

Ristorante!

Tempo: $\text{♩} = 148$

Measures: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10

Mallet 1: Bells

Mallet 2: Xylo

Mallet 3: Vibes

Mallet 4: Vibes

Mallet 5: Marimba

Mallet 6: Marimba

Auxiliary 1: Sus Cym, Splash

Auxiliary 2: Triangle

Auxiliary 3: Low Block

Auxiliary 4: (Empty)

Snare Drums: (Empty)

Tenor Drums: (Empty)

Bass Drums: (Empty)

Cymbals: Sizzle

Dynamic Markings: *f*, *mf*, *ff*, *fp*, *p*, *mp*, *f*, *mf*, *ff*

Ristorante! - Percussion Score 3

18 19 20 21 22 23 24

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Aux 1

Aux 2

Aux 3

Aux 4

Snares

Tenors

Basses

Cym

fp *f* *fp* *f* *fp* *f* *fp* *f* *fp* *f*

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

f *p* *f* *mp* *f* *p* *f* *mp*

f *f* *f* *f* *f* *f* *f* *f*

Ristorante! - Percussion Score 5

32 33 34 35 36 37 38

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Aux 1

Aux 2

Aux 3

Aux 4

Snares

Tenors

Basses

Cym

High Block

+Chinaboy

Rim

Tambourine

f

ff

mf *f*

mf *f*

f

p *f*

mf

f

mf

mf

mf

A detailed percussion score for a piece titled 'Ristorante!'. The score is arranged in a multi-staff format, with measures 32 through 38. The top section includes six mallet parts (Mal 1-6) and two auxiliary parts (Aux 1-2). The middle section features four auxiliary parts (Aux 3-4) with specific instrument assignments: High Block, Chinaboy, Rim, and Tambourine. The bottom section includes Snares, Tenors, Basses, and Cymbals. The score is written in a key signature of two flats (B-flat and E-flat) and a common time signature. Dynamics such as *f*, *ff*, *mf*, and *p* are indicated throughout. A large, semi-transparent watermark is visible across the center of the page.

Ristorante! - Percussion Score 7

♩ = 148 [50] ♩ = 160

accel.

[54]

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Aux 1

Aux 2

Aux 3

Aux 4

Snares

Tenors

Basses

Cym

Triangle

Guiro

Splash Choke

Crash Choke

Sizzle

Temple Blocks

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

67 68 69 70 71 72 73 74 75 76

Mal 1 *mf* *mp* *mf* *mp* *mf* *ff*

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

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

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

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

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

Aux 1 Hi-Hat *mp* *mf* *mp* *f* Splash Choke

Aux 2 Sleigh Bells *mp* *mf* *mp* *mf* 2 Brake Drums *mp* *f*

Aux 3 Chinaboy & Floor Tom *pp* *mf* *f* *ff* *f* *ff* *f* *ff* *f*

Aux 4 *mf*

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

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

Basses *f* *ff*

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

85 86 87 88 89 90 91 92

Mal 1 *fp* *ff* *ff* *fff* *ff*

Mal 2 *fp* *ff* *ff* *fff* *ff*

Mal 3 *fp* *ff* *ff* *fff* *ff*

Mal 4 *fp* *ff* *ff* *fff* *ff*

Mal 5 *fp* *ff* *ff* *fff* *ff*

Mal 6 *ff* *fff* *ff*

Aux 1 Splash China Splash *ff* Splash Choke Chinaboy Choke Low Pots (w/Brass Mallets) *f*

Aux 2 Large Slapstick *fff*

Aux 3 High Block *f ff mp ff p ff* Floor Tom *f* high block *fff*

Aux 4 Gong & Bass Drum *ff* Bass Drum (dampen) *fff* Muted Bass Drum (or Butcher Block w/Chopper) *f*

