

Ice

Gary P. Gilroy (ASCAP)

Percussion Score

Freezing
♩ = 156

Mallet 1: Bells

Mallet 2: Chimes

Mallet 3: Vibes

Mallet 4: Vibes

Mallet 5: Marimba

Mallet 6: Marimba

Synthesizer

Auxiliary 1: wind chimes, brake drum (freely), shaker

Auxiliary 2: suspended cymbal, triangle

Auxiliary 3: vibraslap, claves

Auxiliary 4: coin scrape on gong, tambourine

Snare Drums

Tenor Drums

Bass Drums

Cymbals: sizzle

Dynamic markings: *f*, *mf*, *mp*, *p*, *ff*, *pp*

Performance instructions: water chime (dip into water after attack), brake drum (freely)

This percussion score is written for six mallets (Mal 1-6), a synth, and several auxiliary percussion instruments. The music is in 3/4 time and features a complex rhythmic pattern with many triplets. The score is divided into measures 21 through 27. The mallet parts are written in treble clef with a key signature of one flat (B-flat major or F minor). The synth part is written in grand staff (treble and bass clefs). The auxiliary percussion parts include:

- Aux 1: splash cymbal and suspended cymbal.
- Aux 2: A line with dynamics *f* and *p*.
- Aux 3: A line with asterisks indicating specific percussion sounds.
- Aux 4: A line with a note labeled "gong & bass drum".
- Snares: A line with triplets and dynamics *ff*.
- Tenors: A line with triplets and dynamics *mp* and *ff*.
- Basses: A line with triplets and dynamics *ff*.
- Cym: A line with dynamics *mp* and *ff*.

Dynamic markings include *f*, *p*, *mp*, *ff*, and *ff*. The score concludes with a "choke" instruction for the cymbals.

