

Skylines

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Percussion Score

Majestic! ♩ = 96

The score is written for a full percussion ensemble. It begins with a tempo of 96 beats per minute and a 'Majestic!' character. The instrumentation includes:

- Mallet 1:** Bells, playing a rhythmic pattern of eighth notes.
- Mallet 2:** Triangle, playing a sustained chord.
- Mallet 3:** Vibes, playing a rhythmic pattern of eighth notes.
- Mallet 4:** Vibes, playing a rhythmic pattern of eighth notes.
- Mallet 5:** Suspended cymbal, playing a sustained chord with dynamic markings of *f*, *mp*, *f*, *mp*, *f*, *mp*, and *ff*.
- Mallet 6:** Suspended cymbal, playing a sustained chord with dynamic markings of *f*, *mp*, *f*, *mp*, *f*, *mp*, and *ff*.
- Mallet 7:** Suspended cymbal, playing a sustained chord with dynamic markings of *f*, *mp*, *f*, *mp*, *f*, *mp*, and *ff*.
- Timpani:** Playing a rhythmic pattern of eighth notes.
- Synthesizer:** String bass patch, playing a rhythmic pattern of eighth notes.
- Auxiliary 1:** Crash cymbals, playing a rhythmic pattern of eighth notes.
- Auxiliary 2:** Tam tam/bass drum, playing a rhythmic pattern of eighth notes.
- Snare Drums:** Playing a rhythmic pattern of eighth notes with dynamic markings of *f*.
- Tenor Drums:** Playing a rhythmic pattern of eighth notes with dynamic markings of *f*.
- Bass Drums:** Playing a rhythmic pattern of eighth notes with dynamic markings of *f*.
- Cymbals:** Playing a rhythmic pattern of eighth notes with dynamic markings of *f*.

Skylines - Percussion Score - Page 3

16 17 18 19 20 21 22 23 24

Mal 1 *mf* *f*

Mal 2 *mf* *f*

Mal 3 *mf* *f* sus cym *p* *f*

Mal 4 *mf* *f* sus cym *p* *f*

Mal 5 *mf* *f* sus cym *p*

Mal 6 *mf* *f* sus cym *p*

Mal 7 *mf* *f*

Timp *mf* *f*

Synth *mf* *f*

Aux 1 sus cym *p* *f* sizale cym *mf* sus cym *p* *f*

Aux 2 tam tam *p* *f*

Snares Ping Shot Center *f*

Tenors *f*

Basses *f*

Cym *f*

Skylines - Percussion Score - Page 5

31 32 33 34 35 36 37 38 39 40 41

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

Mal 2 *mf*

Mal 3 *mf*

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

Mal 5 *mp* *f* *mp* *mp* *mp* *mp* *mp* *mp* *mp* *mp* *mp*

Mal 6 *mp* *mp*

Mal 7 *p* *mf* *mf*

Timp *ff* *mp*

Synth *ff* *mp*

Aux 1 *f* *p* *f* *mf* *mp*

Aux 2 *f* *p* *mf* *mf* *p*

Snares *ff* *mp* *p*

Tenors *p*

Basses *ff* *mp*

Cym *mp*

china, concert tom, bass drum, Muffle w/ LH

Center, 1/2 Way, Rim

ff *mp*

Skylines - Percussion Score - Page 7

54 55 56 57 58 59 60 61 62

Mal 1 *mp* *ff*

Mal 2 *mp* *ff*

Mal 3 *mp* *ff*

Mal 4 *mp* *ff*

Mal 5 *mp* *ff* marimba

Mal 6 *mp* *ff* marimba

Mal 7 *mp* *ff* marimba

Timp *ff*

Synth *fff*

Aux 1 *p* *f* *p* sus cym

Aux 2 *ff* *mf* *ff* triangle

Snare *mp* *ff* Edge Center

Tenors *fff* Over-The-Head

Basses *p* *ff* Airplane

Cym

Skylines - Percussion Score - Page 11

94 Blue ♩ = 72

93 95 96 97 98 99

Mal 1 *mp*

Mal 2 *mp*

Mal 3 *mp*

Mal 4 *mp*

Mal 5 *p* *mf* *mp* *marimba*

Mal 6 *mp*

Mal 7 *mp*

Timp *pp* *mp*

Synth *mp*

Aux 1 *pp* *sus cym w/ brush*

Aux 2 *mf* *mp* *ride cym*

Snares

Tenors

Basses

Cym

Skylines - Percussion Score - Page 13

107 108 109 110 111 112

Mal 1 *mp*

Mal 2 *mp*

Mal 3 *mp*

Mal 4 *mp*

Mal 5 *mp*

Mal 6 *mp*

Mal 7 *mp*

Timp *p*

Synth

Aux 1 *pp* *pp* *pp* *pp* *pp* wind chimes *mf*

Aux 2 triangle *mf*

Snares

Tenors

Basses

Cym

This page of a musical score for percussion instruments, titled 'Skylines - Percussion Score - Page 13', covers measures 107 through 112. The score is arranged in a multi-stem format. The top seven staves are for Mal 1 through Mal 7, all in treble clef with a key signature of two flats. Mal 1 has a melodic line with dynamics *mp*. Mal 2 through Mal 6 have rhythmic patterns with dynamics *mp*. Mal 7 has a bass line with dynamics *mp*. The Timp (Timpani) staff is in bass clef with dynamics *p*. The Synth staff is in treble clef and is mostly silent. The Aux 1 staff is in treble clef, featuring a series of *pp* (pianissimo) notes with hairpins and a *mf* (mezzo-forte) section for wind chimes. The Aux 2 staff is in treble clef, featuring a *mf* section for a triangle. The bottom four staves (Snares, Tenors, Basses, and Cym) are currently silent.

Skylines - Percussion Score - Page 15

124 125 126 127 128 129 130 131 132 133 134

Mal 1 *f* *ff* *f*

Mal 2 *fp* *mp*

Mal 3 *fp* *mp*

Mal 4 *fp* *mp*

Mal 5 *fp* *mp*

Mal 6 *fp* *mp*

Mal 7 *fp* *mp*

Timp *f* *mf*

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

Aux 1 *p* *f* *mf*

Aux 2 *p* *f* *fp* *fp*

Snares Center *f* Edge *mp* Center *ff* Edge *mp*

Tenors *mf* *mp*

Basses *fmp* *ff* *mp*

Cym *mf* *ff*

