

# Seven Deadly Sins

Greed/Gluttony

2

3

4 Bells

5

6

7

8

9

10

$\text{♩} = 156$

The score is written for a percussion ensemble in 4/4 time. It includes the following parts:

- Mallet 1:** Bells, dynamics: *f* to *pp*.
- Mallet 2:** Xylophone, dynamics: *f* to *ppp*.
- Mallet 3:** Vibraphone, dynamics: *f* to *pp*.
- Mallet 4:** Vibraphone, dynamics: *f* to *pp*.
- Mallet 5:** Marimba, dynamics: *f* to *ppp*.
- Mallet 6:** Marimba, dynamics: *f* to *ppp*.
- Auxiliary 1:** Ride Cymbal w/tri btrs, Wind Chimes, Triangle, dynamics: *mf* to *f*.
- Auxiliary 2:** Wind Chimes, Triangle, dynamics: *mf* to *f*.
- Auxiliary 3:** Claves, Triangle, dynamics: *f* to *p*.
- Auxiliary 4:** Triangle, dynamics: *f* to *p*.
- Snare Drums:** Dynamics: *fp* to *f*.
- Tenor Drums:** Dynamics: *fp* to *f*.
- Bass Drums:** Dynamics: *fp* to *ppp*.
- Cymbals:** Sizzle, dynamics: *fp* to *ppp*.

Additional markings include accents, slurs, and dynamic hairpins throughout the score.

Seven Deadly Sins - Percussion Score  
3

20 21 22 23 24 25 26 27 28

Mal 1 *mf* *f*

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Aux 1

Aux 2 Sleigh Bells

Aux 3 Claves *f*

Aux 4 Temple Blocks *f*

Snares Ribbon Crasher

Tenors dreads *mf* *f* *mp* *ff* *mp*

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

Cym Hi-Hat snaps *mf* *f* Sizzle *mp*

Splash Choke *mf*

Seven Deadly Sins - Percussion Score

Musical score for Seven Deadly Sins - Percussion Score, page 5, measures 37-44. The score includes parts for Mal 1 through Mal 6, Aux 1 through Aux 4, Snare, Tenors, Basses, and Cym.

Measures 37-44 are numbered at the top of the page. Measure 40 is enclosed in a box.

Dynamic markings include *f*, *ff*, *fp*, *mf*, *mp*, and *f*.

Performance instructions include "crash choke" and "hi-hat snaps".

Instrument-specific markings include "Low Brake Drum" and "Temple Blocks".

Rehearsal marks are present at measures 40 and 44.

Seven Deadly Sins - Percussion Score  
7

51 52 53 54 55 56 57

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

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

Mal 3 *mp* *f* *mp* *mf* *f* *sub. f*

Mal 4 *mp* *f* *mp* *mf* *f* *sub. f*

Mal 5 *ff* *sub. f*

Mal 6 *ff* *sub. f*

Aux 1 *f*

Aux 2

Aux 3 *f*

Aux 4

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

Tenors *ff* *fff* *ff*

Basses *ff* *sizzle* *fff*

Cym *f* *f*

Splash Cymbal

Large Floor Tom

Seven Deadly Sins - Percussion Score  
9

66 67 68 69 70 71 72 73

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

Aux 1  
Sleight Bells  
Aux 2  
Aux 3  
Aux 4  
Gong & Bass Drum

Sus. Cymbal  
Splash

Two Brake Drums  
Two Floor Blocks Tom  
Snares  
Tenors  
Basses  
sizzle  
Cym  
crash

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

Seven Deadly Sins - Percussion Score  
11

82 83 84 85 86 87 88

Mal 1  
Mal 2  
Mal 3  
Mal 4  
Mal 5  
Mal 6  
Chinaboy  
Aux 1  
ff Triangle  
Aux 2  
ff Chinaboy & Large Floor Tom  
Aux 3  
ff  
Aux 4  
ff  
Vibraslap  
Chinaboy & Large Floor Tom  
Snares  
ff  
f < ff f < ff p — mf f — ff  
fp — ff — fp — ff  
Tenors  
ff  
f < ff f < ff p — mf f — ff  
Basses  
crash  
f < ff f < ff p — mf f — f  
crash choke  
crash  
Cym  
ff

Seven Deadly Sins - Percussion Score  
13

Sloth/Envy/Lust

102 Steady ♩ = 132

103

Mals 1-6: Melodically driven parts with triplets and dynamic markings (ff, f, p, mf).

