

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

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Tempo: ♩ = 132

Measures: 22, 23, 24, 25, 26, 27, 28, 29, 30

Mal 1: Rests in measures 22-25, starts in 26 with *ff*, then rests in 27-30.

Mal 2: Starts in 26 with *ff*, continues in 27, rests in 28, continues in 29 with *f*, continues in 30.

Mal 3: Rests in measures 22-23, continues from 24 with *ff*, continues in 25, starts in 26 with *ff*, continues in 27 with *f*, continues in 28, continues in 29, continues in 30.

Mal 4: Rests in measures 22-23, continues from 24 with *ff*, continues in 25, starts in 26 with *ff*, continues in 27 with *f*, continues in 28, continues in 29, continues in 30.

Mal 5: Starts in 22 with *ff*, continues in 23, continues in 24, continues in 25, starts in 26 with *ff*, continues in 27 with *f*, continues in 28, continues in 29, continues in 30.

Mal 6: Starts in 22 with *ff*, continues in 23, continues in 24, continues in 25, starts in 26 with *ff*, continues in 27 with *f*, continues in 28, continues in 29, continues in 30.

Mal 7: Starts in 22 with *ff*, continues in 23, continues in 24, continues in 25, starts in 26 with *ff*, continues in 27 with *f*, continues in 28, continues in 29, continues in 30.

Timp: Rests in measures 22-23, starts in 24 with *f*, continues in 25, rests in 26, starts in 27 with *f*, continues in 28, continues in 29, continues in 30.

Aux 1: Rests in measures 22-23, starts in 24 with *f*, continues in 25, rests in 26, starts in 27 with *f*, continues in 28, rests in 29, rests in 30.

Aux 2: Rests in measures 22-23, rests in 24, rests in 25, rests in 26, rests in 27, starts in 28 with *mf*, continues in 29, continues in 30.

Snares: Starts in 22 with *ff*, continues in 23 with *fp < ff*, continues in 24 with *fp < ff*, continues in 25 with *fp < ff*, continues in 26 with *p* to *f*, continues in 27 with *p* to *f*, continues in 28, continues in 29, continues in 30.

Tenors: Starts in 22 with *ff*, continues in 23 with *fp < ff*, continues in 24 with *fp < ff*, continues in 25 with *fp < ff*, continues in 26 with *p* to *f*, continues in 27 with *p* to *f*, continues in 28, continues in 29, continues in 30.

Basses: Starts in 22 with *ff*, continues in 23 with *fp* to *ff*, continues in 24 with *fp* to *ff*, continues in 25 with *fp* to *ff*, continues in 26 with *p* to *f*, continues in 27 with *p* to *f*, continues in 28, continues in 29, continues in 30.

Cym: Rests in measures 22-23, starts in 24 with *ff*, continues in 25 with *ff*, starts in 26 with *Cr. Choke*, continues in 27, starts in 28 with *Crash*, continues in 29, continues in 30.

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

Detailed description: This is a percussion score for page 7 of 'The Quest'. It features ten staves: Mal 1 through Mal 7, Timp, Aux 1, Aux 2, Snares, Tenors, Basses, and Cym. The score covers measures 54 to 61. Mal 1 has a melodic line starting at measure 58 with a *mp* dynamic. Mal 2 has a rhythmic pattern starting at measure 60 with a *mp* dynamic. Mal 3 has a complex rhythmic pattern with accents, starting at measure 54 and ending at measure 60 with a *p* dynamic. Mal 4 has a melodic line starting at measure 57 with a *mf* dynamic. Mal 5 has a rhythmic pattern starting at measure 55 with a *mp* dynamic and ending at measure 60 with a *mf* dynamic. Mal 6 has a melodic line starting at measure 59 with a *f* dynamic and ending at measure 60 with a *p* dynamic. Mal 7 has a melodic line starting at measure 59 with a *f* dynamic and ending at measure 60 with a *mf* dynamic. Timp has a melodic line starting at measure 57 with a *mp* dynamic and ending at measure 60 with a *mp* dynamic. Aux 1 has a melodic line starting at measure 54 with a *mf* dynamic and ending at measure 60 with a *mf* dynamic. Aux 2 has a melodic line starting at measure 54 with a *mf* dynamic and ending at measure 60 with a *mf* dynamic. Snares has a rhythmic pattern starting at measure 59 with dynamics *p*, *mp*, *p*, and *pp*. Tenors has a melodic line starting at measure 57 with dynamics *mp*, *pp*, and *mp*. Basses has a rhythmic pattern starting at measure 54. Cym is silent throughout the page.

