

Phoenix Rising

Gary P. Gilroy (ASCAP)

Life
♩ = 132

2 3 4 Bells 5 6 7 8 9 10

Mallet 1
mf Chimes

Mallet 2
f Vibes

Mallet 3
f Vibes

Mallet 4
Marimba

Mallet 5
f Marimba

Mallet 6
wind chimes

Auxiliary 1
f wind chimes

Auxiliary 2
ride cym w/tri btrs

Auxiliary 3
triangle

Auxiliary 4
f

Snare Drums

Tenor Drums

Bass Drums

Cymbals

ff

mf

f

ff

f

ff

f

mf

mp

Phoenix Rising - Percussion Score

18 19 20 21 22 23

Mal 1 *ff*

Mal 2

Mal 3 *ff*

Mal 4 *ff*

Mal 5 *ff*

Mal 6 *ff*

Aux 1 hi-hat *mf* < *f* hi-hat *mf* < *f*

Aux 2 sus cym *p*

Aux 3

Aux 4

Snares

Tenors *p* < *f* *fp* *fp* *fp* *fp* *f*

Basses *p*

Cym

Phoenix Rising - Percussion Score

♩ = 140

Growing more intense

42 43 44 45 46 poco accel. 47 48 49

Mal 1 *pp* *mf* *mf*

Mal 2 *pp* *f* *mf*

Mal 3 *pp* *f*

Mal 4 *pp* *f* *mf*

Mal 5 *pp* *f* *mf*

Mal 6 *pp* *f*

Aux 1 *ff* *f* wind chimes sandpaper blocks *f*

Aux 2 *ff* mounted finger cymbal *f*

Aux 3 *ff* triangle *mf*

Aux 4 bass drum *f* *mf* *mp* *f* *mp*

Snares *ff* *ff*

Tenors *f* *mf*

Basses *mf* *mf* *mp* hi-hat snaps

Cym *f*

Phoenix Rising - Percussion Score
9

57 58 59 60 61 62

Mal 1

Mal 2

Mal 3
f

Mal 4
f

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

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

Aux 1
mp
sandpaper blocks

Aux 2

Aux 3

Aux 4

Snares
dreads
mf *mf* *mf* *mf* *mf* *mf*

Tenors
mp *f*

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

Cym

Phoenix Rising - Percussion Score

70 71 72 73 = 160 74 75 76

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

Mal 2 *f* *mf* *f* *mf* *f* *mf* *f*

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

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

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

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

Aux 1 *f* *p*

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

Aux 3 *mf* tambourine

Aux 4 *mp* (press rolls)

