

# The Pyramids of Egypt

Percussion Score

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**Construction**

With Intensity ♩ = 160

Mallet 1: bells *f*

Mallet 2: xylophone

Mallet 3: vibes *f*

Mallet 4: vibes *f*

Mallet 5: marimba

Mallet 6: marimba

Synthesizer: Please Note: The synth part can be played by two separate players or one player covering both staves.

Auxiliary 1: mounted thick antique finger cymbal

Auxiliary 2: bongos *f*

Auxiliary 3: *mf*

Snare Drums: *mf* → *ppp*

Tenor Drums: *mf* → *ppp*

Bass Drums

Cymbals

Pyramids of Egypt - Percussion Score

This page of the percussion score covers measures 11 through 14. It features six mallet parts (Mal 1-6), a Synth part, and several auxiliary parts (Aux 1-3). The score includes dynamic markings such as *mf*, *mp*, and *p*, and includes a 'Triangle' part. The notation is in 4/4 time with a key signature of two flats. Mal 1 and Mal 2 play chords and eighth-note patterns. Mal 3 plays chords. Mal 4 and Mal 5 play eighth-note patterns. Mal 6 plays a complex rhythmic pattern. The Synth part consists of a piano accompaniment. Aux 1 is a cymbal part. Aux 2 is a snare drum part. Aux 3 is a triangle part. The Snare, Tenors, and Basses parts are also present, with dynamic markings and phrasing slurs. The Cym part is a cymbal part.

Pyramids of Egypt - Percussion Score

21 22 23 24 25 26

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Synth.

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

Cym

Chinaboy choke

large floor tom & cym

stick clicks *ff*

normal

rim clicks

unison rim click

crash choke

unison rim click

crash

muted bass finger cymbal

bongos

*f*

*fff*

*ff*

*ff*

*f*

*ff*

Pyramids of Egypt - Percussion Score

33 34 35 36 37 38

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Synth.

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

Cym

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

*f* *pp* *mf* *pp* *f*

*f* *pp* *mf* *pp* *f*

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

*f* *pp* *mf* *pp* *f*

*f* *mp* *mf* *pp* *f*

*mf* *pp* *mp* *f*

*ppp* *mp* *f*

*mf* *ppp* *mp* *f*

*mf* *ppp* *mp* *f*

Chinaboy choke

(also vibraslap by 2nd player)

normal

hi-hat snap

*f* (+VS)

*mp*

Pyramids of Egypt - Percussion Score

45 46 47 48> 49

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Synth.

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

Cym

*mp* *f* *pp* *f* *f*

bass drum & Chinaboy

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

vibraslap solo

*ff* *p* *ff*

*mp* *ff* *pp* *ff*

*ff* *pp* *ff*

*ff* *pp* *ff*

*ff*

55 **56** 57 58 59 60

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

Mal 2

Mal 3

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

Mal 5

Mal 6

Synth.

Aux 1

Aux 2

Aux 3

Snares

Tenors

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

Cym

66 67 68 69 70 71

Mal 1 *p*

Mal 2 *mp*

Mal 3 *mp* *mf*

Mal 4 *p*

Mal 5 *mp*

Mal 6 *mp* *mf*

Synth. *mp* *mf*

Aux 1 *mp* *mf*

Aux 2 *mp* *mf* *f*

Aux 3 *ff*

Snares *pp*

Tenors *pp*

Basses *pp* *p*

Cym

hi-hat

cabasa (2nd player)

gong & bass drum

77 78 79 80 81 82

Mal 1 *ff*

Mal 2 *ff*

Mal 3 *ff*

Mal 4 *ff*

Mal 5 *ff*

Mal 6 *ff*

Synth. *ff*

Aux 1 *f* bass drum & Chinaboy

Aux 2 *ff* *f* large floor tom & cym

Aux 3 *ff*

Snares *ff* stick clicks *ff* normal

Tenors *f* unison rim click normal

Basses *f* unison rim click normal

Cym *f* crash unison rim click crash choke *f* crash



Pyramids of Egypt - Percussion Score

88 89 90 91

Mal 1 *fff*

Mal 2 *fff*

Mal 3 *fff*

Mal 4 *fff*

Mal 5 *fff*

Mal 6 *fff*

Synth. *f* *fff*

Aux 1 *p* *mf* *f*

Aux 2 *f*

Aux 3

Snares *pp* *mf* *normal* *ff*

Tenors *ff*

Basses *pp* *p* *ff*

Cym

*fff* *fff*

rim clicks

floor tom

V.S.

