

# Julius Caesar

Steve Martin (ASCAP)  
Percussion by Zeke David

Hail Caesar!  
♩ = 160

2 3 Bells 4 5 6 7 8 9 10 11 12 13 14

Mallet 1: Chimes *f*

Mallet 2: Vibes *f*

Mallet 3: Vibes *mf*

Mallet 4: Vibes *mf*

Mallet 5: Marimba *mf*, *f*, *mp*

Mallet 6: Marimba *mf*, *f*, *mp*

Mallet 7: Marimba *mf*, *f*, *mp*

Timpani: *mp* Synth Patch

Synthesizer: *mf*, *f*, *mf*, *mf*

Auxiliary 1

Auxiliary 2

Snare Drums: *p* edge > 3 3 > 3 > 3

Tenor Drums: *p* L r l

Bass Drums: *p* > 3 > 3



Sus Cym

49 50 51 52 53 54 Bells 55 56 57 58 59 60 61 62 63 64

Mal 1 *pp* *f* *mf* *f*

Mal 2 Xylo *f* *mp* *f* *mp* *mf*

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

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

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

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

Mal 7 Marimba *f* *mp* *f* *mp* *mf*

Timp. *f* *f* *mp* *f* String Patch *p* *mp* *mf* *f* *p*

Synth. *mf*

Aux 1 *pp* *f* *pp* *f*

Aux 2

Snares center *ff* *p*

Tenors *ff* *p* *f* *p* puffles *mf* *p* *mp* *mf* *p* *mp*

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



103 104 105 106 107 108 109 110 111 112 113 114 115 116

Mal 1 Bells *mf* *ff* *mf* *ff* *ff* *pp* *f*

Mal 2 *mf* *ff* *mf* *ff* *ff*

Mal 3 Vibes *mf* *ff* *mf* *ff* *ff* *mp*

Mal 4 Vibes *mf* *ff* *mf* *ff* *ff* *mp*

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

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

Mal 7 *mf* *ff* *mf* *ff* *ff* *mp*

Timp. *mp* Synth Patch

Synth. *mf* *ff* *mf* *ff* *mp* *mp*

Aux 1 Sus Cym *pp* *f*

Aux 2 *ff*

Snares *f*

Tenors *f* *p*

Basses *p* *f* *p*



151 152 153 154 155 156 157 158 159 **160** 161

Mal 1

Mal 2

Mal 3  
Vibes

Mal 4  
Vibes

Mal 5

Mal 6

Mal 7

Timp.

Synth.

Aux 1  
Sus Cym

Aux 2

Snares

Tenors

Basses

*ff* K China

*sub mf* Vibes

*mp* Vibes

*mp*

*mp*

*mp*

*ff*

*sub mf*

*ff*

*sub mf*

*ff* Brake Drums

*sub mf*

*mp* *f*

*p*

*f*

*f*

*mp* *f*

*p*

*f*

*f*

edge

*p* *f* *r* *r* *>*

*p*

*p*

*f*





199 200 201 202 203 204 205 206 207

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Mal 7

Timp.

Synth.

Aux 1

Aux 2

Snares

Tenors

Basses

accel.  
Bells

Xylo

mf

f

mf

f

mf

f

mf

f

mf

f

Sus Cym

Sus Cym

Sus Cym

edge

to center

center

edge

p

mf

p

♩=104

214 215 216 217 218  $\text{♩} = 160$  Chimes 219 220 221 222

Mal 1 *f* *mf* Bells

Mal 2

Mal 3 *f* *ff*

Mal 4 *f* *ff*

Mal 5 *f* *f*

Mal 6 *f* *f*

Mal 7 *f* *f*

Timp. *ff* *mp* *f* *mp* *f* *p*

Synth. *ff* *f* *ff* *p*

Aux 1 *f* Field Drum

Aux 2

Snares *ff* *mp* *ff*

Tenors *ff* *mp* *ff*

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

235 236 237 238 239 240 241 242 243 244

Mal 1 *f*

Mal 2 *fff*

Mal 3 *fff* *fp* *fp*

Mal 4 *fff* *fp* *fp*

Mal 5 *fff* *f*

Mal 6 *fff* *f*

Mal 7 *fff* *f*

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

Synth. *fp* *ff* *fp* *fp* *ff*

Aux 1 *p* *f* *p* *f*

Aux 2

Sus Cym

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

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

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

255 256 257 258 259 260 261

Mal 1

Mal 2 Xylo

Mal 3 *sub mp* *ff* *fp* *mf* *ff* *sub mp*

Mal 4 *sub mp* *ff* *fp* *mf* *ff* *sub mp*

Mal 5 *f mp*

Mal 6 *f mp*

Mal 7 *f mp*

Timp. *sub mp* *ff* *mf* *ff* *sub mp*

Synth. *sub mp* *ff* *ff* *fp* *mf* *ff* *sub mp*

Aux 1

Aux 2

Snares *mp* *p* *mf* *backstick* *fp*

Tenors *p* *f*

Basses *f* *p*

274 275 276 277 278 279 280 281 282 283 284

Mal 1

Mal 2 *mp* *mp* *mf* *f* *ff*

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

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

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

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

Mal 7 *mp* *mp* *mf* *f* *ff*

Timp. *fp* *fp* *fp* *fp* *mp* *ff*

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

Aux 1

Aux 2 *mp* *f*

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

Tenors *p* *mf* *f*

Basses *p* *f*

edge center

*p* *mf* *f*

E tu, Brute?

307

This page of the percussion score covers measures 298 to 312. It features multiple staves for different percussion instruments, including Mal 1-7, Timp., Synth., Aux 1-2, Snares, Tenors, and Basses. The score includes dynamic markings such as *p*, *f*, *pp*, *mf*, and *ppp*, as well as articulation marks like accents and slurs. A section labeled 'Bells' begins at measure 307. The music is in 3/4 time and includes complex rhythmic patterns, particularly in the snare, tenor, and bass drum parts, featuring triplets and sixteenth-note runs.

This page of the percussion score for Julius Caesar, page 29, covers measures 326 through 336. The score is written for seven mallets (Mal 1-7), Timpani (Timp.), Synthesizer (Synth.), Auxiliary 1 (Aux 1), Auxiliary 2 (Aux 2), Snare drums (Snare), Tenors, and Basses. The key signature is B-flat major (two flats) and the time signature is 2/4. The score includes various musical notations such as eighth and sixteenth notes, rests, and dynamic markings like *f*, *mp*, and *ff*. A box around measure 333 indicates a rehearsal mark. The bottom of the page features dynamic markings *fp* and *ff* with a horizontal line connecting them.