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

Tenors *mp*

Basses *mf*

Cym

Phoenix Rising - Percussion Score

83 **84** 85 86 87 88

Mal 1 *f* *p*

Mal 2 *f* *p*

Mal 3 *ff* *p*

Mal 4 *ff* *mp*

Mal 5 *f* *p*

Mal 6 *ff* *p*

Aux 1 crash choke hi-hat ride cym w/tri btrs

Aux 2 splash cymbal mounted finger cymbal *mf* *mf* *p* *mf* *p* *mf* *p*

Aux 3 *mf* triangle bongos *p*

Aux 4 dampen last note *f*

Snares *fp* *fp* *f*

Tenors *mf*

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

Cym *mp* *p* *f* *p*

Phoenix Rising - Percussion Score

96 97 98 99 100 101

Mal 1 *ff* *mf*

Mal 2 *ff* *mf*

Mal 3 *ff* *mf*

Mal 4 *ff* *mf*

Mal 5 *ff* *mf*

Mal 6 *ff* *mf*

Aux 1

Aux 2 splash cymbal * sus cym splash cymbal * *ff*

Aux 3

Aux 4

Snares *f* *mp* *f* *mp* *f* *fp* *f* *ff* *mf*

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

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

Cym *f* *mf*

Phoenix Rising - Percussion Score

107 108 109 110 111

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Aux 1

Aux 2

Aux 3
floor tom
f

Aux 4

Snares
ff

Tenors
ff *mp* *f*

Basses
ff *f*

Cym
ff *f*

Phoenix Rising - Percussion Score
19

119 120 121 122 123 124 125 126

Mal 1 *f* *ff* *mp*

Mal 2 *ff* *f*

Mal 3 *ff* *mf* *f*

Mal 4 *ff* *mf* *f*

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

Mal 6 *p* *ff* *mf* *f*
wind chimes

Aux 1 mounted finger cym *f*

Aux 2 *mp* ocean drum (s) *f* *mf* *mp*

Aux 3 *mf*

Aux 4 triangle *f* *mf* *mp*

Snares *mp* *mf* *mf* *p*

Tenors *mp* *mf* with puffs *mf* *p*

Basses *mp* *p*

Cym *mf* *p*

sizzle

Phoenix Rising - Percussion Score
23

148 149 150 151 152 153

Mal 1 *f* *ff*

Mal 2 *ff*

Mal 3 *f* *ff*

Mal 4 *f* *ff*

Mal 5 *f* *ff*

Mal 6 *f* *ff*

Aux 1 Chinaboy crash sus cym

Aux 2 sus cym *f* *ff* sus cym *p*

Aux 3 *p* *ff* *p* crash cymbal *f*

Aux 4 bass drum *f*

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

Tenors *ff* normal mallets

Basses *mp* *ff* *ff*

Cym *ff*

Phoenix Rising - Percussion Score

176 177 178 179 180 181 182

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

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

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

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

Mal 5 *pp* *pp* *mf* *mp* *p* *p* *f* *p* *f*

Mal 6 *pp* *pp* *mf* *mp* *p* wind chimes *pp* *f* *p* *f*

Aux 1

Aux 2 mounted finger cym *f* triangle *p* *mf* finger cym and triangle *f* *mf* *mp*

Aux 3

Aux 4 coin scrape on gong *f* bamboo wind chimes *mf*

Snares

Tenors

Basses

Cym

Phoenix Rising - Percussion Score
29

190 191 192 193 194 195

Mal 1 *mp* *ff* *mf* *ff*

Mal 2 *p* *ff* *mp* *ff*

Mal 3 *p* *ff* *mp* *ff*

Mal 4 *p* *ff* *mp* *ff*

Mal 5 *p* *ff* *mp* *ff*

Mal 6 *p* *ff* *mp* *ff*

Aux 1 - - - - -

Aux 2 - - - - - sus cym

Aux 3 - - - - - *p* bongos *ff* *p*

Aux 4 - - - - - triangle low temple block temple blocks *mf* *f* *mp* *ff*

Snares - - - - - *f* *ff*

Tenors - - - - - *ff*

Basses *ff* *fff* *mp*

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

Phoenix Rising - Percussion Score
31

202 203 204 205 206 207

Mal 1 *ff*

Mal 2 *ff*

Mal 3 *ff*

Mal 4 *ff*

Mal 5 *ff*

Mal 6 *ff*

Aux 1 Chinaboy cymbal

Aux 2 *ff* sus cym

Aux 3 jam block *ff* floor tom

Aux 4 bass drum *ff* gong & bass drum

Snares *ff*

Tenors *fp ff f*

Basses *ff f*

Cym *mf f*

fff ff

Phoenix Rising - Percussion Score
33

215 216 217 218 219 220

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Aux 1

Aux 2

Aux 3

Aux 4

Snares

Tenors

Basses

Cym

mp *f* *mp* *mf*

ff

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

mf

227

Faster ♩ = 168

228 229 230 231

Mal 1 *f*

Mal 2 *f*

Mal 3 *f*

Mal 4 *f*

Mal 5 *ff*

Mal 6 *ff*

Aux 1 *f* Chinaboy cymbal

Aux 2 *f* jam block on downbeats
closed hi-hat on upbeats

Aux 3 *ff* sus cym and floor tom *mp* *f* jam block

Aux 4 *f* bass drum *mf* *ff*

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

Tenors *f* *mf*

Basses *f* *mp* *mf*

Cym *f* *mp* *mf*

Phoenix Rising - Percussion Score
39

251 252 253 254

Mal 1
Mal 2
Mal 3
Mal 4
Mal 5
Mal 6

Aux 1
Aux 2
Aux 3
Aux 4

Snares
Tenors
Basses
Cym

sus cym
China boy
pair of hand cymbals
sus cym and floor tom
bass drum
crash choke
splash choke

p
mf
mp
f
ff
f
ff
f