Pyramids of Egypt - Percussion Score

96 97 98 99 100 101

Mal 1 *mp* *p* *pp*

Mal 2 *mp* *p* *pp* Chimes *p*

Mal 3 *mp* *p* *pp*

Mal 4 *mp* *p* *pp*

Mal 5 *mp* *p* *pp*

Mal 6

Synth.

Aux 1 *p* *pp*

Aux 2

Aux 3

Snares *p* *pp* *mp* *mp*

Tenors *p* *pp*

Basses

Cym suck sizzle suck sizzle *pp* *pp*

107 108 109 110 111 112 113

Mal 1 *pp* *mf*

Mal 2 xylophone *p*

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

Mal 4 *pp* *mf*

Mal 5 solo *f*

Mal 6 *pp* *mp* *pp* *mp* *pp* *mp*

Synth. solo *f*

Aux 1 *mp* ride cym w/tri btr *f* finger cymbal

Aux 2

Aux 3 triangle *mp* *mf* *mp*

Snares *pp*

Tenors *pp*

Basses *pp*

Cym

This musical score is for a percussion ensemble. It features ten staves: six Mal (Maracas) parts, a Synth (Synthesizer) part, and four Auxiliary (Aux) parts. The score is written in 3/4 time with a key signature of two flats (B-flat and E-flat). The piece begins at measure 107 and ends at measure 113. The Mal 1 part starts with a *pp* dynamic and changes to *mf* at measure 108. Mal 2 enters at measure 112 with a *p* dynamic. Mal 3 has dynamics of *mp* and *mf*. Mal 4 has dynamics of *pp* and *mf*. Mal 5 has a *f* dynamic and is marked 'solo'. Mal 6 has dynamics of *pp*, *mp*, *pp*, *mp*, *pp*, and *mp*. The Synth part has a *f* dynamic and is marked 'solo'. Aux 1 has dynamics of *mp* and *f*. Aux 3 has dynamics of *mp*, *mf*, and *mp*. The Snares, Tenors, and Basses parts all have a *pp* dynamic. The Cym (Cymbal) part is silent throughout. A large watermark 'MusicalScoreCloud.com' is visible across the score.

This musical score is for a percussion ensemble, spanning measures 120 to 124. The instruments and their parts are as follows:

- Mal 1-6:** Six mallet instruments. Mal 1, 2, 4, and 5 play melodic lines in a 2/4 time signature. Mal 3 and 6 play harmonic accompaniment. Dynamics range from *mp* to *f*.
- Synth.:** Synthesizer part with two staves. The upper staff plays chords, and the lower staff plays a bass line. Dynamics include *p*, *mf*, and *p*. Includes markings for "wind chimes" and "suspended cymbal".
- Aux 1-3:** Auxiliary percussion parts. Aux 1 has a *mf* dynamic. Aux 2 and 3 are mostly silent.
- Snares:** Snare drum part with rhythmic patterns. Dynamics include *p*, *mp*, *p*, and *f*. Includes markings for triplets (3) and sextuplets (6).
- Tenors:** Tenor drum part, mostly silent.
- Basses:** Bass drum part with a rhythmic pattern.
- Cym:** Cymbal part, mostly silent.

The score is written in a key signature of two flats (B-flat and E-flat) and a 2/4 time signature. Measure 124 features a change in time signature to common time (C).

132 getting slower ♩ = 92 133 134 slower ♩ = 84 135 continue ritard.... ♩ = 78 136

Mal 1 xylophone *mp* *mp*

Mal 2 *mp*

Mal 3 *f* *mf*

Mal 4 *mp* *f* *mf*

Mal 5

Mal 6 *pp* *p* *pp* *p*

Synth.

