp*

Sus Cym

Boundaries - Percussion Score

191 192 193 194 195 196

Mal 1

Mal 2

Mal 3

Mal 4

Synth

B. Guit

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

Detailed description of the score: The score is for measures 191 through 196. Mal 1 is silent throughout. Mal 2, 3, and 4 play a rhythmic pattern of eighth notes in a 4/4 time signature. Synth plays a similar eighth-note pattern in the treble clef, while the bass clef is silent. B. Guit plays a bass line with eighth notes and some chords. Aux 1 and 2 are silent, with some effect markings (asterisks and 'v') in measures 193 and 195. Aux 3 has a consistent 'x' pattern. Snares, Tenors, and Basses have their own rhythmic patterns, with Snares and Tenors having accents (^) and Basses having a consistent eighth-note pattern.

Boundaries - Percussion Score

203 204 205 206 207 208 209

Mal 1

Mal 2

Mal 3

Mal 4

Synth

B. Guit

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

This musical score page, titled "Boundaries - Percussion Score" and numbered "25", covers measures 203 through 209. The score is arranged in a multi-staff format. At the top, measure numbers 203, 204, 205, 206, 207, 208, and 209 are indicated above the staves. The instruments are listed on the left: Mal 1, Mal 2, Mal 3, Mal 4, Synth, B. Guit, Aux 1, Aux 2, Aux 3, Snares, Tenors, and Bases. Mal 1 has a whole rest in every measure. Mal 2, Mal 3, and Mal 4 play a rhythmic pattern of eighth notes with accents, starting in measure 204. Synth plays a complex pattern of chords in the right hand and rests in the left hand. B. Guit plays a melodic line in the bass clef. Aux 1, 2, and 3 have various rhythmic patterns, including rests and accents. Snares, Tenors, and Bases play complex rhythmic patterns with accents and dynamics like *f* (forte) and *z* (zambone).

Boundaries - Percussion Score

223 224 225 226 227 228 229 230

Mal 1

Mal 2

Mal 3

Mal 4

Synth

B. Guit

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

The score is written for a percussion ensemble. It consists of ten staves. The first four staves are for four different mallet parts (Mal 1-4), each in a treble clef with a key signature of two flats. The fifth staff is for a Synth part, split into two staves (treble and bass clef). The sixth staff is for a Bass Guitar (B. Guit) in a bass clef. The next three staves (Aux 1-3) are auxiliary parts, likely for electronic triggers or effects, with various symbols and dynamics. The final three staves (Snares, Tenors, Basses) are for a drum set, with Snares in a snare drum clef, Tenors in a tenor drum clef, and Basses in a bass drum clef. The music is in 4/4 time and features a variety of rhythmic patterns, including eighth and sixteenth notes, rests, and dynamic markings like accents and slurs. A large watermark is visible across the page.