Aux 1: Cymbal patterns with dynamics (ff, p, ff).

Aux 2: Snare patterns with dynamics (p, ff).

Aux 3: Chinaboy & Large Floor Tom patterns with dynamics (ff).

Aux 4: Gong & Bass Drum patterns with dynamics (ff).

Hi-Hat: Steady eighth-note patterns with dynamics (p).

Snare: Complex rhythmic patterns with dynamics (f, ff, mp, p).

Tenors: Complex rhythmic patterns with dynamics (f, ff, mp, p).

Basses: Complex rhythmic patterns with dynamics (mf, f, ff, mp).

Cym: Cymbal patterns with dynamics (mf, ff, p).

Seven Deadly Sins - Percussion Score  
15

112 113 114 115 116 117 118 119

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Aux 1

Aux 2

Aux 3

Aux 4

Snares

Tenors

Basses

Cym

Sleigh bells

Tambourine (on edge)

Ribbon Crasher

hi-hat snaps

Large Chain drop on plywood

*f* *mf* *p* *ff* *f* *fp*



Seven Deadly Sins - Percussion Score  
17

128 129 130 131 132 133 134 135

Mal 1 *ff* *p* *f*

Mal 2 *ff* *p* *f* *p* *f* *p* *f*

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

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

Mal 5 *ff* *p* *f* *p* *f* *p* *f*

Mal 6 *ff* *Splash Choke* *Hi-Hat*

Aux 1 *Two Brake Drums* *mf* *Triangle*

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

Aux 3 *ff* *p* *mf*

Aux 4

Snares *Ribbon Crasher* *ff* *mf* *mp* *mf* *f* *mf* *f*

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

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

Cym *ff* *ff* *mf* *hi-hat snaps* *f* *mf*

*crash crash choke* *sizzle*

Seven Deadly Sins - Percussion Score  
19

144 145 146 147 148 149 150

Mal 1  
Mal 2  
Mal 3  
Mal 4  
Mal 5  
Mal 6  
Aux 1  
Aux 2  
Aux 3  
Aux 4  
Snares  
Tenors  
Basses  
Cym

*f*, *ff*, *sub. mp*, *mf*, *f*, *ff*, *f*, *ff*, *mf*, *f*, *ff*, *mf*, *f*, *ff*

Rim Clicks, Floor Tom, Low Jam Block, Temple Blocks, Jam Blocks, Sizzle, Splash Choke

158 159 160 161 162 163 164 165 166 Sultry! ♩. = 80

Mal 1  
Mal 2  
Mal 3  
Mal 4  
Mal 5  
Mal 6  
Aux 1  
Aux 2  
Aux 3  
Aux 4  
Snare  
Tenors  
Basses  
Cym

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

Ride Cym w/tri btr  
Two Brake Drums  
Bongos  
crash  
Splash Choke  
Chinaboy  
Cowbell  
Jam Block  
crash choke

