



The Knight

Percussion Score

I. The Code

♩ = 178

Gary P. Gilroy (ASCAP)
Percussion by Kohei Mizushima & Nate Bourg

Mallet 1: Sizzle Cym, Glockenspiel

Mallet 2: Xylo

Mallet 3: Vibes

Mallet 4: Vibes

Mallet 5: Marimba

Mallet 6: Marimba

Mallet 7: Marimba

Timpani

Synthesizer: Santoor patch (or other mid-east sound)

Auxiliary 1: Sus. Cym, light stick on edge

Auxiliary 2: Concert Bass Drum

Snare Drums

Tenor Drums

Bass Drums

Cymbals

Measures: 1-14

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

Tempo: ♩ = 178

Rehearsal mark: 11

Performance notes: 1 2 3 1, 2 3 etc., 3 2 3, 3 2 3, 6, 6, R r l R r l R, R r l R r l R, R l R r r r r r

The Knight - Percussion Score

28 29 30 31 32 33 34 35 36 37 38 39 40

Mal 1 *mp* *f* *ff*

Mal 2 *mp* *f* *ff*

Mal 3 *mp* *f* *ff*

Mal 4 *mp* *f* *ff*

Mal 5 *mp* *f* *ff*

Mal 6 *mp* *f* *ff*

Mal 7 *mp* *f* *ff*

Timp *mp* *f* *ff*

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

Aux 1 Concert Toms Sus. Cym. (choke) *mf* *f*

Aux 2 8" Splash *p mp mf* Castanets *mf* Concert Bass Drum *p f*

Snare *f* *f* *p* *f* *R r r r I R r r I I* *mp* *f*

Tenors *mf* *p* *f* *mp* *f* *f* *R I r r I R I r r I I* *mp* *f*

Basses *mf* *p* *f* *mp* *p* *f* *mp* *f*

Cym Siz *mp* Chke Tap Ding *f* Crash *mp* Siz Suk Chke *f* Crash *f*

The Knight - Percussion Score

Musical score for Percussion, measures 52 to 64. The score includes parts for Mal 1 through Mal 7, Timp, Synth, Aux 1, Aux 2, Snares, Tenors, Basses, and Cym. Dynamics range from *fff* to *mp*. Performance instructions include (muffle), Concert Bass Drum (optional), Xylo, Marimba, Sizzle Cym., Bongos - sticks, Bass Drum, Ping, Rinn, Chke, Crash, Sir, and Suk.

Measures 52-57: Mal 1 (muffle), Mal 2 (Concert Bass Drum optional), Mal 3, Mal 4, Mal 5 (Sus. Cym.), Mal 6 (Sus. Cym.), Mal 7 (Sus. Cym.), Timp, Synth, Aux 1 (choke), Aux 2, Snares, Tenors, Basses, Cym (Chke, Crash).

Measures 58-64: Mal 1, Mal 2 (Xylo), Mal 3, Mal 4, Mal 5 (Marimba), Mal 6 (Marimba), Mal 7 (Marimba), Timp, Synth, Aux 1 (Bongos - sticks), Aux 2 (Bass Drum), Snares (Ping, Rinn), Tenors, Basses, Cym (Sir, Suk).

The Knight - Percussion Score

This percussion score is for 'The Knight' and consists of 13 staves. The first seven staves are for mallet parts (Mal 1-7), the eighth is for Timpani (Timp), the ninth for Synthesizer (Synth), and the last five are for standard percussion: Snare (Sn), Tenors (Ten), Basses (Bas), and Cymbals (Cym). The score is in 4/4 time and features a variety of rhythmic patterns, including eighth-note runs, triplets, and sustained chords. Dynamics range from *mf* to *fff*. Specific performance instructions include 'Marimba' for Mal 5, 'Wind Chimes' for Aux 1, and 'Sus. Cym.' for Aux 2. The score includes measure numbers 79 through 93 and rehearsal marks at measures 81 and 91. A large watermark is visible across the page.