Snares *mp ff mf ff fff f ff*

Tenors *mp ff mf ff*

Basses *mp ff mf ff*

Cym *fff ff*

104 105 106 107 108 109 110

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

Aux 1

Aux 2 Assorted Pots & Pans

Aux 3 High Pots & Pans Triangle Chinaboy & Floor Tom

Aux 4

Snares Tenors Basses Cym

Crotales

Bells

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

At Edge

118 119 120 121 122 123 124

Mal 1 *ff* Crotales Bells

Mal 2 *ff*

Mal 3 *ff* *mf* *ff*

Mal 4 *ff* *ff*

Mal 5 *ff* *mf* *ff*

Mal 6 *ff* *mf* *ff*

Aux 1 Ride Cym w/Tri Btrs *mf* Splash *mf*

Aux 2 Low Pots *f*

Aux 3 Triangle *mf* *f*

Aux 4 Gong & Bass Drum *f*

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

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

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

Cym

fff

Ristorante! - Percussion Score 17

132 133 134 135 136 137 138 *accel.*

Mal 1 *mf* *mf*

Mal 2 *ff* *ff*

Mal 3 *ff*

Mal 4 *ff*

Mal 5 *ff*

Mal 6 *ff*

Aux 1 Suspended Cymbal *p* *ff* *p* *ff* *mf* *ff* Assorted Pots & Pans *mf*

Aux 2 Suspended Cymbal *p* *ff* *p* *ff* *f* Low Pots (w/Brass Mallets)

Aux 3 floor tom *mf* *ff* *p* *ff*

Aux 4 Gong & Bass Drum *ff* *f* Muted Bass Drum (or Butcher Block w/Chopper)

Snares *fff*

Tenors *fff*

Basses *fff*

Cym *ff* *f* *fff*

145 146 147 148 149 150 151 152

Mal 1
Mal 2
Mal 3
Mal 4
Mal 5
Mal 6
Accord
Aux 1
Aux 2
Aux 3
Aux 4
Snare
Tenors
Basses
Cym

Splash
Chinaboy
Assorted Pots & Pans
Cowbell
Zil
Bell
Gong & Bass Drum
Crash Choke
Crash
Crash Choke
Crash

mf
f
f
ff
f
ff
ff
f
ff
fff
f
ff
fff
ff
fff
ff
fff

Wind Chimes

165 166 167 168 169 170 171 172 173

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Accord.

Aux 1

Aux 2

Aux 3

Aux 4

Snares

Tenors

Basses

Cym

Hi-Hat (open & closed)

Wind Chimes

Finger Cymbal

Tambourine

Sizzle

Puffies

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

185 *accel.* 186 187 **188** ♩ = 132 189 190 191 192 193 194

Mal 1 *mp* *ff*

Mal 2 *ff*

Mal 3 *ff* *ff*

Mal 4 *ff* *ff*

Mal 5 *f* *ff*

Mal 6 *f* *ff*

Accord. *f* *ff*

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

Aux 2 *p* *ff* *p* *ff*

Aux 3 *p* *ff* *ff*

Aux 4 *ff*

Snares *mp* *mf* *f* *ff* *mp* *ff* *fp* *fp* *ff* *fp* *ff*

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

Basses *f* *ff* *pp* *ff* *fff* *mp*

Cym *f* *ff*

Splash Choke

Sus Cym

Floor Tom

Gong & Bass Drum

Zing!

Crash

Ristorante! - Percussion Score

[Siamo alla Frutta]