Seven Deadly Sins - Percussion Score  
23

171 172 173 174 175

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

sub. mp  
f  
ff  
ff sub. mp  
mf

+Chinaboy sub. mp

Aux 1  
Aux 2  
Aux 3  
Aux 4

Triangle  
mf f  
mf f Vibraslap  
f

Snares  
Tenors  
Basses

Rim Clicks  
f  
fff  
mp mf  
f  
mp ff  
f p

f  
fff  
mp f  
mp  
mp  
mp

Hi-Hat Snaps  
Sizzle  
Hi-Hat Snaps  
Sizzle

Cym

mf

180 181 182 183 184

Mal 1 *ff* *sub. f*

Mal 2 *ff* *sub. f*

Mal 3 *ff* *sub. f*

Mal 4 *ff* *sub. f*

Mal 5 *ff* *sub. f*

Mal 6 *ff* *sub. f*

Aux 1 Splash +Chinaboy Choke

Aux 2 Cowbell Sus. Cymbal

Aux 3 Large Floor Tom & Sus. Cymbals *f* *pp* *mp* *ff* bass drum & gong

Aux 4

Snares *ff* *ff mp ff*

Tenors *ff*

Basses *ff*

Cym *ff* crash choke

Seven Deadly Sins - Percussion Score  
27

194 195 196 197 198 199 200 201 202

Mal 1  
Mal 2  
Mal 3  
Mal 4  
Mal 5  
Mal 6  
Aux 1  
Aux 2  
Aux 3  
Aux 4  
Snares  
Tenors  
Basses  
Cym

*ff* *f* *ff* *f* *ff* *f* *fp* *f*

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

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

Triangle *f* *ff* *mf* *f*

Two Brake Drums *ff* *p*

Bongos *p*

*f* Ribbon Crasher *ff* *mp*

*mp* *mf* *p* *mp* *mf* *f* *mp* *mf* *fp* *p*

*f* *mp* *mf* *f* *fp*

Seven Deadly Sins - Percussion Score

211 212 213 214 215 216 217

Mal 1 *ff* *fff* *mp* *3* *ff*

Mal 2 *ff* *fff* *mp* *3* *ff*

Mal 3 *ff* *fff* *mp* *3* *ff*

Mal 4 *ff* *fff* *mp* *3* *ff*

Mal 5 *ff* *fff* *mp* *3* *ff*

Mal 6 *ff* *fff* *mp* *3* *ff*

Aux 1 *ff* +Chinaboy *fff* Chinaboy *mp* *ff* Splash Choke Splash Chinaboy Splash

Aux 2 Zil Bell Brake Drums

Aux 3 Floor Tom & Sus. Cymbal *fff* Floor Cowbell Tom *ff*

Aux 4 Gong & BD *fff*

Snare *ff* *fp* *mp* *ff* *fff* *mp* *fff* *ff* *3* *ff*

Tenors *fff* *p* *ff* *fff* *mp* *fff* *ff* *3* *ff*

Basses *fff* *p* *ff* *fff* *mp* *fff* *ff* *3* *ff*

Cym *fff* *p* *ff* *fff* *mp* *fff* *ff* *3* *ff*

Seven Deadly Sins - Percussion Score  
31

225 226 227 228 229 230 231 232 233

Mal 1 *mp* *mf* *f* Chimes *ff*

Mal 2 *mp* *f* *mf* *f* *ff* Ped.

Mal 3 *mf* *mf* *f* *ff* Ped.

Mal 4 *mf* *mf* *f* *ff* Ped.

Mal 5 *ff*

Mal 6 *mf* *f* *ff* Splash

Aux 1 *mf* *f* *ff* Two Brake Drums *f* Triangle

Aux 2 *f* Floor Cowbell Tom *ff*

Aux 3 Triangle *ff* Gong & BD

Aux 4 *ff*

Snares *mf* *f* *sfz p* *f* *mf* *ff* *f*

Tenors *mf* *f* *mf* *sfz p* *f* *ff* *f*

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

Cym *mp* *mf* Sizzle *mp* *f* *ff* Crash



246 247 248 249 250 251 252

Mal 1 *f*

Mal 2 *Ped.*

Mal 3 *Ped.* *fff* *f*

Mal 4 *Ped.* *fff* *f*

Mal 5 *fff* *fp* *fff* *f*

Mal 6 *fff* *fff* *fff* *f*

Aux 1 *Splash* *Chinaboy* *Sus. Cymbal*

Aux 2 *Zil Bell* *p* *Sus. Cymbal* *p*

Aux 3

Aux 4

Snares *fp* *ff* *fff* *f* *ribbon crasher* *mp f* *mp*

Tenors *fff* *mp*

Basses *crash* *fff* *f* *p* *f*

Cym *mf*