



Numb3rs

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Percussion Score

$\pi - \text{Pi}$
 ♩ = 148

2 3 4 5 6 7 8 9

Mallet 1
 Mallet 2
 Mallet 3
 Mallet 4

Auxiliary 1
 Auxiliary 2
 Auxiliary 3
 Auxiliary 4

ocean drum
 (swirl constantly)

mark tree

Snare Drums
 Tenor Drums
 Bass Drums
 Cymbals

p *mf* *p* *mf* *p* *mf* *p* *mf* *p* *mf* *p* *mf* *p* *mf* *p*

dreads

puffies
 short

long

sizzle

short

mf *mp* *p*

mf

Numb3rs - Percussion Score

17 18 19 20 21 22 23 24

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

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

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

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

Aux 1 *mf* *f* *mf* *f* *mf* *f* *mf* *f*

Aux 2 *pp* *mf* *pp* *mf*

Aux 3

Aux 4

Snare *p* *pp* *p* *pp* *p* *pp* *pp*

Tenors *pp* *p* *pp* *p* *pp* *p* *pp* *pp*

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

Cym *mf* *f* *mf* *f*

Numb3rs - Percussion Score

Musical score for Percussion, measures 33-40. The score is divided into four measures: 33, 34, 35, 36, 37, 38, 39, and 40. The key signature is B-flat major. The time signature changes from 4/4 to 3/4, then 4/4, then 3/4, and finally 4/4.

Mal 1-4: Four mallet parts. Measures 33-35 feature triplet patterns. Measure 36 is marked with a box containing the number 36. Measure 40 includes dynamics *f*, *mf*, *mf*, and *f*.

Aux 1: Auxiliary percussion. Includes parts for "both", "china", "triangle", and "china". Dynamics range from *mf* to *ff*.

Aux 2: Auxiliary percussion. Includes a part for "chinaboy". Dynamics range from *ff* to *mf*.

Aux 3: Auxiliary percussion. Includes a part for "mark tree". Dynamics range from *mp* to *ff*.

Snares: Snare drum part. Dynamics range from *mp* to *ff*. Includes triplet patterns.

Tenors: Tenor drum part. Dynamics range from *mp* to *ff*. Includes triplet patterns.

Basses: Bass drum part. Dynamics range from *mp* to *ff*. Includes triplet patterns.

Cym: Cymbal part. Dynamics range from *mp* to *ff*.

Numb3rs - Percussion Score

52 53 54 55 56 57 58 59 60

Mal 1 *mf* *f* *mf*

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

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

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

Aux 1 *mf* *pp* *mp < mf mp* *mp < mf mp* *mp < mf mp*

Aux 2 *p* *mp* *p* *mp* *p*

Aux 3

Aux 4

Snares *mf mp p pp mp > mf*

Tenors

Basses *p* *p* *p* *mf*

Cym

blocks triangle block

light ride
cym w/ thin
metal beater

mf *mf*

69 **70** ♩ = 156 71 72 73 poco accel. **74** ♩ = 160 75 76

Mallets:
Mal 1: Treble clef, dynamics: *mf* (72), *f* (73), *mf* (74), *f* (76)
Mal 2: Treble clef, dynamics: *pp* (71), *f* (72), *pp* (73), *ff* (73), *mp* (74), *mf* (75), *f* (75), *f* (76)
Mal 3: Treble clef, dynamics: *mp* (70), *f* (71), *mp* (72), *f* (73), *mp* (74), *f* (75), *mp* (76)
Mal 4: Treble clef, dynamics: *mp* (70), *f* (72), *mp* (74), *f* (76)

Auxiliary Percussion:
Aux 1: Treble clef, dynamics: *mf* *f* (70, 72), *mf* *f* (74), *mf* *f* (76)
Aux 2: Treble clef, dynamics: *pp* (73), *mf* (73)
Aux 3: Treble clef, dynamics: *pp* (76), temple blocks
Aux 4: Treble clef, dynamics: *mf* (72), tambourine

Other Percussion:
Snares: Treble clef, dynamics: *mf* > *p* (70), *mf* > *pp* (71), *pp* (74), *pp* (75)
Tenors: Treble clef, dynamics: *mf* > *p* (70), *p* > *pp* (71), *p* > *pp* (72), *pp* (74), *pp* (75)
Bases: Bass clef, dynamics: long *mf* > *p* (70), *p* > *pp* (71), *p* > *pp* (72), short *p* > *pp* (73), long *p* > *pp* (74), *pp* (75)
Cym: Bass clef, dynamics: *f* (70), *mf* (72), *mf* (73), *mf* (74), *f* (76)
hi-hat .snap: *mf* (71), *pp* (71), *mf* (72), *p* (72), *mf* (73), *mf* (73), *suck* *mp* (73), *mf* (74), *mf* (74), *pp* (74), *mf* (75), *p* (75), *mf* (76), *pp* (76), *mf* (76), *p* (76), *mf* (76), sizzle

