

# To Conquer The Air

**The Dream Takes Hold**  
♩ = 84

**Mallet 1:** Bells (mf), Chimes (f), Vibes (f, mf, mp, p), Vibes (f, mf, mp, p), Marimba (f, mf, mp, p)

**Mallet 2:** Chimes (f)

**Mallet 3:** Vibes (f, mf, mp, p)

**Mallet 4:** Vibes (f, mf, mp, p)

**Mallet 5:** Marimba (f, mf, mp, p)

**Mallet 6:** Marimba (mf), Wind Chimes (mf)

**Auxiliary 1:** Triangle (f)

**Auxiliary 2:** Claves (f), Finger Cymbal, Zil Bell of Cym (mf, f, p), Claves (f mp), Sus Cym w/Tri Btrs (f mp), Vibraslap (f mp)

**Auxiliary 3:** Coin Scrape on Gong (f), Temple Blocks (ad lib - fast to slow) (ff), Gong w/Tri Btrs (f mp), Vibraslap (f)

**Auxiliary 4:** Claves (f), Temple Blocks (ad lib - fast to slow) (ff), Gong w/Tri Btrs (f mp), Vibraslap (ff)

**Snare Drums:** (f)

**Tenor Drums:** (mp, f)

**Bass Drums:** (fp)

**Cymbals:** sizzle (f)

To Conquer The Air - Percussion Score

rit. . . . .

13 14 15 16 17

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Aux 1

Aux 2

Aux 3

Aux 4

Snares

Tenors

Basses

Cym

Chinaboy

Triangle

Large Floor Tom

Sizzle

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

To Conquer The Air - Percussion Score

26 27 28 29 30 31 32

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*

*f*

*f*

*f*

*f*

*f*

*mp*

*mp* *f*

*p* *mf*

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

*mf*

*mf*

*mf*

*mf*

At Edge

Center

Hi-Hat Snaps

*mf*

To Conquer The Air - Percussion Score

40 41 42 43 44 45 46

Mal 1 *mp* *mf* *f*

Mal 2 *mp* *mf* *f*

Mal 3 *mp* *mf* *f*

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

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

Mal 6 *mp* *mf* *f* *ff*

Aux 1 Sus Cym *p* *f* *p* *f*

Aux 2 *f* Brake Drum

Aux 3 Chinaboy & Floor Tom *f*

Aux 4

Snare *mf* *f* *mf* *f* *mp* *f* *f* *mp* *f* *mf* *f* *On Rim*

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

Basses *f* *mp* *f* *ff* *mp* *f* *Crash Choke*

Cym *f*

To Conquer The Air - Percussion Score

54 55 56 57 58 59 60 61

Mal 1 *mf* *ff* *mf < f*

Mal 2 *mp < f* *mf* *ff*

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

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

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

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

Wind Chimes *mf* *ff* *f*

Aux 1

Aux 2 Sleigh Bells *p* *f* *p* *f*

Aux 3 *mf* *f*

Aux 4 *f*

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

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

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

Cym *f*

Sizzle

At Edge *f*

To Conquer The Air - Percussion Score

70 71 72 73 74 75 76

Mal 1 *mf* *f* *ff*

Mal 2 Xylo *mf* *f* *ff*

Mal 3 *mf* *f* *ff*

Mal 4 *mf* *f* *ff*

Mal 5 *mf* *f* *ff*

Mal 6 *mf* *f* *ff* Splash Cow Bell *ff* Splash Chinaboy Splash Chinaboy

Aux 1 *ff* *mf* *f* *mf* *f*

Aux 2 Sus Cym Block Brake Drums

Aux 3 High Block *ff* Two Blocks Chinaboy & Floor Tom

Aux 4 *p* *f* *ff* Block Gong & BD

Snares *f* *mp* *fff* *f*

Tenors *mf* *fff* *f*

Basses *f* *fff* *f*

Cym *fff* *f*

To Conquer The Air - Percussion Score

13

85 86 87 88 89 = 192 90 91 92 93

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

*Chinaboy & Splash* (Aux 1)  
*Splash Choke* (Aux 1)  
*Chinaboy & Floor Tom* (Aux 3)  
*Chinaboy* (Aux 2)  
*Choke* (Aux 2)  
*Dampen* (Aux 4)  
*Crash Choke* (Cym)

