

Western Side Story

Percussion Score

Gary P. Gilroy (ASCAP)
Battery by Shawn Glyde

The Town

♩ = 128
Bells

2 3 4 5 6

Mallet 1: Bells

Mallet 2: Xylo

Mallet 3: Vibes

Mallet 4: Vibes

Mallet 5: Marimba

Mallet 6: Marimba

Auxiliary 1: pair crash cymbals

Auxiliary 2: *f* Chinaboy crash

Auxiliary 3: *f*

Auxiliary 4: bass drum

Snare Drums: *f* B R L R R L R L R B B B

Tenor Drums: *f* B R L R R L R L R B B B

Bass Drums: *f*

Cymbals: *f*

pair crash cymbals

f Chinaboy crash

f

bass drum

(Edge)

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

temple blocks

Western Side Story - Percussion Score

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

ff

f

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

splash cymbal

splash choke

Chinaboy crash

triangle

gong & bass drm

(Center) 6 3 9

R l r l R l r l R l r l R l r l

R l r l

R l r l R B R l r

B b b b B r l r l r l

B b b b B r l r l r l

R l r l r l r l

3 3 3 3

f *f* *f* *f* *ff* *ff* *ff*

Western Side Story - Percussion Score

25 26 27 28 29 30 31

Mal 1 *f* *ffpp* *ff*

Mal 2 *f* *ffpp* *ff*

Mal 3 *f* *ff*

Mal 4 *f* *ff*

Mal 5 *f* *ffpp* *ff*

Mal 6 *ffpp* temple blocks *ff*

Aux 1 *f* sleigh bells

Aux 2

Aux 3 *f* *f* *mf*

Aux 4

Snares *mf* *f* (Edge) *mf*

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

Basses *f* *mf*

Cym *f* *mf*

Western Side Story - Percussion Score

39 40 41 42 43 44

Mal 1 *ff* *f*

Mal 2 *ff* *f*

Mal 3 *ff*

Mal 4 *ff*

Mal 5 *ff* *f*

Mal 6 *ff* *f*

Aux 1 pair crash cymbals *ff* pair crash cymbals hi-hat *f* *f*

Aux 2 *f* *f* Chinaboy crash zil bell *f* *mp* two brake drums

Aux 3 large floor tom *f* *f* + cym vibraslap *f* *f*

Aux 4 *f* *ff* bass drum *f*

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

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

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

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

ff *mf* *f*

This page of the percussion score covers measures 64 through 69. The score is written for a variety of percussion instruments, including five Mal (Maracas), Auxiliary 1 (Temple Blocks), Auxiliary 2, Auxiliary 3, Auxiliary 4, Snare Drums, Tenors, Basses, and Cymbals. The key signature is B-flat major (two flats), and the time signature is 2/4. The score is divided into measures 64, 65, 66, 67, 68, and 69. Measures 64 and 65 are marked with a box containing the number 65. Dynamics include *f* (forte), *ff* (fortissimo), *ff p* (fortissimo piano), *f pp* (fornissimo pianissimo), and *f*. The Mal parts feature complex rhythmic patterns with accents and slurs. Auxiliary 1 includes temple block patterns marked *ff*. Auxiliary 3 and 4 have specific rhythmic notations. Snare drums feature a complex rhythmic pattern with a '9' above it and a sequence of 'R' and 'r' notes. Tenors and Basses have rhythmic patterns with 'B' and 'b' notes. Cymbals have a simple rhythmic pattern.

House Opera

87 88 89 90 91 92 93 $\text{♩} = 132$ 94 95

Mal 1 *f* 6 *ff* To Xylo To Croc. *mf*

Mal 2 *f* 6 *ff* Crotales *mf*

Mal 3 *f* 6 *ff* *f*

Mal 4 *f* 6 *ff* *f*

Mal 5 *f* 6 *ff* *mp* *mf*

Mal 6 *mp* *mf*

Aux 1 splash choke *f* Chinaboy *ff* sus cym *f* wind chimes thick antique finger cymbal