Numb3rs - Percussion Score

86 87 88 89 90 91 92 93

Mal 1
Mal 2
Mal 3
Mal 4

Aux 1
triangle china triangle china
mf *ff* *mf* *ff*

Aux 2
chinaboy
ff *ff* *ff* *ff* *ff* *ff*

Aux 3
ff

Aux 4
gong
ff

Snares
ff mf f mf ff ff mf f mf f mp < f ff

Tenors
ff mp f mp ff mp f f f mp < ff

Basses
ff p ff p ff mp < ff ff p ff p fp < ff mf < mf < ff

Cym
ff ff

Numb3rs - Percussion Score
13

103 104 105 106 107 108 **109** 110 111 112

Mal 1

Mal 2

Mal 3

Mal 4

Aux 1

Aux 2

Aux 3

Aux 4

Snares

Tenors

Basses

Cym

high block

mf mf mf mf mf mf mf mf

mf suspended cymbal

p

shaker

coin scrape on large cymbal

coin scrape on gong

coin scrape on large cymbal

coin scrape on gong

coin scrape on large cymbal

mf mf mf mf mf mf

puffies

mf mp

Numb3rs - Percussion Score
15

122 123 124 125 126 127 128 129 130

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

Mal 2 *mf* *f* *mf*

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

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

Aux 1 *mf* *mf* *mf* *mf* *mf* *mf* *mf* *mf*

Aux 2 *mp* *mf* *mf* *mf* *mf* *mf* *mf* *mf*

Aux 3 *f mp p* *f mp p* *f mp p* *f mp p* *f mp p* *f mp p* *f mp p* *f mp p*

Aux 4 *mf* *mf* *mf* *f* *f* *f* *f* *f*

Snares *mf* *mf* *mf* *mf* *mf* *mf* *mf* *mf*

Tenors *mf* *mf* *mf* *mf* *mf* *mf* *mf* *mf*

Basses *mf* *mf* *mf* *mf* *mf* *mf* *mf* *mf*

Cym *mf* *mf* *mf* *mf* *mf* *mf* *mf* *mf*

triangle

ride cymbal with thin metal btr

sizzle cymbal

coin scrape on large cymbal

mark tree

solo

sizzle

Numb3rs - Percussion Score

140 141 142 143 144 145 146

Mal 1 *ff*

Mal 2 *ff*

Mal 3 *ff*

Mal 4 *ff*

Aux 1 *ff* chinaboy

Aux 2 *ff* large cymbal

Aux 3 *mp* suspended cymbal *ff* china cymbal

Aux 4 *mp* bass drum

Snares *pp* regular *ff* *fp* *ff* *fp* *ff* *fp* *ff* *mp*

Tenors *pp* *ff* *fp* *ff* *mp*

Basses *p* sizzle *mp* *mf* *f* *ff* *p* *f* *fp* *ff*

Cym *mf* *ff*

Numb3rs - Percussion Score
19

155 156 157 158 159 160 161 162 163 *rall.* 164

Mal 1 *mf* *mf*

Mal 2 *p* *mp*

Mal 3 *mf* *mf* *f*

Mal 4 *mf* *mf*

Aux 1 *f* *mf*

Aux 2 *pp* *mf* *pp* *mf* *mf* suspended cymbal *pp* *mf*

Aux 3 *mp*

Aux 4

Snares

Tenors *p* *mf* *p* *mf*

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

Cym *mf* *mf* *mf* *mf*

Numb3rs - Percussion Score
23

186 187 188 189 190 191

Mal 1 *mf*

Mal 2 *ff*

Mal 3 *ff*

Mal 4 *ff* china

Aux 1

Aux 2 suspended cymbal *ff* chinaboy

Aux 3 *mp* suspended cymbal *ff* bass drum

Aux 4 *mp* *ff*

Snares

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

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

Cym *mf* sizzle *mp* *ff* crash

f *ff*

Numb3rs - Percussion Score
25

199 200 201 202 203 204 205 206

Mal 1 *ff*

Mal 2 *ff*

Mal 3 *ff*

Mal 4 *ff*

Aux 1 *ff* china splash *mf* both

Aux 2 splash *ff* chinaboy *ff* chinaboy *ff*

Aux 3 *ff* bass drum *ff*

Aux 4 gong *ff* gong

Snare *ff* *fff* *ff* *fp* *ff* *p* *f*

Tenors *ff* *fff* *mp < ff > mp* *mf* *p* *f*

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

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

Numb3rs - Percussion Score
27

215 216 217 218 219

Mal 1 *f* *ff*

Mal 2 *ff*

Mal 3 *f* *ff*

Mal 4 *f* *ff*

Aux 1

Aux 2 *ff* *ff* *ff*

Aux 3

Aux 4 gong *ff*

Snares *ff* *fp* *ff*

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

Basses *fp* *ff* *mf* *ff*

Cym *ff* *ff* *ff* choke