

Wild Things

The Land molto rit.

Bells = 84 ♩ = 148

Mallet 1: Bells *mf*

Mallet 2: Xylo

Mallet 3: Vibes *f* *Red.*

Mallet 4: Vibes *f* *Red.*

Mallet 5: Marimba *mp*

Mallet 6: Marimba *mp* wind chimes *f*

Auxiliary 1: *f* triangle ride cymbal w/tri btrs triangle

Auxiliary 2: *mf* *fp* 5 3

Auxiliary 3: coin scrape on gong coin scrape on sus cym *f* large floor tom tom on shell

Auxiliary 4: *f*

Snare Drums

Tenor Drums *mf* *ff* *f*

Bass Drums *f*

Cymbals

The score is written for a percussion ensemble in 4/4 time. It includes parts for Mallet 1 (Bells), Mallet 2 (Xylophone), Mallet 3 (Vibes), Mallet 4 (Vibes), Mallet 5 (Marimba), and Mallet 6 (Marimba and wind chimes). There are also four Auxiliary parts (Auxiliary 1-4) and parts for Snare Drums, Tenor Drums, Bass Drums, and Cymbals. The score is divided into measures 1 through 9, with a double bar line after measure 8. Dynamics range from *mf* to *ff*. The tempo is marked 'molto rit.' and the tempo indicator is ♩ = 148. A rehearsal mark 'The Land' is placed at the beginning of the score.

Wild Things - Percussion Score

44 45 46 47 48 49 50

Mal 1 *mf*

Mal 2 *mf*

Mal 3 *f*

Mal 4 *f*

Mal 5 *mf*

Mal 6 *mf*

Aux 1

Aux 2 mounted thick finger cymbal w/tri btr *mp* *mf* *f*

Aux 3 triangle *ff* *mf* *p*

Aux 4

Snares *mp* *mf* *f* *pp* *p* *mf* *p* *mf* *p* *mf* *pp* *p* *mf* *p* *mf* *p* *mf* *f* *p* *mf* *p*

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

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

Cym

Wild Things - Percussion Score
9

58 59 60 61 62 63

Mal 1 *f*

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Aux 1 splash cym

Aux 2

Aux 3 *f* *mf* *f*

Aux 4 triangle

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

Tenors

Basses *f* *fp* *f*

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

both cyms

ff large floor tom & sus cym

ff bass drum

Wild Things - Percussion Score
11

72 73 74 75 76 77 78

Mal 1 *f* *mp*

Mal 2

Mal 3 *ff* *mf*

Mal 4 *ff* *mf*

Mal 5 *f* *mf* *mp*

Mal 6 *ff* wind chimes *mp* sus cym

Aux 1 *f* *p*

Aux 2 *f* *mf* *mp*

Aux 3

Aux 4 gong w/tri btrs *f* *mf* *mp*

Snares *mp* *fp*

Tenors *mf* *mf* *mf*

Basses *mp* sizzle *p*

Cym *mf*

86 $\text{♩} = 148$ 87 88 89 90 91 92 93 94 95 96 97 98

Mal 1 *f* *mf*

Mal 2

Mal 3 *mp* *f* *mf*

Mal 4 *mp* *f* *mf*

Mal 5 *mp* *f* *mp*

Mal 6 *mp* *f* *mp*

Aux 1

Aux 2 *mf* *mp* *p* shaker (or cabasa)