Aux 2 *p* large floor tom *ff* *f*

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

Aux 4 *fff*

Snares *fff* 6 *ff* 9 *fff*

Tenors *fff* 6 *ff* 9 *fff*

Basses *fff* 9 *fff*

Cym *ff* *fff*

Western Side Story - Percussion Score

105 106 107 108 109 110 111 112 113

Mal 1 *mf*

Mal 2 *f*

Mal 3 *f*

Mal 4 *f*

Mal 5 *mf*

Mal 6 *mf*

Aux 1 *p* *f* *f* *f*

Aux 2

Aux 3

Aux 4 *pp* *f* *sfz* *mp f*

Snares *mf* *mp* *ff*

Tenors *mp* *ff* Puffs *mp* *p* *mp* *p* *mp*

Basses *mp* *ff*

Cym *ff* *mp*

sus cym

wind chimes

bass drum

triangle btrs on gong

(All) (Center)

R r r r r r r r

r l r l b B b b

b b b

B

R r R r R

r

x x x x

Western Side Story - Percussion Score

122 123 124 125 126 127 128

Mal 1 *ff*

Mal 2 *ff*

Mal 3 *ff*

Mal 4 *ff*

Mal 5 *ff*

Mal 6 *ff*

Aux 1 Chinaboy sus cym

Aux 2 *mp* *ff* *mp* *ff*

Aux 3

Aux 4 bass drum

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

Tenors *p* *ff* *f* *ff* *f* *ff* *f*

Basses *f p* *ff* *f* *ff* *f* *ff* *f*

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

ff

Western Side Story - Percussion Score

136 137 138 139 140 141 142 143 144

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

wind chimes

Aux 1

f

thick antique finger cymbal

sfz *p* *pp*

Aux 2

f triangle

Aux 3

f

Aux 4

coin scrape on gong

f coin scrape on gong

Snares

Tenors

Basses

Cym

Western Side Story - Percussion Score

Train Robbery

156 157 $\text{♩} = 160$ 158 159 160 161 162 163 164

Mal 1

Mal 2 Xylo

Mal 3

Mal 4

Mal 5 *mp* *f*

Mal 6 *mp* *f*

Aux 1 *p* *mf* 2 brake drums *f* zil bell Chinaboy & splash

Aux 2 *mp* *f* sus cym *ff* sus cym

Aux 3 *mp* *p* *ff* large floor tom and sus cym

Aux 4 *ff* gong and bass drum

Snares (Edge) *mf* To Center... (Center) *f*

Tenors *mf* *f*

Basses 3 3 3 6 6

Cym Sizzle *mf* *f*

176

174 175 177 178 179 180 181 182

Mal 1 *f* *ff* *ffp* *mf* *f* *ff*

Mal 2 *f* *ff* *ffp* *mf* *f* *ff*

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

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

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

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

Aux 1

Aux 2 zil bell *ff* *p* *ff*

Aux 3 *ff* + sus cym *p* *ff* large floor tom and sus cym

Aux 4 *ff* *ff* gong and bass drum

Snares *ff*

Tenors *ff* *fff*

Basses *ff* *fff* *mf*

Cym *ff* *fff* *mf*

Chinaboy
sus cym

Chinaboy
& splash

B
R L R L r l

191 192 193 194 195 196 197 198 199

Mal 1 *f*

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

Mal 3 *f* *mf* *f*

Mal 4 *mf* *f*

Mal 5 *f* *f*

Mal 6 *f*

Aux 1 *mf*

Aux 2

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

Aux 4

Snares *f*

Tenors *f*

Basses *f*

Cym

claves vibraslap

3

6

208 209 210 211 212 213

Mal 1 *mf* *f*

Mal 2 *mf* *f*

Mal 3 *f* *ff*

Mal 4 *f* *ff*

Mal 5 *mf* *f*

Mal 6 *mf* *f*

Aux 1 temple blocks *mf* *ff*

Aux 2 cowbell *f*

Aux 3 bongos *mf* *ff*

Snares

Tenors *mf*

Basses *mp* *mf*

Cym *f*

Western Side Story - Percussion Score
33

233 234 235 236

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
sus cym
Chinaboy & splash
p sus cym
ff sus cym
p
ff large floor tom and sus cym
ff gong and bass drum
ff
fff
fff
fff