

## Rock Star

Shawn Glyde &amp; Francesca Preciado

Up and Coming

=120

2 3 4 5 6 7 8 9

Mallet 1

Mallet 2

Mallet 3

Mallet 4

Mallet 5

Mallet 6

Synthesizer 1

Synthesizer 2

Bass Guitar

Auxiliary 1

Auxiliary 2

Auxiliary 3

Snare Drums

Tenor Drums

Bass Drums

## Rock Star - Percussion Score

3

18                    19                    20                    21                    22                    23

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5 Marimba *mp*

Mal 6 Marimba *mp*

Synth 1

Synth 2

B. Guit

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

Backsticking

Detailed description: The score consists of 15 staves across six measures. Measures 18-23 are shown. Staves include Mal 1-6, Synths 1-2, Bass Guit, Aux 1-3, and Percussion sections (Snares, Tenors, Basses). The Percussion section starts with a dynamic 'f' followed by 'mp'. Measure 21 has a dynamic 'mf'. Measure 23 is labeled 'Backsticking'. The Marimba parts in staves 5 and 6 are marked with 'mp'.

## Rock Star - Percussion Score

5

30

**31**

32

33

34

35

36

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Synth 1

Synth 2

B. Guit

Aux 1

Aux 2 Crash Cymbal

Aux 3 Concert Bass

Aux 4 f

Snares Nod Your Head

Tenors ff

Basses ff

## Rock Star - Percussion Score

7

44

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Synth 1

Synth 2

B. Guit

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

f

## Rock Star - Percussion Score

9

58                    59                    60                    61                    62                    63                    64

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Synth 1

Synth 2

B. Guit

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

Jump up & down

R L L L L R L R R L L      ff

R R L L      L L R R

*< ff      mf*

*ff      mf*

71                    72                    73                    74                    75                    76

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

Synth 1                    Synth 2

B. Guit

Aux 1                    Aux 2                    Aux 3

Snares

Tenors

Basses

Measure 73 details:

- Maracas (Mal 1-6):** Measure 73 starts with sustained notes (quarter notes) followed by eighth-note patterns. Measures 74-76 show eighth-note patterns.
- Synthesizer 1:** Starts with eighth-note patterns, followed by sustained notes with grace notes. Dynamics: *mp*, *mf*.
- Synthesizer 2:** Starts with sustained notes, followed by eighth-note patterns. Dynamics: *mf*.
- Bass Guitar (B. Guit):** Eighth-note patterns throughout the section.
- Auxiliary Instruments (Aux 1-3):** Sustained notes with grace notes.
- Percussion (Snares, Tenors, Basses):** Measure 73 shows eighth-note patterns. Measure 74 begins with a dynamic change for the Snares. Measures 75-76 continue the patterns.

Rock Star - Percussion Score  
13

84                    85                    86                    87                    88

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Synth 1

Synth 2

B. Guit

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

Measure 84: Mal 1-6 play eighth-note patterns. Synth 1 and 2 play sustained notes. Bass Guit and Aux 1-3 play eighth-note patterns.

Measure 85: Mal 1-6 play eighth-note patterns. Synth 1 and 2 play eighth-note patterns. Bass Guit and Aux 1-3 play eighth-note patterns.

Measure 86: Mal 1-6 play eighth-note patterns. Synth 1 and 2 play eighth-note patterns. Bass Guit and Aux 1-3 play eighth-note patterns. Dynamic: *ppp*.

Measure 87: Mal 1-6 play eighth-note patterns. Synth 1 and 2 play eighth-note patterns. Bass Guit and Aux 1-3 play eighth-note patterns. Dynamic: *f*. Performance instruction: *Splash*.

Measure 88: Mal 1-6 play eighth-note patterns. Synth 1 and 2 play eighth-note patterns. Bass Guit and Aux 1-3 play eighth-note patterns. Dynamic: *ff*. Performance instruction: *Crash*.

94

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Synth 1

Synth 2

B. Guit

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

95

96

97

98

Rock Star - Percussion Score  
17

104                    105                    106                    107                    108

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Synth 1

Synth 2

B. Guit.

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

R L R L L L R L R R L L R L R L L

R L R R L L R L R R L L R L R L L



127

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Synth 1

Synth 2

B. Guit

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

128

129

130

131

Rock Star - Percussion Score  
23

141 142 143 144 145 146 147 148

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Synth 1

Synth 2

B. Guit

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

Splash

Crash

Bass Drum

*mp* ————— *mf*

This page shows a section of a percussion score for a rock band. It includes parts for six maracas (Mal 1-6), two synthesizers (Synth 1-2), a bass guitar (B. Guit), three auxiliary percussion parts (Aux 1-3), and a section for snares, tenors, and basses. The score is divided into measures numbered 141 through 148. Measure 145 is highlighted with a box. The notation uses standard musical staffs with specific symbols for each instrument's sound. Dynamics like 'mp' (mezzo-forte) and 'mf' (mezzo-forte) are marked. The auxiliary percussion parts (Aux 1-3) have unique symbols for their instruments.

Rock Star - Percussion Score  
25

157 158 159 160 161 162 163

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Synth 1

Synth 2

B. Guit

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

This page contains seven staves of musical notation for a percussion ensemble. The staves are labeled on the left: Mal 1, Mal 2, Mal 3, Mal 4, Mal 5, Mal 6, Synth 1, Synth 2, B. Guit, Aux 1, Aux 2, Aux 3, Snares, Tenors, and Basses. Measures 157 through 163 are shown. Measure 157 features sixteenth-note patterns on the mallet staves. Measures 158 and 159 show eighth-note patterns. Measures 160, 161, and 162 introduce sixteenth-note patterns on the bass and auxiliary staves. Measure 163 concludes with sixteenth-note patterns across all staves. Dynamic markings include 'f' (fortissimo) and 'R R' (repeated notes). Measure 160 includes a '3' over a measure, indicating a triple time section.

Rock Star - Percussion Score  
27

171                    172                    173                    174                    175                    176                    **177**

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Synth 1

Synth 2

B. Guit

Aux 1

Aux 2

Aux 3

Snares

mp ————— ff B B

Tenors

Basses

mp ————— ff

This page contains six staves of music for various instruments: Mal 1, Mal 2, Mal 3, Mal 4, Mal 5, Mal 6; Synth 1, Synth 2; B. Guit; Aux 1, Aux 2, Aux 3; Snares, Tenors, and Basses. The music is divided into measures numbered 171 through 177. Measure 171 shows mostly eighth-note patterns. Measures 172-176 continue these patterns. Measure 177 begins with a dynamic marking 'mp' followed by a crescendo line leading to 'ff'. The Snares staff has a dynamic marking 'B B' above it. The Tenors and Basses staves show eighth-note patterns with various dynamics like '>' and 'x'.

182                    183                    184                    185                    186                    187

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

Synth 1                    Synth 2                    B. Guit

Aux 1                    Aux 2                    Aux 3

Snares                    Tenors                    Basses

mf                    fff