

# The Cave

Dan Bryan & Aaron Hines (ASCAP)

Echoes in the Unknown

♩ = 56

2 Bells

3

4

5

6

3 3

7 ♩ = 172

Mallet 1

Mallet 2

Mallet 3

Mallet 4

Mallet 5

Synthesizer

Bass Guitar

Auxiliary 1

Auxiliary 2

Auxiliary 3

Snare Drums

Tenor Drums

Bass Drums

Cymbals

Chimes

Vibes

Marimba

Marimba

Suspended Cymbal: Medium

Concert Bass Drum

1 Only

HHat Choke

*mf*

*f*

*ff*

The Cave - Percussion Score

Musical score for percussion instruments and synth. The score is divided into measures 15 through 20. It includes parts for Mal 1, Mal 2, Mal 3, Mal 4, Mal 5, Synth., B. Guit, Aux 1, Aux 2, Aux 3, Snares, Tenors, Basses, and Cym.

Key annotations include *ff* (fortissimo), *f* (forte), *Backsticking*, *China Cymbal*, *Brake Drum*, and *Crash Choke*. The score features various rhythmic patterns and dynamic markings across the instruments.

The score starts at measure 15. Measure 16 features a 3/4 time signature. Measure 17 is in 4/4. Measure 18 is in 4/4. Measure 19 is in 3/4. Measure 20 is in 3/4.

Labels for instruments include: Mal 1, Mal 2, Mal 3, Mal 4, Mal 5, Synth., B. Guit, Aux 1, Aux 2, Aux 3, Snares, Tenors, Basses, Cym.

Annotations include: Xylophone, ff, f, Backsticking, China Cymbal, Brake Drum, All, ff, Crash Choke.

Measure 15: Mal 1-5, Synth., B. Guit, Aux 1-3, Snares, Tenors, Basses, Cym.

Measure 16: Mal 1-5, Synth., B. Guit, Aux 1-3, Snares, Tenors, Basses, Cym.

Measure 17: Mal 1-5, Synth., B. Guit, Aux 1-3, Snares, Tenors, Basses, Cym.

Measure 18: Mal 1-5, Synth., B. Guit, Aux 1-3, Snares, Tenors, Basses, Cym.

Measure 19: Mal 1-5, Synth., B. Guit, Aux 1-3, Snares, Tenors, Basses, Cym.

Measure 20: Mal 1-5, Synth., B. Guit, Aux 1-3, Snares, Tenors, Basses, Cym.

The Cave - Percussion Score

33

29 30 31 32 34 35

Mal 1 *f* *p* *f* *mf*

Mal 2 *f* *p* *f* *mf*

Mal 3 *f* *p* *f* *mf*

Mal 4 *f* *p* *f* *mf*

Mal 5 *f* *p* *f* *mf*

Synth. *f* *p* *f*

B. Guit *f* *p* *f* *mf*

Aux 1

Aux 2

Aux 3 *f* *mf*

Snares *ff* *mp* *p* *f* *p*

Tenors *ff* *mp* *p* *f* *p*

Basses *ff* *p* *f* *mf* *mp* *mf* *mp* *mf* *mp*

Cym

Detailed description: This is a percussion score for a piece titled 'The Cave'. The score is for page 5 and covers measures 29 to 35. It features five mallet parts (Mal 1-5), a synth part, a bass guitar part, three auxiliary parts (Aux 1-3), and four main drum parts (Snares, Tenors, Basses, and Cymbals). The key signature is three flats (B-flat, E-flat, A-flat) and the time signature changes from 4/4 to 2/4 at measure 30, 4/4 at measure 31, and 3/4 at measure 34. Dynamic markings include fortissimo (ff), piano (p), mezzo-forte (mf), and mezzo-piano (mp). Articulation includes accents (^) and slurs. The mallet parts play chords and melodic lines. The synth part provides harmonic support. The bass guitar part plays a bass line. The auxiliary parts provide additional rhythmic textures. The snare, tenor, and bass parts play complex rhythmic patterns, including triplets and sixteenth-note runs. The cymbal part provides a consistent rhythmic accompaniment.

The Cave - Percussion Score

Tranquility

44 45 46 47  $\downarrow = 65$  48 49 50 51

Mal 1 *ff* *mf*

Mal 2 *ff*

Mal 3 *ff* *mf*

Mal 4 *ff* *f* *p*

Mal 5 *ff*

Synth. *ff* Warm Pad *pp*

B. Guit *ff*

Aux 1 Wind Chimes *ff* *mf*

Aux 2 *ff*

Aux 3 *ff*

Snares *ff*

Tenors *ff* R R L L ...

