

# The Gates

**The Journey**

♩ = 136

Mallet 1: *pp* (measures 5-12)

Mallet 2: *mp*, *mf*, *f* (measures 5-12)

Mallet 3: *f* (measures 5-12)

Mallet 4: *mf* (measures 5-12)

Mallet 5: *mf* (measures 5-12)

Mallet 6: *mf* (measures 5-12)

Mallet 7: *mf* (measures 5-12)

Auxiliary 1: ride cym (measures 11-12), *mp*

Auxiliary 2: triangle (*mf*), sus cym (*p*), triangle (*mf*), sus cym (*mp*), finger cymbals (*mf*), triangle (*mf*), finger cymbals (*mp*), sus cym (*mp*)

Auxiliary 3: wind chimes (*f*), wind chimes (*f*)

Auxiliary 4: coin scrape on gong (*mf*), coin scrape on sus cym (*mf*), coin scrape on gong (*mf*), coin scrape on sus cym (*mf*), coin scrape on gong (*mf*), coin scrape on sus cym (*mf*)

Snare Drums: L.H. Cross Shot (*mp*)

Tenor Drums: *mp*

Bass Drums: *mf*

Cymbals: HiHat Choke (*mp*)

The Gates - Percussion Score

23 24 25 26 27 28 29 30 31

Mal 1 *ff*

Mal 2 *ff*

Mal 3 *ff*

Mal 4 *ff*

Mal 5 *ff*

Mal 6 *ff*

Mal 7 *ff*

Aux 1 china boy *f* splash cym 25 china boy *f* splash cym china boy *ff*

Aux 2 sus cym *mf* *f* sus cym *mf* *ff*

Aux 3 wind chimes *f* sus cym *mf* wind chimes *f* sus cym *mf* *ff*

Aux 4 *f* *ff*

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

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

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

Cym



The Gates - Percussion Score

The score is divided into three systems. The first system (Measures 55-61) features seven mallet parts (Mal 1-7) and four auxiliary parts (Aux 1-4). Mal 1-7 play melodic lines with dynamics ranging from *ff* to *mp*. Aux 1-4 provide rhythmic accompaniment with various percussion instruments: ride cym, sus cym, wind chimes, coin scrape on sus cym, hi-hat, triangle, sus cym, china boy, splash, and bass drum. The second system (Measures 62-64) continues the mallet and auxiliary parts, with Mal 1-7 playing chords and melodic fragments, and Aux 1-4 providing sustained accompaniment. The third system (Measures 65-67) features three drum parts: Snare, Tenors, and Basses. Snare and Tenors play complex rhythmic patterns with dynamics from *f* to *mp*, while Basses play a steady bass line with triplets. The Cym part remains active with melodic lines.

The Gates - Percussion Score

74 75 76 77 78 79

Mal 1 *mp* *mf*

Mal 2 *pp* *mp* *p* *mp* *p* *mf*

Mal 3

Mal 4

Mal 5 *mf*

Mal 6 *mf*

Mal 7 *mf*

Aux 1 *f*

Aux 2 *mf* *p* *mp* *f* *mp*

Aux 3 wind chimes *f*

Aux 4 coin scrape on sus cym triangle beater on gong *mf* *mp* *p*

Snares

Tenors

Basses *mp*

Cym

The Gates - Percussion Score

This page of the percussion score for 'The Gates' contains measures 91 through 97. It features seven mallet parts (Mal 1-7), four auxiliary parts (Aux 1-4), and four standard drum parts (Snare, Tenor, Bass, and Cym). The score is written in 2/4 time with a key signature of one flat (Bb). A tempo marking of  $\text{♩} = 160$  is present at the beginning of measure 96. The mallet parts (Mal 1-7) are primarily melodic and rhythmic, often featuring triplets and dynamic markings such as *ff* and *f*. The auxiliary parts (Aux 1-4) provide additional rhythmic texture, with specific instrument labels like 'splash', 'china', 'zil bell', 'hi block', and 'tambourine'. The Snare, Tenor, Bass, and Cym parts provide the core drum accompaniment, with dynamic markings ranging from *pp* to *ff*. A large, semi-transparent watermark is visible across the center of the page.

