

# The Quest

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## Percussion Score

"The Journey Begins"

$\text{♩} = 120$  With a sense of drama

Mallet 1: Bells *f*

Mallet 2: Xylo *mf*

Mallet 3: Vibes *f*

Mallet 4: Vibes *mf*

Mallet 5: Marimba *f*

Mallet 6: Marimba *f*

Mallet 7: Marimba

Timpani: *mf*, *f*

Auxiliary 1: medium suspended cymbal

Auxiliary 2: two players triangle *f*, china cymbal *mp*

Snare Drums: *p*, *mf*, *f*

Tenor Drums: *p*, *mf*, *f*

Bass Drums: *mf*, *f*

Cymbals



The Quest - Percussion Score - Page 5

38 39 40 41 42 43 44 45

Mal 1 *mf*

Mal 2 *mf*

Mal 3 *mf*

Mal 4 *mf*

Mal 5 *mf*

Mal 6 *mf*

Mal 7 *mf*

Timp

Aux 1 *f* *f*

Aux 2

Snares

Tenors *mp*

Basses *mp*

Cym Sizzle *p*

The Quest - Percussion Score - Page 7

54 55 56 57 58 59 60 61

Mal 1 *mp*

Mal 2 *mp*

Mal 3 *mf* *p*

Mal 4 *mf*

Mal 5 *mp* *mf*

Mal 6 *f* *p*

Mal 7 *f* *mf*

Timp *mp* *mp*

Aux 1 *mf* *mf*

Aux 2 triangle *mf*

Snares *p* *mp* *p* *pp*

Tenors *mp* *pp* *mp*

Basses

Cym

The Quest - Percussion Score - Page 9

70 71 72 73 74 75 76

Mal 1

Mal 2 xylophone

Mal 3

Mal 4

Mal 5

Mal 6

Mal 7

Timp

Aux 1 *f*

Aux 2

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

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

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

Cym Crash *f*

The Quest - Percussion Score - Page 11

91 92 93 94 95 96 97 98 99 100 101 102 103

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Mal 7

Timp

Aux 1

Aux 2

Snares

Tenors

Basses

Cym

*mf*

*f*

*ff*

*mp*

windchimes

The Quest - Percussion Score - Page 13

This page of the percussion score for 'The Quest' contains measures 115 through 128. The score is written for a variety of percussion instruments:

- Mal 1-7:** Seven mallet parts, each with a treble clef and a key signature of one flat. They play complex rhythmic patterns with various articulations and dynamics.
- Timp:** Timpani part in the bass clef, providing harmonic support.
- Aux 1 & 2:** Auxiliary parts for triangle and another auxiliary instrument, both in the bass clef.
- Snare:** Snare drum part in the bass clef, featuring a dense, rhythmic pattern.
- Tenors:** Tenor drums in the bass clef, playing a similar rhythmic pattern to the snare.
- Basses:** Bass drums in the bass clef, playing a rhythmic pattern.
- Cym:** Cymbal part in the bass clef, with occasional accents.

Key performance markings include:

- 121 Slowing off..**: A tempo change instruction at the beginning of measure 121.
- Dynamics:** *mf* (mezzo-forte), *p* (piano), *fp* (forzando), and *ff* (fortissimo) are used throughout the score.
- Articulation:** Accents (>) and slurs are used to indicate phrasing and emphasis.

The Quest - Percussion Score - Page 15

143 144 145 146 147 148 149 150 151 152

Mal 1

Mal 2 *mf* *p* *f*

Mal 3 *f* *p* *f*

Mal 4 *p* *f*

Mal 5 *p* *f*

Mal 6 *mf* *p* *f*

Mal 7

Timp *f*

Aux 1 splash cymbal *mf* clave

Aux 2 high wood block low woodblock *mf*

Snare *p* *mf* *p*

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

Basses

Cym

The Quest - Percussion Score - Page 17

This page of the percussion score includes the following instruments and parts:

- Mal 1-7:** Seven mallet parts, each with dynamic markings such as *mf*, *mp*, and *f*. Mal 4 includes the instruction "with pedal".
- Timp:** Timpani part with dynamic markings *mf* and *f*.
- Aux 1:** Auxiliary percussion part with dynamic marking *mf*.
- Aux 2:** Auxiliary percussion part with dynamic marking *mf*, including instructions for "high wood block" and "low woodblock".
- Snares:** Snare drum part with dynamic markings *mf* and *p*.
- Tenors:** Tenor drum part with dynamic marking *mf*.
- Basses:** Bass drum part with dynamic marking *mf*.
- Cym:** Cymbal part with dynamic marking *mp* and the instruction "Sizzle".

The score is divided into measures 163 through 172, with a boxed measure number 170. It features various time signatures (3/4, 3/8, 2/4) and includes musical notations such as triplets, slurs, and dynamic markings.

The Quest - Percussion Score - Page 19

This page of the percussion score for 'The Quest' covers measures 182 through 189. The score is written for a 3/4 time signature and includes parts for Mal 1 through Mal 7, Timp, Aux 1, Aux 2, Snare, Tenors, Basses, and Cym. The music is characterized by a mix of melodic lines and rhythmic patterns, with dynamic markings ranging from *p* (piano) to *fff* (fortississimo). A large watermark '© 2014' is visible across the score.

Measures 182-183: Mal 1, Mal 2, Mal 3, Mal 4, Mal 5, Mal 6, Mal 7, Timp, Aux 1, Aux 2, Snare, Tenors, Basses, Cym.

Measure 184: Mal 1, Mal 2, Mal 3, Mal 4, Mal 5, Mal 6, Mal 7, Timp, Aux 1, Aux 2, Snare, Tenors, Basses, Cym.

Measures 185-189: Mal 1, Mal 2, Mal 3, Mal 4, Mal 5, Mal 6, Mal 7, Timp, Aux 1, Aux 2, Snare, Tenors, Basses, Cym.

Dynamic markings: *p*, *ff*, *fff*, *f*.

Instrument labels: Mal 1, Mal 2, Mal 3, Mal 4, Mal 5, Mal 6, Mal 7, Timp, Aux 1, Aux 2, Snare, Tenors, Basses, Cym.

Performance instructions: *chimes*, *medium suspended cymbal*, *bass drum*, *gong*, *Crash*.

The Quest - Percussion Score - Page 21

200 201 202 203 204 205 206 207 208 209 210

Mal 1 *mp*

Mal 2

Mal 3 *mp* *mf* let all notes ring

Mal 4 *mp* *mf* let all notes ring

Mal 5 *mp*

Mal 6

Mal 7 *mp*

Timp *mp*

Aux 1 *f*

Aux 2

Snare *p* *mp* *p* *mf* Dreadlock

Tenors *p* *mp* *p*

Basses *mp* *p* *mf*

Cym Sizzle *mp*



The Quest - Percussion Score - Page 25

239 240 241 242 243

Mal 1 *f*

Mal 2 *fff*

Mal 3 *f* *ff*

Mal 4 *f* *ff*

Mal 5 *fff*

Mal 6 *fff*

Mal 7 *fff*

Timp *f*

Aux 1 *mf* *mf*

Aux 2 *mp*

Snares

Tenors

Basses

Cym Crash



The Quest - Percussion Score - Page 29

271 272 273 274 275 276 277 278 279

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Mal 7

Timp

Aux 1

Aux 2

Snare

Tenors

Basses

Cym

*ff*

*f*

china cymbal

Crash

*ff*