Basses

Cym Crash

The Cave - Percussion Score

60

This musical score is for a percussion ensemble. It features the following parts:

- Mal 1:** Treble clef, melodic line with eighth notes and slurs. Dynamics: *mp*.
- Mal 2:** Treble clef, mostly rests with a few notes in the third measure. Dynamics: *mf*.
- Mal 3:** Treble clef, melodic line with eighth notes and slurs. Dynamics: *f*.
- Mal 4:** Treble clef, melodic line with eighth notes and slurs. Dynamics: *mp*.
- Mal 5:** Treble clef, melodic line with eighth notes and slurs. Dynamics: *mp*.
- Synth:** Treble and Bass clefs, melodic line with eighth notes and slurs. Dynamics: *p*.
- B. Guit:** Bass clef, melodic line with eighth notes and slurs. Dynamics: *mp*.
- Aux 1:** Percussion staff with rests and a dynamic hairpin.
- Aux 2:** Percussion staff with rests and a melodic line in the third measure. Dynamics: *mf*.
- Aux 3:** Percussion staff with rests.
- Snares:** Percussion staff with rests.
- Tenors:** Percussion staff with rests.
- Basses:** Percussion staff with a rhythmic pattern of eighth notes.
- Cym:** Percussion staff with rests and a melodic line in the fourth measure. Dynamics: *mp*.

The Cave - Percussion Score

65 66  $\text{♩} = 172$  67 68 69

Mal 1

Mal 2 Xylophone  
*mp*

Mal 3

Mal 4 *f*

Mal 5 *f*

Synth.

B. Guit *mf*

Aux 1 Concert Bass Drum and Tam Tam  
*mf*

Aux 2 *mf* *mf*

Aux 3

Snares *mp*  
R L R R L R L R L L R L R R L R L R L L R L R R L R L R L L R L R R L R L R L L

Tenors

Basses *mp*

Cym

The Cave - Percussion Score  
13

77

76 78 79 80 81

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Synth.

B. Guit

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

Cym

This musical score is for a percussion ensemble in 'The Cave'. It features five mallet parts (Mal 1-5), a Synth part, a Bass Guitar (B. Guit), three Auxiliary parts (Aux 1-3), and four drum parts (Snares, Tenors, Basses, Cym). The score is divided into measures 76 through 81. Measure 77 is marked with a box containing the number 77. The key signature is B-flat major (two flats), and the time signature changes from 5/4 to 3/4 at measure 77 and back to 5/4 at measure 81. Dynamics include forte (f) and piano (p). The percussion parts include complex rhythmic patterns with accents and dynamic markings. The Synth part provides harmonic support with sustained notes. The B. Guit part plays a steady bass line. The Auxiliary parts provide additional rhythmic textures. The drum parts (Snares, Tenors, Basses, Cym) feature intricate patterns with accents and dynamic markings.

The Cave - Percussion Score

Unpredictable Darkness

92

♩ = 56

93 [Bells]

This musical score is for a percussion ensemble. It features ten staves: five mallets (Mal 1-5), a synthesizer (Synth.), a bass guitar (B. Guit), three auxiliary percussion parts (Aux 1-3), and three standard drum parts (Snares, Tenors, Basses) plus a cymbal (Cym). The score is in 5/4 time and consists of 15 measures. Measures 88-91 are in 5/4 time, while measures 92-93 are in 3/4 time. The key signature has two flats. A tempo marking of ♩ = 56 is provided. Dynamics include *ff* (fortissimo) and *mf* (mezzo-forte). Specific percussion elements are labeled: 'Bells' at measure 93, 'Chimes' at measure 93, and 'Suspended Cymbal: Medium' at measure 93. A large watermark is visible across the page.



The Cave - Percussion Score

101 102 103 104 105 106

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Synth.

B. Guit

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

Cym

Xylophone

*p*

*mp*

R

R L R R

L R L R R L R

L R L R R L R L L R

L R L R R L R L L R

The Cave - Percussion Score  
19

124 



117 118 119 120 121 122 123

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Synth.

B. Guit

Aux 1

Aux 2

Aux 3

Snares

Tenors

Bases

Cym

*mf*

*p*

*f*

*f*

*f*

*f*

*f*

The Cave - Percussion Score  
21

136

131 132 133 134 135 137 138

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Synth.

B. Guit

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

Cym

The score is written in 4/4 time with a key signature of two flats (B-flat and E-flat). It features five Maraca parts (Mal 1-5) with various rhythmic patterns. The Synth. part consists of sustained chords. The B. Guit part has a melodic line. Aux 1, 2, and 3 provide additional rhythmic and harmonic support. The Snares, Tenors, and Basses parts are highly rhythmic, with snare and tenor drums playing complex patterns and basses playing a steady groove. Cymbals are used for accents and textures. Dynamics range from *f* (forte) to *p* (piano).