The Gates - Percussion Score

This percussion score is for measures 110 through 120. It features seven main mallet parts (Mal 1-7) and four auxiliary parts (Aux 1-4). The score is written in 6/8 time with a key signature of one flat. Mal 1 has a melodic line starting at measure 112 with a forte (*f*) dynamic, reaching fortissimo (*ff*) by measure 116. Mal 2-6 play a consistent eighth-note pattern, with Mal 2-6 marked *ff* from measure 116 onwards. Mal 7 plays a steady eighth-note accompaniment, marked *ff* from measure 116. The auxiliary parts include: Aux 1 (hi-hats), Aux 2 (triangle and sus cym), Aux 3 (chinaboy and sus cym), and Aux 4 (gong & BD). Dynamics for the auxiliaries range from *pp* to *ff*. The Snare, Tenor, and Bass parts feature complex rhythmic patterns with triplets and accents, marked *mp* or *ff*. The Cym part has a simple melodic line marked *ff*.

The Gates - Percussion Score

Inner Sanctuary

132  $\text{♩} = 56$  133 134 135 136 137 138 139

Mal 1 *mp* *pp* *f*

Mal 2

Mal 3 *mp*

Mal 4 *mf*

Mal 5 *mp*

Mal 6 *mp*

Mal 7 *mp*

Aux 1  $\text{♩} = 56$  triangle *mf* *mp* 134 139

Aux 2 wind chimes *f* *p* *pp* ride tri etc. *pp*

Aux 3 sizzle cym *mp* *pp*

Aux 4 coin scrape on gong *mf* nylon tip sticks on gong *pp* *f* coin scrape on sus cym *mp* nylon tip sticks on gong *pp*

Snares *p* *mf* *p*

Tenors Soft Mallets *mp* *mf* *mp* *mp* *mf* *mp*

Basses Soft Mallets *mp* *mf* *mp* *mf* *mp* *mf* *mp* *p* *pp* *mp* *mf*

Cym *mp*





The Gates - Percussion Score

156 157 158 159 160 161 162

Mal 1 *mp* *p*

Mal 2 Chimes *mf* Xylo

Mal 3 *mp*

Mal 4 *mf* *f* *mf*

Mal 5 *mp*

Mal 6 *mp*

Mal 7 *mp*

Aux 1 156 triangle *mf* *mp*

Aux 2 triangle btrs on ride cym *p* *mf* finger cymbals *mf* triangle btrs on ride cym *p* *mf* finger cymbals *mf* *mp*

Aux 3 *mf*

Aux 4 coin scrape on sus cym *mp* coin scrape on gong *mf* coin scrape on sus cym *mp* *mf*

Snares *mp* *pp* *p* *mf* *p*

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

Basses *mp* *p* *pp* *mf* *p*

Cym





The Gates - Percussion Score

This percussion score is divided into two systems. The first system (measures 219-229) features seven mallet parts (Mal 1-7) and four auxiliary parts (Aux 1-4). Mal 1-6 play melodic lines with dynamics ranging from *ff* to *mp*. Mal 7 plays a bass line. Aux 1-4 provide rhythmic accompaniment with various instruments: Aux 1 (cymbals), Aux 2 (splash, hi block), Aux 3 (china, cowbell), and Aux 4 (bass drum, gong & BD). The second system (measures 229-239) continues the mallet parts and includes Snare, Tenors, Basses, and Cym. The Snare part features complex rhythmic patterns with triplets and dynamic markings like *f* and *ff*. Tenors and Basses play melodic lines, while Cym provides a steady accompaniment. The score concludes with a final *ff* dynamic marking.