Ice - Percussion Score

34 35 36 37 38 39

Mal 1 *mf*

Mal 2 *mp*

Mal 3 *mf*

Mal 4 *mf*

Mal 5 *mf*

Mal 6 *mf*

Synth *mp*

Aux 1

Aux 2 sleigh bells

Aux 3 wood block on downbeats
closed hi-hat on upbeats
p

Aux 4 triangle *mf*

Snares *ff* at edge *f* *mf* *mp* *p*

Tenors *mf*

Basses *mf*

Cym

84 85 86 87 88 89 90

Mal 1 *ff*

Mal 2 *ff*

Mal 3 *ff*

Mal 4 *ff*

Mal 5 *ff*

Mal 6 *ff*

Synth *ff*

Aux 1 *ff* two sus cym

Aux 2 triangle *f* splash Chinaboy two sus cym

Aux 3 *ff* CB& FT *f*

Aux 4 *ff* gong & bass drum

Snares *ff*

Tenors *ff* *fff*

Basses *ff* *mp* *ff* *fff*

Cym *ff* *fff*

Ice - Percussion Score

Crystals

♩ = 160

105

99 100 101 102 103 104 105 106 107

Mal 1 *mf* *f*

Mal 2 *mf* *f*

Mal 3 *mp* *mf*

Mal 4 *mp* *mf*

Mal 5 *mp* *pp* *mf*

Mal 6 *mp* *pp* *mf*

Synth *p* *f*³

Aux 1 *f* wind chimes

Aux 2 *p* triangle *f* finger cymbal

Aux 3 *mp* *p* *p* *p* coin scrape on gong *ff* *mp* *p* *claves*

Aux 4 *mp* *p* *f* *ppp* *mp* *bass drum*₄ *f* *gong w/tri btrs*

Snares

Tenors

Basses *p* *mp* *p* *sizzle*

Cym *p*

ride cym w/tri btrs *f* *mf*

Ice - Percussion Score

136

134 135 137 138 139 140 141 142 143

Mal 1 *mf*

Mal 2 *mf*

Mal 3 *ff* *f*

Mal 4 *ff* *f*

Mal 5 *f* *ff* *f*

Mal 6 *f* *ff* *f*

Synth *mf* *f* *f*

Aux 1 wind chimes bell of ride cymbal woodblock *mf* sus cym

triangle & finger cymbal *f* *f* *mf* *mp* *p* *f* *mp* hi-hat *p*

Aux 2 *f* triangle *p* *mf* *f* *p* *f*

Aux 3 *p*

Aux 4

Snares *mf* *f* center *fp* *p* *f* *mp* *mf* *mp* *f* *mp*

Tenors *mf* *f* *mf*

Basses *mf* *f* *mf* normal mallets *mp*

Cym sizzle *mf*

Ice - Percussion Score

Melting

♩ = 172

169 170 171 172 173 174 175 176 177 178

Mal 1 *mf* *p* *mp* *mf* *mf*

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

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

Mal 4 *mp* *mp* *mf* *f* *mf*

Mal 5 *mp* *mp* *mp* *f* *mf*

Mal 6 *mp* *mp* *mp* *f* *mf*

Synth (8)~1 *p* *p* *mf*

wind chimes rain stick *mf*

Aux 1 *mp* *p < mp* *f* *f* *triangle*

finger cymbal triangle & finger cymbal *f*

Aux 2 *mf* *p* *f*

Aux 3 *mf* *p* *mp* *pp*

Aux 4 *f*

Snares *fp* *fp*

Tenors *f* *mp*

Basses *fp* *mp*

Cym sizzle *mf*

211 212 213 214 215 217 218 219

Mal 1

Mal 2 Xylo *ff* *mf* *ff* *mf* *ff* Crotales

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

Mal 4 *ff*

Mal 5 *ff* *mf* *ff* *mf* *ff*

Mal 6 *ff* *mf* *ff* *mf* *ff*

Synth *ff* *f* *ff* *f* *ff*

Aux 1 rain stick splash China boy

Aux 2 *f* *mf* *ff*

Aux 3 lift CB

Aux 4 bass drum *f*

Snares center *f* *ff* *p < ff*

Tenors *fp* *mf* *ff* *f* *ff* *mf* *ff*

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

Cym *fp* *f* *mf* *f* *sizzle* *ff* *f* *sizzle* *ff* *mf* *ff* crash *ff*

230 231 232 233 234 235 236 237 238 239

Mal 1

Mal 2
Crotales
mf

Mal 3
f

Mal 4
f

Mal 5
mf

Mal 6
mf

Synth
mf

Aux 1
splash
mp

Aux 2
woodblock
mf

Aux 3
claves
mf

Aux 4
mf

Snares
mf

Tenors
fp *f* *mp* *mf*

Basses
fp *f* *mp* *mf*

Cym
sizzle
mf

splash choke
f

closed hi-hat
mf

vibraslap
f

skank
f

hi-hat snaps
f

252 253 254 255 256 257 258 259 260 261

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

Mal 2 *mf* *f*

Mal 3 *f* *ff*

Mal 4 *f* *ff*

Mal 5 *mf* *f*

Mal 6 *mf* *f*

Synth *f* *mf* *f* these 4 measures (LH) are for advanced players only

Aux 1 *f* triangle

Aux 2 *mf* wood block on downbeats closed hi-hat on upbeats *mf*

Aux 3 *mp*

Aux 4 *f* *mp*

Snares *mp* *mf*

Tenors *mf*

Basses sizzle hi-hat snap sizzle *mf* hi-hat snap

Cym sizzle hi-hat snap

Ice - Percussion Score
31

273 274 275 276 277 278 279

Mal 1
(s)

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Synth

Aux 1
sus cym

Aux 2
p *ff* triangle

Aux 3
ff gong & BD

Aux 4

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

Tenors
ff *fff* *ff* *mp* *fff*

Basses
ff *fff* *ff* *mp* *fff*

Cym
fff