212 213 214 215 216 217 218 $\text{♩} = 148$ 219 220 221

Mal 1 *mf* *f* *fp* *f*

Mal 2 *f*

Mal 3 *f* *fp* *f*

Mal 4 *f* *fp* *f*

Mal 5 *mf* *f* *fp* *f*

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

Accord. *mf*

Aux 1 *mp mf* *mp mf* *mp* *p* Suspended Cymbal

Aux 2 *f* *mf* *f* *mf* Finger Cymbal Ride Cym w/Tri Btrs

Aux 3 *p ff* *p ff* *p ff*

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

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

Tenors *fp* *f* *mf* *f*

Basses *fp* *mf* Sizzle *f* *mf*

Cym *mf* *f*

230 231 232 233 234 235 236

Mal 1 *fff*

Mal 2 Xylo *fp* *f* *ff* *fp* *f* *fp* *ff* *f* Crotales Xylo

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

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

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

Mal 6 *fp* *f* *ff* *fff* *f* *ff* *ff* *f*

Aux 1 *ff* *f* Splash Choke

Aux 2 Brake Drum *mf* *f* Sleigh Bells *mf*

Aux 3 *f* Tambourine

Aux 4 *p* *f* *mf*

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

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

Basses *fff* *mf* *f* *fff* *mf*

Cym Choke *fff* *f* *mf*

245 246 247 248 249 250

Mal 1 *f*

Mal 2 *f*

Mal 3 *f*

Mal 4 *f*

Mal 5 *f*

Mal 6 *f*

Aux 1 *f* *ff*

Aux 2

Aux 3 *f* *ff*

Aux 4 *fff*

Snares *f*

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

Basses *mf* *f* *f*

Cym

258 259 260 261 263 264

accel.

Mal 1 *fff* *ff*

Mal 2 *fp* *f* *ff*

Mal 3 *fp* *f* *ff*

Mal 4 *fp* *f* *ff*

Mal 5 *fp* *f* *ff*

Mal 6 *fp* *f* *ff*

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

Aux 2 *ff* *ff*

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

Aux 4 *f* *ff*

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

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

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

Cym *ff*

Wind Chimes

Suspended Cymbal

Chinaboy

Splash

Chinaboy

Splash

Both

Triangle

Chinaboy & Floor Tom

High Block

Tambourine

Sizzle

Crash

273 274 275 276 277 278 279

Mal 1 *fff mf* *ff*

Mal 2 *fff f* *ff*

Mal 3 *fff f* *ff*

Mal 4 *fff f* *ff*

Mal 5 *fff f* *ff*

Mal 6 *fff mf* *ff ff*

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

Aux 2 Triangle *mf* *f* *ff*

Aux 3

Aux 4 tambourine *fp*

Snares *ff mf ff fp mp ff*

Tenors *ff mf f f ff f*

Basses *fp mp f ff*

Cym *ff*

This musical score is for a percussion ensemble, covering measures 287 to 291. The instruments are arranged in the following order from top to bottom: Mal 1, Mal 2, Mal 3, Mal 4, Mal 5, Mal 6, Accord., Aux 1, Aux 2, Aux 3, Aux 4, Snares, Tenors, Bases, and Cym.

Measure 287: Mal 1-6 play eighth-note patterns. Aux 1 has a *f* **Splash Choke**. Aux 3 has a *f* **High Block**. Snares, Tenors, and Bases play eighth-note patterns with *fff* dynamics. Cym has a *fff* **Crash Choke**.

Measure 288: Mal 1-6 continue. Aux 1 is silent. Aux 3 has a *ff* **Crash**. Snares, Tenors, and Bases continue with *mp* dynamics. Cym is silent.

Measure 289: Mal 1-6 continue. Aux 1 is silent. Aux 3 is silent. Aux 4 has a *f* **Gong & Bass Drum**. Snares, Tenors, and Bases continue with *ff* dynamics. Cym is silent.

Measure 290: Mal 1-6 continue. Aux 1 is silent. Aux 3 is silent. Aux 4 is silent. Snares, Tenors, and Bases continue with *ff* dynamics. Cym is silent.

Measure 291: Mal 1-6 continue. Aux 1 has a *ff* **Both**. Aux 2 has a *ff* **Crash**. Aux 3 has a *ff* **Crash Choke**. Aux 4 has a *ff* **Crash**. Snares, Tenors, and Bases continue with *ff* dynamics. Cym has a *ff* **Crash**.

The score includes various musical notations such as dynamics (*f*, *ff*, *fff*, *mp*), articulation marks (*v*), and performance instructions like **Splash Choke**, **High Block**, **Gong & Bass Drum**, **Both**, **Crash Choke**, and **Crash**. The time signature changes from 6/8 to 12/8 at the beginning of measure 291.