

Dead Men Tell No Tales

Aaron Hines (ASCAP) & Dan Bryan

I. Dead Men

♩ = 80
Trigger FX1

Mallet 1: 1. 2. 3. 4. 5. 6. rit. 7. ♩ = 80 Bells 8. *mf*

Mallet 2: Xylo 3 3 3 3 3 3 *mp*

Mallet 3: Sus. Cym *p* Vibes *f*

Mallet 4: Marimba 3 3 3 3 3 3 3 3 *mf*

Mallet 5: Sus. Cym *p* Marimba 3 3 3 3 3 3 3 3 *f* *mf*

Synthesizer: Banjo *mf*

Bass Guitar: *p*

Drumset: *p*

Auxiliary: Wind Chimes *mf* BD *mp*

Snare Drums

Tenor Drums

Bass Drums

Cymbals

80 81 82 83 84

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Synth

B.G.

Dr.Set

Aux

Snares

Tenors

Basses

Cym

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

- Mal 1-5:** Five mallet parts, each with a different rhythmic pattern.
- Synth:** A synthesizer part with sustained chords.
- B.G.:** Bass guitar part with a melodic line and dynamics *mf* and *f*.
- Dr.Set:** Drum set part with a consistent rhythmic pattern.
- Aux:** Auxiliary part with a melodic line.
- Snares:** Snare drum part with a complex rhythmic pattern and dynamics *p*, *f*, *mp*, and *mf*.
- Tenors:** Tenor drum part with a complex rhythmic pattern and dynamics *p*, *f*, *mp*, and *mf*.
- Basses:** Bass drum part with a complex rhythmic pattern and dynamics *p* and *f*.
- Cym:** Cymbal part with a simple rhythmic pattern.

94 95 96 97 98 99 100

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Synth

B.G.

Dr.Set

Aux

Snares

Tenors

Basses

Cym

Accordian

edge

Halfway

Center

mp *p* *mf* *f*

f *p* *f*

mf *p* *f*

mf *f*

110 Chimes

109 111 112 113 114 115 116 117

Mal 1 *f*

Mal 2 *f* *mp*

Mal 3 *ff* *mp*

Mal 4 *ff* *mp*

Mal 5 *ff* *mp*

Synth

B.G.

Dr.Set

Aux +Gong Sus. Cym

Snares *f* *p* *f* *p* to edge edge 3 to center

Tenors *f* *p* *f* *p*

Basses *f* *p* *f* *p*

Cym *f*

123 Trigger FX7 124 125 126 127 Trigger FX8

Mal 1

Mal 2 *ff*

Mal 3 *ff*

Mal 4 *ff*

Mal 5 *ff*

Synth

B.G.

Dr.Set

Aux

Snare *f* R L R L R R L R L R R L R L R R L R L R *p* *ff*

Tenors *f* R L R L R R L R L R R L R L R R L R L R *p* *ff*

Basses *f* R R L R L R R L R L R R L R L R *p* *ff*

Cym