



Percussion Score

Heroes & Villains

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Percussion by Dan Bryan & Aaron Hines (ASCAP)

The Superhero

♩ = 104

2 Bells 3 4 5 6 7 8 9 10 11 12

Mallet 1 Chimes *mp* *f* *fp*

Mallet 2 *mf* Vibes *mf* *f* *fp*

Mallet 3 *mf* *mf* *fp* *f* *fp*

Mallet 4 Marimba *f* *ff*

Mallet 5 *mp* *fp* *mf* *f* *ff*

Timpani *mp* *fp* *mf* *f* *ff*

Synthesizer *mp* temple blocks *fp* China Cym

Auxiliary 1 *f* *pp* sus. cym. floor tom w/ mallet *pp*

Auxiliary 2 Gong coin scrape on gong *pp* *f* *mp* Sus. Cym *pp*

Auxiliary 3 Bass Drum *pp* *mf* *f* *mf*

Snare Drums *p* *mf*

Tenor Drums *p* *mf*

Bass Drums *p*

Cymbals *p*

Heroes & Villains - Percussion Score

21 22 23 24 25 26 27

Mal 1 *mf* *ff*

Mal 2 *f* *ff* *fff*

Mal 3 *mf* *ff* *fff*

Mal 4 *mf* *ff* *fff*

Mal 5 *mf* *ff* *fff*

Timp. *f* *fp* *ff* *fff*

Synth. *f* *fp* *ff* *fff*

Aux 1 *pp* *pp*

Aux 2 *pp* *pp*

Aux 3

Snare *f* *mp* *ff* *f* *mp* *ff*

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

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

Cym *mp* *ff* *f* *mp* *ff*

Heroes & Villains - Percussion Score

36 37 38 39 40 41 42 43

Mal 1
Mal 2
Mal 3
Mal 4
Mal 5
Timp.
Synth.
Aux 1
Aux 2
Aux 3
Snare
Tenors
Basses
Cym

splash
wind chimes
belltree
sus. cym
sizzle cym.
triangle
pp
f
mf
p
pp
mf
p
mf

53 54 55 56 57 58 59 60

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Timp.

Synth.

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

Cym

Chimes

ff

fp

pp

p *fp* *f*

p *f*

Heroes & Villains - Percussion Score

69 70 71 72 73 74 75 76 77 78

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Timp.

Synth.

Aux 1 Triangle

Aux 2 Temple Blocks

Aux 3 Tambourine

Snares

Tenors

Bases

Cym Ding

mf

mf

mf

mf

mp

mp

mf

mp

mf

mp

Heroes & Villains - Percussion Score

Musical score for Percussion, measures 88-95. The score includes parts for Mal 1-5, Timp., Synth., Aux 1-3, Snare, Tenors, Basses, and Cym. Dynamics range from *mp* to *fff*. A box highlights measure 93.

Measures 88-95 are shown. Measure 93 is highlighted with a box. Dynamics include *mp*, *mf*, *ff*, *fff*, *p*, *f*, and *mf*. Percussion effects include Triangle, China Cymbal, Sizzle, and Rhythmic patterns (R L R R L L R).

Heroes & Villains - Percussion Score

accel. ♩=152

111

Sus. Cym

104 105 106 107 108 109 110

Mal 1
Mal 2
Mal 3
Mal 4
Mal 5
Timp.
Synth.
Aux 1
Aux 2
Aux 3
Snare
Tenors
Basses
Cym

Heroes & Villains - Percussion Score

119 120 121 122 123 Sus. Cym 124 125 126

Mal 1

Mal 2 *sub. mp* *fff* *f*

Mal 3 *sub. mp* *fff* *f*

Mal 4 *sub. mp* *fff* *f*

Mal 5 *sub. mp* *fff* *f*

Timp. *sub. mp* *fff* *mf* *f*

Synth. *sub. mp* *fff*

Aux 1 *f* *f*

Aux 2 *fff* *SusCym* *ff*

Aux 3 *fff* *f*

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

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

Basses *mp* *p* *ff* *fff* *f* *ff*

Cym *mp* *ff* *fff* *f* *ff*

Heroes & Villains - Percussion Score

Glockenspiel

138 139 140 141 142 143 **144** **145** 146 147

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Timp.

Synth.

Aux 1

Aux 2

Aux 3

Snares

Tenors

Bases

Cym

mf *f* *mf* *f* *f* *f* *f* *f* *f* *f* *f* *f*

Sus. Cymbal *f*

Small Suspended Cymbal *mf* *f* *f* *f* *f* *f* *f* *f*

WChimes *mf*

mf *mf*

mf *p*

3 3 3 3 3 3 3 3 3 3 3 3

Heroes & Villains - Percussion Score

171 172 173 174 175 accel. 176 =138 177 178 accel.

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Timp.

Synth.

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

Cym

Heroes & Villains - Percussion Score

187 188 189 190 191 192 193 194

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Timp.

Synth.

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

Cym

Heroes & Villains - Percussion Score

203 204 205 206 207 208 209 210 211 212 213 $\text{♩} = 128$

Mal 1 *f* *mf* *mf*

Mal 2 *f* *mf* *mf*

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

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

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

Timp. *f* *f* *mf* *f* *mf* *mf* *fp* *f* *ff*

Synth *mp* *mf* *mp* *mf* *mp* *mf* *fp* *f* *ff*

Aux 1

Aux 2 *mf* *f*

Aux 3 *f* *p* *f*

Snares

Tenors *f* *mp*

Basses *f* *mp*

Cym *f*

Sus. Cymbal *f*

Sus. Cymbal *f*

Sus. Cymbal *f*

CrCym 20 Germanic *f*

CrCym 20 Germanic

Concert Toms *f* *p*

BD and Tam Tam *f*

Heroes & Villains - Percussion Score

222 223 224 225 226 227 228 229

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Timp.

Synth.

Aux 1

Aux 2

Aux 3

Snare

Tenors

Basses

Cym

Heroes & Villains - Percussion Score

238 239 240 241 242 243 244

Mal 1
Mal 2
Mal 3
Mal 4
Mal 5
Timp.
Synth.
Aux 1
Aux 2
Aux 3
Snare
Tenors
Basses
Cym

ff
ff
ff splash
pp
pp
p
fp
f
p
f