Aux 1 ride cym *pp* *mf* *pp* *mf* wind chimes *f*

Aux 2

Aux 3

Snares

Tenors

Basses

Cym

This musical score is for a percussion ensemble, featuring ten staves. The instruments and their parts are:

- Mal 1:** Mallet 1, playing chords with dynamics *f* and *mf*.
- Mal 2:** Mallet 2, playing eighth-note patterns with dynamics *f* and *mf*.
- Mal 3:** Mallet 3, playing chords with dynamics *f* and *mf*.
- Mal 4:** Mallet 4, playing sustained chords with dynamics *mp*.
- Mal 5:** Mallet 5, playing eighth-note patterns with dynamics *f* and *mf*.
- Mal 6:** Mallet 6, playing sustained chords with dynamics *mp*.
- Synth.:** Synthesizer, playing sustained chords with dynamics *ppp* and *mp*.
- Aux 1:** Bongos & congas, playing sustained chords with dynamics *p*.
- Aux 2:** Bass drum, playing eighth-note patterns with dynamics *f* and *pp*.
- Aux 3:** Snare drum, playing eighth-note patterns with dynamics *f*.
- Snares:** Snare drum, playing eighth-note patterns.
- Tenors:** Tenor drum, playing eighth-note patterns with dynamics *normal* and *mp*.
- Basses:** Bass drum, playing eighth-note patterns.
- Cym:** Cymbal, playing eighth-note patterns with dynamics *mf*.

The score is divided into four measures, numbered 142, 143, 144, and 145. The key signature is one flat (B-flat major or F minor). The tempo and style are indicated by the 'Pyramids of Egypt' title.

This musical score is for a percussion ensemble, spanning measures 150 to 154. The instruments and parts include:

- Mal 1-6:** Six different mallet parts, each with a melodic line and a rhythmic pattern. Dynamics range from *fff* to *f*.
- Synth.:** A synthesizer part with a melodic line and a rhythmic pattern. Dynamics range from *ff* to *fff*.
- Aux 1:** Auxiliary percussion part with a melodic line and a rhythmic pattern. Dynamics range from *p* to *ff*.
- Aux 2:** Auxiliary percussion part with a melodic line and a rhythmic pattern. Dynamics range from *f* to *ff*.
- Aux 3:** Auxiliary percussion part with a melodic line and a rhythmic pattern. Dynamics range from *ff* to *f*.
- Snares:** Snare drum part with a rhythmic pattern. Dynamics range from *ff* to *f*.
- Tenors:** Tenor drum part with a rhythmic pattern. Dynamics range from *ff* to *f*.
- Basses:** Bass drum part with a rhythmic pattern. Dynamics range from *p* to *f*.
- Cym:** Cymbal part with a melodic line and a rhythmic pattern. Dynamics range from *p* to *ff*.

The score includes various dynamic markings (*p*, *mp*, *mf*, *f*, *ff*, *fff*) and performance instructions such as "sus cym", "large floor tom", "Chinaboy", "gong & bass drum", "crash", "crash choke", and "Chinaboy & splash". The time signature changes from 6/8 to 12/8 in measure 151. The key signature is B-flat major.

159 160 161

Mal 1 *f*

Mal 2

Mal 3

Mal 4 *f*

Mal 5

Mal 6 *f*

Synth. *f*

Aux 1

Aux 2 *f* *mf* *p*

Aux 3

Snares *f*

Tenors

Basses

Cym

Chinaboy & splash splash sus cym



On Fire! ♩ = 168

166 167 168 169 170

Mal 1 *ff* *mf* *f*

Mal 2 *ff* *ff*

Mal 3 *ff* *ff*

Mal 4 *mf* *f*

Mal 5 *ff* *ff*

Mal 6 *mf* *f*

Synth. *mf* *f*

Aux 1 both splash *f* bongos *mp* *mf*

Aux 2 *ff* *p*

Aux 3 *ff*

Snares *ff* *p* *fp* *fp*

Tenors *ff* *p*

Basses *ff* *p*

Cym *ff* *f* crash choke

Faster to the end! ♩ = 180

175 176 177 178 179

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Synth.

Chinaboy splash

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

Cym

*f* *mf* *f* *mf* *ff* *f* *mp* *f* *mp* *f* *ff*

+ floor tom

crash choke

182 183 184

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Synth.

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

Cym

sus cym

Chinaboy

both

splash

both

*p*

snare drum

*pp*

*f*

*ff*

*mf*

*f*

*ff*

+ floor tom

+ Chinaboy

*mp*

*f*

*ff*

*mp*

*f*

*ff*

crash choke

*f*

*ff*