Aux 3 triangle *f* *mp* *p*

Aux 4 *f* *mf* *mp* dreads

Snares *mf* *pp* *mp*

Tenors *mf* *p* *mf* *p* *mf*

Basses *mf* *mp* *p* *mp*

Cym

112 113 114 115 116 117 118 119 120 121 122 123

Mal 1 *mf*

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Aux 1 *p* *mf* sus cym

Aux 2 *p* *mf* *p* shaker (or cabasa) *mp* *mf* *f* *ff*

Aux 3 *f* *f*

Aux 4 *f* *p* *mf* *f*

Snares *fp* *mf* *mf* normal mallets *mp* *mf* *p*

Tenors *f* *mp* normal mallets *p*

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

Cym

Wild Things - Percussion Score
17

This page of the percussion score covers measures 134 through 143. The score is written for six mallets (Mal 1-6), four auxiliary percussion instruments (Aux 1-4), snare drums, tenors, basses, and cymbals. The key signature is B-flat major (two flats), and the time signature changes from 2/4 to 3/4 at measure 136. The score includes various rhythmic patterns, including eighth and sixteenth notes, triplets, and rests. Dynamic markings such as *mf*, *f*, *ff*, *p*, *pp*, *mp*, and *fff* are used throughout. Performance instructions include 'splash' and 'both' for Aux 1, and 'triangle' for Aux 4. The score concludes with a *fff* dynamic marking at the end of measure 143.

151 152 153 154

Mal 1 *mp*

Mal 2

Mal 3 *mf*

Mal 4 *mf*

Mal 5 *mf* *mp*

Mal 6 *mp*

Aux 1 wind chimes *f*

Aux 2 *mp* *mp*

Aux 3

Aux 4 *mp* *p* *f* *mp* *f*

Snares

Tenors

Basses

Cym

The Air

159 160 161 $\text{♩} = 98$ 162 163 164 165 166 167 168 169 170

Mal 1 *mp* *mf*

Mal 2 Xylo *mp* *f* *mp*

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

Mal 4 *Ped.* *Ped.* *Ped.*

Mal 5 *Ped.* *Ped.* *Ped.*

Mal 6 *mf*

Aux 1 *f* *f*

Aux 2 *mp* *mp*

Aux 3 *pp*
low block

Aux 4 *f* *mf* *pp*

Snares

Tenors puffies (this part is optional) *mp*

Basses puffies *mp* *mp*

Cym

179 **Faster** ♩ = 148 180 181 182 183 184 185 186 ♩ = ♩.

Mal 1 *ff*

Mal 2 *f*

Mal 3 *ff*

Mal 4 *f*

Mal 5 *f*

Mal 6 *f*

Aux 1 hi-hat *f* triangle *mf f*

Aux 2 sleigh bells *mf f*

Aux 3 temple blocks *f*

Aux 4 *f*

Snares *f* *mp < f mp* normal mallets *mp mf mp mf mp mf f*

Tenors *mp mf f* normal mallets *mf mp*

Basses sizzle *mp* *f* crash

Cym *mf* *f*

Chinaboy cymbal *f* Chinaboy cymbal

f large floor tom tom on shell

f bass drum

f

193 194 195 196 197 198

Mal 1 *mf*

Mal 2 *mf*

Mal 3 *f*

Mal 4 *f*

Mal 5 *mf*

Mal 6 *mf*

Aux 1

Aux 2

Aux 3 *mp*

Aux 4

Snare *pp p mf p mf p mf pp p mf p mf p mf f p mf p*

Tenors *f p f p*

Basses *p mf f mp*

Cym

206 207 208 209 210 211

Mal 1 *f*

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Aux 1 splash cym

Aux 2

Aux 3 *f* *mf* *f* triangle

Aux 4

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

Tenors

Basses *f* *fp* *f* *ff* *mp* *f* *ff*

Cym *f*

both cyms

ff large floor tom & sus cym

ff bass drum

222 223 224 225 226 227 228

Mal 1 *ff*

Mal 2 *ff*

Mal 3 *ff*

Mal 4 *ff*

Mal 5 *ff*

Mal 6 *ff*

Aux 1 both

Aux 2 *ff* two brake drums Chinaboy cym

Aux 3 bass drum triangle *ff* (shell)

Aux 4 *ff*

Snares *ff* *f*

Tenors *ff*

Basses *ff*

Cym

233 234 235 236 237

Mal 1 *f* *ff* *fff*

Mal 2 *f* *ff* *fff*

Mal 3 *f* *ff* *fff*

Mal 4 *f* *ff* *fff*

Mal 5 *f* *ff* *fff*

Mal 6 *f* *ff* *fff*

Aux 1 *ff* *fff* two brake drums

Aux 2 *ff* *fff*

Aux 3 *ff* *p* *fff*

Aux 4 *fff* bass drum

Snares *p* *fff*

Tenors *p* *fff*

Basses *crash* *p* *fff*

Cym *fff*