



City of Light

Steve Martin (ASCAP)
Battery Percussion by Aaron Hines (ASCAP)

Prelude/Galop Infernal

Glockenspiel

♩ = 96

Mallet 1: *ff* (measures 2-4), *mf* (measures 5-7), *ff* (measures 8-10)

Mallet 2: Xylo *mf* (measures 5-7), *ff* (measures 8-10)

Mallet 3: Vibes *ff* (measures 2-4), *fp mf* (measures 5-7), *ff* (measures 8-10)

Mallet 4: Marimba *mf* (measures 5-7), *ff* (measures 8-10)

Mallet 5: Marimba *mf* (measures 5-7), *ff* (measures 8-10)

Auxiliary 1: sus cym. *pp* < *ff* (measures 2-4), *pp* (measures 5-7), *ff* (measures 8-10)

Auxiliary 2: Gong *pp* < *ff* (measures 2-4), *pp* (measures 5-7), *ff* (measures 8-10)

Bass Drum: *ff* (measures 2-4), *pp* < *ff* (measures 5-7), *ff* (measures 8-10)

Snare Drums: *f* (measures 2-4), *p* (measures 5-7), *f* (measures 8-10)

Tenor Drums: *f* (measures 2-4), *p* (measures 5-7), *f* (measures 8-10)

Bass Drums: *f* (measures 2-4), *p* (measures 5-7), *f* (measures 8-10)

Cymbals: *f* (measures 2-4), *p* (measures 5-7), *f* (measures 8-10)

Crash Choke: *f* (measures 2-4), *p* (measures 5-7), *f* (measures 8-10)

City of Light - Percussion Score

21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Aux 1

Aux 2

Snares

Tenors

Basses

Cym

ff

mf

ff

mf

mf

f

mp

mf

f

mp

mf

mf

f

mp

p

mp

p

f

f

pp

Sizzle Suck

L R R R L R R R (cont...)

RH... R L R L RH...

RH... R L R L RH...

RH... R L R L RH...

City of Light - Percussion Score

52 53 54 55 56 57 58 59 60 61 62 63 64 65 66

Mal 1 *mf* *ff* *mf* *fff* *f* *f*

Mal 2 *mf* *ff* *mf* *fff* *f*

Mal 3 *mf* *ff* *mf* *fff* *f* *f*

Mal 4 *mf* *ff* *mf* *fff* *f* *mp*

Mal 5 *mf* *ff* *mf* *fff* *f* *mp*

Aux 1 *mp* *ff* *mp* *fp* *p* *fp*

Aux 2 Woodblock w/ mallets

Snare *mf* *ff* *mp*

Tenors *mf* *ff*

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

Cym

City of Light - Percussion Score

82 83 84 85 86 87 88 89 90 91 92 93 94 95 96

Mal 1 *ff* *mf*

Mal 2 *ff* *mf*

Mal 3 *ff* *mf*

Mal 4 *mp* *mf*

Mal 5 *mp* *mf* Splash

Aux 1 *ff* *f* *f*

Aux 2 *ff* *f*

Snares *p* *mf* *p* *mf* *fp* *mf* *Center of head*

Tenors *mf* *p* *mf* *mf* *p* *mf* *mf* *p* *mf*

Basses

Cym *mf*

City of Light - Percussion Score

13

This page of the percussion score contains measures 161 through 168. The score is written for a variety of instruments, including five mallets (Mal 1-5), two auxiliary percussion instruments (Aux 1 and Aux 2), snare drums, tenors, basses, and cymbals. The key signature is B-flat major (two flats), and the time signature is 4/4. The music is primarily melodic and rhythmic, with dynamic markings ranging from *mp* (mezzo-piano) to *ff* (fortissimo). A large watermark 'SMP' is visible across the score.

Measures 161-168 are marked with measure numbers above the staff. Measure 161 is boxed. Dynamic markings include *mp* and *ff*. A 'B.D - muted' instruction is present in measure 168. The score includes staves for Mal 1, Mal 2, Mal 3, Mal 4, Mal 5, Aux 1, Aux 2, Snares, Tenors, Basses, and Cym.

City of Light - Percussion Score

This page of the percussion score for 'City of Light' covers measures 174 through 178. The score is written for a variety of percussion instruments, including five mallets (Mal 1-5), two auxiliary percussion parts (Aux 1 and 2), snare drums, tenors, basses, and cymbals. The key signature is B-flat major, and the time signature is 4/4. The music features complex rhythmic patterns, including triplets and sixteenth-note runs. Dynamics range from *pp* (pianissimo) to *ff* (fortissimo). A 'Sus. cym' (suspended cymbal) is introduced in measure 177. Measure 178 is highlighted with a box and contains a repeat sign. A large watermark is visible across the page.

174 175 176 177 178

Mal 1 *f* *ff*

Mal 2 *ff*

Mal 3 *mf* *mp* *f* *ff*

Mal 4 *mf* *f* *mf* *f* *ffp*

Mal 5 *mf* *f* *mf* *f* *ffp*

Aux 1 *pp* *ff*

Aux 2 *ff*

Snares *mf*

Tenors *mp* *p* *mp* *p* *mp* *mf*

Basses *mf*

Cym *mf*

City of Light - Percussion Score

186

184 185 187 188

Mal 1 *f* *ff* *mf* *f* *ff*

Mal 2 *f* *ff* *mf* *f*

Mal 3 *f* *ff* *mf* *f* *ff*

Mal 4 *ffp* *ff* *f* *ff* *mf* *f* *<ff* *6* *6* *6*

Mal 5 *ffp* *ff* *f* *ff* *mf* *ff*

Aux 1 *ff* Gong *pp* *ff*

Aux 2

Snares *pp* *mf* *pp* *f*

Tenors *pp* *mf* *pp* *f*

Basses *pp* *mf* *pp* *f*

Cym *f*

City of Light - Percussion Score

213 Farandole/Reprise
214

209 Plastic Mallets 210 211 212 215 216 217 218 219

Mal 1 *mf* *fff*

Mal 2 *mf* *fff*

Mal 3 *fp* *fff*

Mal 4 *ff* *mp* *fp* *fff*

Mal 5 *ff* *mp* *fp* *fff*

Aux 1 *pp* *ff*

Aux 2 *f* *p* *ff*

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

Tenors *mp* *p* *mp* *p* *mp* *p* *mp*

Basses *mp*

Cym

City of Light - Percussion Score

267 268 269 270 271 272 273 274 275 276 277 278 279 280 281

Mal 1 *ff*

Mal 2 *ff*

Mal 3 *ff*

Mal 4 *ff*

Mal 5 *ff*

Aux 1

Bass Drum *mp f ff* +Gong

Aux 2 *mf* *ff*

Snare *mf* *p* *mf* *p*

Tenors *mf* *p* *mf* *p*

Basses *mf* *p* *mf* *p*

Cym *mf*

