

Colors

Steve Martin (ASCAP)
Aaron Hines (ASCAP)

Red

$\text{♩} = 160$ 2 3 4 5 6 **7** Bells 8

Mallet 1

Mallet 2

Mallet 3
Opt. Crotales
mf

Mallet 4

Synthesizer

Bass Guitar

Auxiliary 1
Wind Chimes
mp

Auxiliary 2
Sus Cym
pp

Snare Drums
mf
RLRRL RLRRL

Tenor Drums
mf

Bass Drums
mf

Cymbals

ff
Xylo

ff
Vibes

sub. ff
Marimba

ff

ff

ff
Gong
Bass Drum

mf

Colors - Percussion Score

15 16 17 18 19 20 21

Mal 1 *fff*

Mal 2 *fff*

Mal 3 *fff*

Mal 4 *fff* *f*

Synth *ff* *mf*
8^{vb}

B. Guit *mf*

Aux 1 *ff* *pp* *ff* *mf*
Hi-Hat
Triangle

Aux 2

Snares *ff* L R

Tenors *ff*

Basses *ff*

Cym *ff*

Colors - Percussion Score
5

28 29 30 31 32 33 34

Mal 1 *mf*

Mal 2

Mal 3 *mp*
Ped. Ped. Ped. Ped.

Mal 4 *f*

Synth *mf*

B. Guit

Aux 1

Aux 2 *mf*
Sleigh Bells

Snares

Tenors *p* *mf* *p* *mf*
R L L

Basses

Cym

Colors - Percussion Score

43 44 45 46 47 48 49

Mal 1

Mal 2

Mal 3

Mal 4

Synth

B. Guit

Aux 1

Aux 2

Snares

Tenors

Basses

Cym

The score is written for a percussion ensemble. It consists of the following parts:

- Mal 1:** Four mallets playing chords in the right hand.
- Mal 2:** Four mallets playing eighth-note patterns in the right hand.
- Mal 3:** Four mallets playing chords in the right hand.
- Mal 4:** Four mallets playing eighth-note patterns in the right hand.
- Synth:** A synthesizer part with a treble and bass clef. The bass line features sustained notes with a tremolo effect.
- B. Guit:** Bass guitar part with a bass clef, featuring sustained notes with a tremolo effect.
- Aux 1:** Auxiliary part with a treble clef, showing a dynamic change from *pp* to *ff* between measures 45 and 46.
- Aux 2:** Auxiliary part with a treble clef, featuring eighth-note patterns.
- Snares, Tenors, Bases, Cym:** Empty staves for snare drums, tenor drums, bass drums, and cymbals.

Colors - Percussion Score
9

56 57 58 59 60 61

Mal 1

Mal 2

Mal 3

Mal 4

Synth

B. Guit

Aux 1

Aux 2

Snares

Tenors

Basses

Cym

Colors - Percussion Score
11

Blue

66 67 68 69 70 $\downarrow = 108$ 71

Mal 1

Mal 2

Mal 3

Mal 4

Synth

B. Guit

Aux 1

Aux 2

Snares

Tenors

Basses

Cym

ff *pp* *ff* *mp*

To Piano Piano

f

R L L R L L

Colors - Percussion Score
13

76 77 78 79

Mal 1 *p* *mp*

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

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

Mal 4 *mf*

Synth *p*
Bass Guitar cue
mf

B. Guit *mf*

Aux 1

Aux 2

Snares

Tenors

Basses

Cym

85 86 87

Mal 1 *ff*

Mal 2 Plastic Mallets *ff*

Mal 3 Hard Mallets *ff*

Mal 4 Hard Mallets *ff*

Synth *ff*

B. Guit

Aux 1 *ff*

Aux 2

Snares *f*
R L L R L L R L L R
f

Tenors *f*
R L L R L L R L L R
f

Basses *f*

Cym *f*

Colors - Percussion Score
17

Green

92 93 94 95 96 =120 97 98

Mal 1

Mal 2

Mal 3

Mal 4

Synth

B. Guit

Aux 1

Aux 2

Snares

Tenors

Basses

Cym

To Med Mallets

sub. p

To FX 5
To E. Pno.

sub. p

pp

To FX 5

ppp

ff

Splash Choke

To WCh
SR

Wind Chimes

mp

Soft Mallet

mf

ff

Colors - Percussion Score
19

108 109 110 111 112 113 114 115

Mal 1 *mf* *f* *mp*

Mal 2

Mal 3 *mf* *f*

Mal 4 *mp*

Synth *mp* *mf* *f* *mp*
B. Guitar cue

B. Guit *mp*
Ride

Aux 1 *f* *mp* *mf*

Aux 2

Snares *p* *mf* *p* *mf* *p*

Tenors

Basses *mp*

Cym

124 125 126 127 128 129 130 131

Mal 1
Mal 2
Mal 3
Mal 4
Synth
B. Guit
Aux 1
Aux 2
Snares
Tenors
Basses
Cym

f *mf* *sub. p* *mf* *mp*

sub. p *mf* *mp*

sub. p *mf* *mp*

sub. p *mf* *mp*

sub. p *mf* *mp*

sub. p *mf* *mp*

sub. p *mf* *mp*

sub. p *mf* *mp*

Regular Implement
mf *p* *mf* *p*

fp *mf* *p* *f* *p*

Regular Implement
mf *p*

p

140 141 142 143 144 145 146 147 148

Mal 1
Mal 2
Mal 3
Mal 4
Synth
B. Guit
Aux 1
Aux 2
Snares
Tenors
Basses
Cym

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

Colors - Percussion Score
25

157 158 159 160 161 162

Mal 1 *sub. mf*

Mal 2 *sub. mf*

Mal 3 *sub. p*

Mal 4 *sub. mf*

Synth *sub. mf*

B. Guit *sub. mf*

Aux 1 *pp* *ff* *pp*

Aux 2 *sub. mf*

Snares *p*

Tenors *p*

Basses *p*

Cym