The Knight - Percussion Score

103 104 105 Glockenspiel 106 107 108 109 110 111 112 113

Mal 1 *ff*

Mal 2 *ff*

Mal 3 *ff*

Mal 4 *ff*

Mal 5 *ff* Sus Cym

Mal 6 *ff* Sus Cym

Mal 7 *ff* Sus Cym

Timp *ff*

Synth split keyboard into RH Choir, LH strings-II possible *ff* both hands String patch *ff*

Aux 1 Sus Cym *mf* *ff* (choke) *ff*

Aux 2 Bass Drum *mf* (add Tam Tam) *ff* Tam Tam Bass Drum

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

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

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

Cym *ff* Crash *ff* Siz *ff* Crash

The Knight - Percussion Score

129 130 131 132 133 134 135 136

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Mal 7

Temp

Synth

Aux 1

Aux 2

Snare

Tenors

Basses

Cym

The Knight - Percussion Score

146 147 148 149 150 151 152 153

Mal 1 *mp* *ff*

Mal 2 *mp* *ff* Xylo

Mal 3 *mp* *mf* *ff*

Mal 4 *mp* *mf* *ff*

Mal 5 *mp* *mf* *ff* Sus. Cym. Marimba Sus. Cym.

Mal 6 *mp* *mf* *ff* Sus. Cym. Marimba Sus. Cym.

Mal 7 *mp* *mf* *ff* Sus. Cym. Marimba Sus. Cym.

Timp Med. hard mallets *ff*

Synth *ff*

Aux 1 *pp* Bass Drum *mp* *ff* Tam Tam *ff*

Aux 2 *ff* Sus. Cym. *ff*

Snares

Tenors

Basses

Cym

The Knight - Percussion Score

164 165 166 $\downarrow = 80$ slowing... 167 168 $\downarrow = 77$ even slower 169 170 $\downarrow = 72$ 171 172 173 174 175 176 177 III. Crusade $\downarrow = 160$

Mal 1 Solo Tubular Bell *mp*

Mal 2 Crotales *mp* Xylo - Med. plastic

Mal 3 *f*

Mal 4 *f*

Mal 5 switch to Hard mallets *f* Sus. Cym. - coin scrape

Mal 6 switch to Hard mallets *f*

Mal 7 switch to Hard mallets *f*

Temp *mf*

Synth *mp* *mf* *mp* *p* *p*

Aux 1 *p* *mf* *p* *mf* *mp* Sus. Cym. *mf* Wind Chimes *mf*

Aux 2 Tam Tam *pp* *mf* Bass Drum *pp* Finger Cymbals *mf* Bass Drum *mf* Concert Toms - sticks *mf*

Snare

Tenors

Basses

Cym

The Knight - Percussion Score

193 194 195 196 197 198 199 200 201 202 203 204

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Mal 7

Timp

Synth

Aux 1

Aux 2

Snares

Tenors

Basses

Cym

Marimba

add Sus. Cym.

Tam Tam BD

Ping

Rim

Crash

ff

f

mp

mf

Ride Cymbal

Sus. Cym.

Rirriir RLRLR

Rirriir RLRLR

The Knight - Percussion Score

239] $\text{♩} = 176$ 240 241 242 243 244 245 246 247 248 249 250 251

Mal 1 *ff* *ffp* *fff*

Mal 2 *ff* *ffp* *fff*

Mal 3 *ff* *ffp* *fff*

Mal 4 *ff* *ffp* *fff*

Mal 5 *ff* *ff* *ff*

Mal 6 *ff* *ff* *ff*

Mal 7 *ff* *ff* *ff*

Temp *ff* *fff* *ffp* *fff*

Synth *ff* *fff* *ffp* *fff*

Aux 1 Tam Tam

Aux 2 Bgss Drum *mp* *ff*

Snare *mp* Rim

Tenors *mp*

Basses *mp* muffled

Cym Crash *ff* *mp* Siz

The Knight - Percussion Score

This percussion score page, numbered 23, covers measures 262 to 270. It features a variety of instruments and parts:

- Mal 1:** Glockenspiel part starting at measure 264.
- Mal 2:** Crotales part starting at measure 267.
- Mal 3, 4, 5, 6, 7:** Multiple mallet parts with various rhythmic patterns.
- Timp:** Timpani part with dynamic markings of *ff*.
- Synth:** Synthesizer part with sustained chords and dynamic markings of *ff*.
- Aux 1 & 2:** Auxiliary parts with dynamic markings of *ff* and *p*.
- Snare, Tenors, Basses, Cym:** Standard drum set parts including snare, tenors, basses, and cymbals.

Measure numbers 262, 263, 264, 265, 266, 267, 268, 269, and 270 are clearly marked at the top of the page. Dynamic markings such as *ff* and *p* are used throughout to indicate volume levels. The score includes various musical notations such as beams, slurs, and articulation marks.