*ff* *f* *mf* *p* *fff* *mp* *fp* *f*  
*pp* *mf* *fff*

**Gliders** [91]

102 103 104 105 106 107 108 109

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

Aux 1  
Aux 2  
Aux 3  
Aux 4

Snares  
Tenors  
Basses  
Cym

Chinaboy  
Splash Choke  
Chinaboy & Splash  
Hi-Hat  
2 Brake Drums  
Wood Block  
Cowbell  
Chinaboy & Floor tom  
Vibraslap  
On Rim  
Crash Choke  
Sizzle

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



To Conquer The Air - Percussion Score

119 120 121 122 123 124 125 126

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* *fp* *ff* *ff* *mf* *ff* *ff* *mf* *fff*

*mp* *f* *fp* *ff* *mp* *ff* *ff* *mp* *fff* *mp* *fff* *mp* *ff* *fp* *f* *ff*

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

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

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

Splash Choke  
Chinaboy & Splash  
2 Brake Drums  
Cow Bell  
Floor Tom  
High Block  
Chinaboy & Floor tom  
Gong & BD  
Sizzle  
Crash Choke

136 137 138 139 140 141 142 143 144

Mal 1 *f* *ff*

Mal 2 *p* *ff*

Mal 3 *p* *ff*

Mal 4 *p* *ff*

Mal 5 *p* *ff*

Mal 6 *p* *ff*

Aux 1 *ff* *f* *ff* *ff*

Aux 2 *f*

Aux 3 *ff* *f* *ff* *ff*

Aux 4

Snares *ff* *fff* *fp* *mf* *fp* *f* *ff* *fp* *ff* *fff* *f* *fp*

Tenors *ff* *fff* *ff mp* *pp* *p* *f* *ff* *fp* *ff* *fff* *f* *fp*

Basses *ff* *fff* *ff* *f* *ff* *fff*

Cym *ff* *fff* *f* *ff* *fff*

Splash Choke  
Chinaboy & Splash  
Wind Chimes  
Propane Tanks (or other metal clank)  
Chinaboy Choke  
2 Brake Drums  
2 Blocks  
Chinaboy & Floor tom  
High Block  
Cow Bell  
Floor Tom  
Crash Choke  
Crash

153 154 155 156 157 158 159 160

Mal 1 *ff*

Mal 2 *ff*

Mal 3 *ff*

Mal 4 *ff*

Mal 5 *ff*

Mal 6 *ff*

Aux 1 *f ff* *mf* *f* *f*

Aux 2 *f ff* *f*

Aux 3 *p* *mf* *f* *ff* *f*

Aux 4

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

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

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

Cym *f* *f* *ff* *ff* *ff* *ff* *ff* *ff*

Let Ring Splash Chinaboy Splash Chinaboy Splash Choke

2 brake drums

On Rim

sizzle

Crash Choke

169 170 171 172 173

accel. . . . .