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 *mf*

Mal 2

Mal 3 *f* *f*

Mal 4 *f* *f*

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

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

Mal 7 *f* *ff* *f* *ff*

Timp *mp*

Aux 1 *mf* *mf* windchimes

Aux 2

Snares

Tenors

Basses

Cym

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, featuring a steady rhythmic accompaniment.
- Aux 1 & 2:** Auxiliary parts for triangle and another auxiliary instrument, both in the bass clef.
- Snare:** Snare drum part in the bass clef, characterized by a dense, repetitive rhythmic texture.
- Tenors:** Tenor drums in the bass clef, playing a similar rhythmic pattern to the snare.
- Basses:** Bass drums in the bass clef, providing a strong rhythmic foundation.
- 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* (fortissimo piano), and *ff* (fortissimo).
- Articulation:** Accents (>) and slurs are used throughout the score to indicate phrasing and emphasis.

The Quest - Percussion Score - Page 15

This page of the percussion score covers measures 143 through 152. The score is written for a variety of percussion instruments, including seven mallets (Mal 1-7), timpani (Timp), auxiliary percussion (Aux 1, 2), snare, tenors, basses, and cymbals. The key signature is one flat (B-flat major or D minor), and the time signature is 3/4. The score includes dynamic markings such as *mf* (mezzo-forte), *f* (forte), *p* (piano), and *mf* (mezzo-forte) with hairpins. Specific percussion techniques are indicated, including 'splash cymbal' and 'clave' for Aux 1, and 'high wood block' and 'low woodblock' for Aux 2. The mallet parts feature complex rhythmic patterns, often with accents and slurs. The timpani part has a steady rhythmic pulse. The auxiliary percussion parts provide rhythmic texture and color. The snare, tenors, and basses provide a steady accompaniment, while the cymbals are mostly silent.

The Quest - Percussion Score - Page 17

This page of the percussion score for 'The Quest' covers measures 163 to 172. The score is written for a variety of percussion instruments, each with its own staff and specific musical notation. The instruments and their parts are as follows:

- Mal 1:** Mallet 1, playing chords and sustained notes. Dynamics include *mf*.
- Mal 2:** Mallet 2, playing rhythmic patterns. Dynamics include *mf*.
- Mal 3:** Mallet 3, playing chords. Dynamics include *mp* and *f*.
- Mal 4:** Mallet 4, playing eighth-note patterns with a 'with pedal' instruction. Dynamics include *mp*.
- Mal 5:** Mallet 5, playing eighth-note patterns. Dynamics include *mp*.
- Mal 6:** Mallet 6, playing eighth-note patterns. Dynamics include *mf*.
- Mal 7:** Mallet 7, playing eighth-note patterns.
- Timp:** Timpani, playing eighth-note patterns.
- Aux 1:** Auxiliary 1, playing eighth-note patterns. Includes 'splash cymbal' and 'clave' markings. Dynamics include *mf*.
- Aux 2:** Auxiliary 2, playing eighth-note patterns. Includes 'high wood block' and 'low woodblock' markings. Dynamics include *mf*.
- Snares:** Snare drum, playing eighth-note patterns. Dynamics include *mf* and *p*.
- Tenors:** Tenor drum, playing eighth-note patterns. Dynamics include *mf*.
- Basses:** Bass drum, playing eighth-note patterns. Dynamics include *mf*.
- Cym:** Cymbal, playing eighth-note patterns. Dynamics include *mp*.

The score features various musical notations such as triplets, slurs, and dynamic markings. The time signature changes from 2/4 to 3/4 and back to 2/4 throughout the page. A large watermark is visible across the center of the page.

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 (medium suspended cymbal), Aux 2 (bass drum and gong), Snares, Tenors, Basses, and Cym (Crash). The music features a variety of dynamics, including piano (*p*), fortissimo (*ff*), and fortissimo (*f*). A 'chimes' part is also indicated in measure 185. The score includes various rhythmic patterns, such as eighth and sixteenth notes, and rests. A large watermark is visible across the page.

Measures: 182, 183, 184, 185, 186, 187, 188, 189

Mal 1: *ff*

Mal 2: *ff*, chimes

Mal 3: *p*, *fff*

Mal 4: *p*, *fff*

Mal 5: *p*, *ff*

Mal 6: *p*, *ff*

Mal 7: *ff*

Timp: *fff*

Aux 1: medium suspended cymbal, *f*

Aux 2: bass drum, gong

Snares: *p*, *ff*

Tenors: *p*, *ff*

Basses: *p*, *ff*

Cym: Crash, *ff*

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 23

222 223 224 225 226 227 228 229 230

Mal 1 *mf*

Mal 2 xylophone *f*

Mal 3 *mf*

Mal 4 *mf* *f* *mf*

Mal 5 *mf*

Mal 6 *f* *p* *mf*

Mal 7 *p* *mf* *p* *mf* *p* *mf* *mf* *p* *mf*

Timp

Aux 1

Aux 2

Snares

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

Basses

Cym

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 27

253 254 255 256 257 258 259 260 261

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Mal 7

Timp

Aux 1

Aux 2

Snare

Tenors

Basses

Cym

mf

f

f

f

f

f

f

f

f

mp

p

mp

mf

f

p

mp

mf

f

f

Crash

f

Detailed description: This is a percussion score for page 27 of 'The Quest'. It features ten staves for different instruments: Mal 1-7 (Maracas), Timp (Timpani), Aux 1 & 2 (Auxiliary Percussion), Snare, Tenors, Basses, and Cym (Cymbal). The score is divided into measures 253 through 261. Mal 1 plays chords. Mal 2-7 play rhythmic patterns, with Mal 5 and 6 having a consistent eighth-note pattern. Timp has a sparse pattern with some chords. Aux 1 and 2 have sustained chords. Snare, Tenors, and Basses play complex rhythmic patterns, with dynamics increasing from *p* to *f* across the measures. Cym has a crash at the end of measure 260. Dynamics include *mf*, *f*, *mp*, and *p*.

The Quest - Percussion Score - Page 29

This page of the percussion score covers measures 271 through 279. The score is written for a large ensemble of percussion instruments. The top section includes Mal 1 through Mal 7, Timp, Aux 1, and Aux 2. The bottom section includes Snare, Tenors, Basses, and Cym. The score is in 4/4 time and features a variety of rhythmic patterns and dynamics. A large watermark is visible across the page.

Measures 271-279:

- Mal 1:** Treble clef, mostly rests with some melodic fragments in measures 277-279.
- Mal 2:** Treble clef, rhythmic eighth-note patterns, *fff* dynamic.
- Mal 3:** Treble clef, rhythmic eighth-note patterns, *fff* dynamic.
- Mal 4:** Treble clef, rhythmic eighth-note patterns, *fff* dynamic.
- Mal 5:** Treble clef, rhythmic eighth-note patterns, *fff* dynamic.
- Mal 6:** Treble clef, rhythmic eighth-note patterns, *fff* dynamic.
- Mal 7:** Bass clef, rhythmic eighth-note patterns, *fff* dynamic.
- Timp:** Bass clef, melodic lines with *fff* dynamic.
- Aux 1:** Treble clef, rests with *f* dynamic.
- Aux 2:** Treble clef, rests with *f* dynamic.
- Snare:** Treble clef, rhythmic patterns with *ff* and *fff* dynamics.
- Tenors:** Treble clef, rhythmic patterns with *ff* and *fff* dynamics.
- Basses:** Treble clef, rhythmic patterns with *ff* and *fff* dynamics.
- Cym:** Treble clef, rests with *fff* dynamic.

Dynamic markings: *fff* (fortissimo), *f* (forte).

Other markings: *Crash*, *china cymbal*.