Mal 1 *mf* *f* *mf*

Mal 2 Xylo *p*

Mal 3 *mf* *f*

Mal 4 *mf* *f*

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

Mal 6 *mf* *f* *mf*

Aux 1 *p*

Aux 2

Aux 3

Aux 4 *p* *ff* *p*

Snare *mf* *p* *mf* *mf* *mp* *f*

Tenors *mp* *f* tutti Puffies

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

Cym

Sus Cym

One Player Only

At Edge

Puffies

tutti Puffies

181 **182** 183 184 185 186 187 188 189

Mal 1 *f*

Mal 2 Crotales *mf*

Mal 3 *mf*

Mal 4 *mf*

Mal 5 *mf*

Mal 6 *mf*

Aux 1 Sus Cym *p*

Aux 2 Finger Cymbal *mf* Triangle *mf*

Aux 3

Aux 4 *mf mp p* Gong w/Tri Btrs *mf*

Snares *mf > mf > mf > mf > mf < f* *mf f* *p* *fp*

Tenors *f*

Basses *mp < f*

Cym *mf*

alternate each w/different players At Edge Center *p f* At Edge *p f*

Sizzle

Finger SC Cym w/Tri Btrs *mf*

Sus Cym

To Conquer The Air - Percussion Score

12 Seconds in 1903

199 200 201 202 203 204 205 = 180

Mal 1 *ff*

Mal 2 *ff* Xylo

Mal 3 *ff*

Mal 4 *ff*

Mal 5 *ff*

Mal 6 *ff*

Aux 1 *f* *ff* Bamboo Wind Chimes Chinaboy & Splash Suspended Cymbal

Aux 2 *f* *ff* Sus Cymbal

Aux 3 *f* *ff* Claves Chinaboy & Floor Tom

Aux 4 *mf* *ff*

Snares *mf* *f* *ff* *fff*

Tenors *f* *ff* *fff*

Basses *ff* *fff*

Cym *ff* *fff*

*rit.*

To Conquer The Air - Percussion Score

217 218 219 220 221 222 223 224 225 226 227

Mal 1 *mf* *f* *ff*

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

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

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

Mal 5 *ff*

Mal 6 *mp* *mf* *f* *ff*

Aux 1 Hi-Hat *mp* *mf* *f* *ff* Chinaboy & Splash

Aux 2 Brake Drum *f* Zil Bell *ff*

Aux 3 High Block *f p* Ride Cym w/Tri Btrs *f mf mp p* Triangle *f mf mp p* Ride Cymbal w/Stick *p* Chinaboy & Floor Tom *ff*

Aux 4

Snares *ff mp ff f mp fp fp f mp f ff* On Rim On Drum

Tenors

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

Cym *f ff*

233 234 235 MOVE 236 237 238 239 240

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Aux 1

Aux 2

Aux 3

Aux 4

Snares

Tenors

Basses

Cym

*mf*

*mf*

*f*

*f*

*mf*

Splash Choke

*f* Triangle (open & closed)

*ff*

*mf* *mp*

Ride Cymbal w/Stick

Finger Cymbal

*mf* *mp*

Vibraslap

*f*

Coin Scrape on Gong

*f*

On Rim

*f p*

*mf* *ff*

*f p*

*f p*

*f p*

*mf* *ff*

crash choke



253 254 255 256 257 258 259 260 261 262

Mal 1 *mf* *mf* *ff*

Mal 2 *mf* *ff*

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

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

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

Mal 6 *f* *f* *f* *f* *ff* *mp*

Aux 1

Aux 2

Aux 3

Aux 4

Snares *mf mp* *mf mp* *f* *f p* Regular Mallets

Tenors *f* *mf* *f* *mf* *f* *mp* *f* *f p*

Basses *Puffies* *mp fp* *f* *mp fp* *f* *mp fp* *f* *f* *f p*

Cym

274 275 276 277 278 279 280 281 282 283

Mal 1 *f mf mp p pp ff*

Mal 2 Xylo *ff*

Mal 3 *f mf mp p pp ff*

Mal 4 *f mf mp p pp ff*

Mal 5 *f mf mp p pp ff*

Mal 6 *f mf mp p pp ff*

Aux 1 *ff*

Aux 2 Triangle *f mf mp*

Aux 3 Chinaboy & Floor Tom *mp ff*

Aux 4 Gong & BD *ff*

On Drum

Snares *mp ff*

Tenors *ff*

Basses *f ff*

Cym *ff*

To Conquer The Air - Percussion Score

Musical score for Percussion, measures 295 through 303. The score includes staves for Mal 1 through Mal 6, Aux 1 through Aux 4, Snare, Tenors, Basses, and Cym.

Measures 295, 296, 297, 298, 299, 300, 301, 302, 303.

Key markings and dynamics include: *fff*, *f*, *ff*, *mf*, *mp*, *p*, *fffp*, *mf ff*.

Articulations include: accents ( $\text{^}$ ), slurs ( $\text{—}$ ), hairpins ( $\text{<}$ ), and triplets ( $\text{3}$ ).

Additional markings: Sus Cym,  $\text{mf} < \text{ff}$  <  $\text{fff mp}$  <  $\text{fff mp}$  <  $\text{ff}$ ,  $\text{mf} < \text{ff}$  <  $\text{fff mp}$  <  $\text{fff mp}$  <  $\text{ff}$ ,  $\text{mf} < \text{ff}$  <  $\text{fff mp}$  <  $\text{fff mp}$  <  $\text{ff}$ ,  $\text{mf} < \text{ff}$  <  $\text{fff mp}$  <  $\text{fff mp}$  <  $\text{ff}$ .