



The Sun Dial

Gary P. Gilroy (ASCAP)

Percussion Score

Dawn
♩ = 132

2

3

4

5

6

7

Mallet 1

Mallet 2

Mallet 3

Mallet 4

Mallet 5

Mallet 6

Auxiliary 1

Auxiliary 2

Auxiliary 3

Auxiliary 4

one player on rim

temple blocks

CLAVES
General MIDI

Snare Drums

Tenor Drums

Bass Drums

Cymbals

f

f

mp

p

pp

The Sun Dial - Percussion Score

accel.

Bells

♩ = 148

15 16 17 18 19 20 21

Mal 1 *mp* *f*

Mal 2

Mal 3 Vibes *f*

Mal 4 Vibes *mp*

Mal 5 Marimba *mp*

Mal 6 Marimba *mp* large impact drum

Aux 1 large impact drum *ff*

G.MIDI To Rack B Rack Combo B *ff* china hi-hat *mf*

Aux 3 *ff* *f* *mf*

Aux 4 2 large floor toms *ff*

Snares rim normal

Tenors normal *ff* *f* *ff* *ff* *ff*

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

Cym *ff* *ff*

29 30 31 32 33 34 35

Mal 1 *ff*

Mal 2 *ff*

Mal 3 *ff*

Mal 4 *ff*

Mal 5 *ff*

Mal 6 *ff*

Aux 1

Aux 2 *ff* brake drum low drums *f* two brake drums

Aux 3

Aux 4 *ff*

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

Tenors *ff* *mp*

Basses *ff* *p*

Cym *ff* *fff*

shekere

The Sun Dial - Percussion Score

43 44 45 46 47 48 49

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Aux 1

Aux 2

Aux 3

Aux 4

Snares

Tenors

Basses

Cym

wood block

splash

hi-hat

mf

f

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

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

sizzle

57 58 59 60 61 63

Mal 1 *fff*

Mal 2 *fff*

Mal 3 *fff*

Mal 4 *fff*

Mal 5 *fff*

Mal 6 *fff*

Aux 1 *fp ff*

Aux 2 *ff p ff p ff mp ff fp ff*

Aux 3 *ff p ff p ff mp ff fp ff*

Aux 4 *ff p ff p ff mp ff fp ff*

Snares *p ff mf ff*

Tenors *p ff mf ff*

Basses *p ff mf ff fp f fp fp fp ff*

Cym *ff f ff* crash choke sizzle

72 73 74 75 76 77 78

Mal 1
Mal 2
Mal 3
Mal 4
Mal 5
Mal 6
Aux 1
Aux 2
Aux 3
Aux 4
Snares
Tenors
Basses
Cym

china boy *ff* *mf* china boy *ff* *f ff* china boy *ff* *f ff* brake drum *ff* low drums
mf *ff* *mf* *ff* *f ff* *ff*
f *p* *mf* rim normal rim normal *ff* *pp* *ff*
pp *ff*

splash

normal

ff

87 88 89 90 91 92 93 94

Mal 1 *ff*

Mal 2 *ff*

Mal 3 *ff*

Mal 4 *ff*

Mal 5 *ff*

Mal 6 *ff*

Aux 1

Aux 2

Aux 3

Aux 4

Snares

Tenors

Basses

Cym

china boy

gong

mp *ff* *f* *fp* *ff* *f* *fp* *ff* *fff* *ff*

mp *ff* *fp* *f* *mp* *ff* *fp* *f* *mp* *ff* *fff* *ff*

fff *ff*

Morning

103 $\text{♩} = 116$ 104 105 106 107 108

Mal 1 *mf*

Mal 2

Mal 3 *mf*

Mal 4 *mf*

Mal 5 *mp*

Mal 6 *mp*

Aux 1 splash china *p* 3 *f*

Aux 2 finger cymbals *mf* triangle *f* wind chimes *mf* *f* *mf* *f*

Aux 3 *mf*

Aux 4 coin scrape on gong *f*

Snares

Tenors

Basses

Cym

The Sun Dial - Percussion Score

115 116 117 118 119 A tempo ♩ = 112

Mal 1 *mf*

Mal 2 *p* *mf* *f* *mf*

Mal 3 *f* *f* *f* *f* *mf*

Mal 4 *f* *f* *mf* *f* *mf*

Mal 5 *mf*

Mal 6 *mf*

Aux 1 shekere

Aux 2 finger cymbals

Aux 3 triangle *mf* *mp* *p*

Aux 4 temple blocks *f* *mp*

Snares

Tenors

Basses *p*

Cym

125 126 127 128 129 130 131 132 133

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

Mal 2 *mp* *mf* *mp* *mf* *mp* *mf*

Mal 3 *mp* *mf* *mp* *mf* *mp* *mf*

Mal 4 *mp* *mf* *mp* *mf* *mp* *mf*

Mal 5 *mp* *mf* *mp* *mf* *mp* *mf*

Mal 6 *mp* *mf* *mp* *mf* *mp* *mf*

Aux 1 *p mp f* *finger cymbals* *p mp f* *p mp f* *ride cym w/ thin tri btr* *mf* *mf* *mp*

Aux 2 *mf* *claves* *vibraslap* *f* *sleigh bells* *f mp pp*

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

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

Snares

Tenors *puffies* *mp* *f* *mp*

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

Cym *sizzle* *mf*

142 143 144 145 146 147 148

Mal 1 *f* *ff*

Mal 2 *f* *ff*

Mal 3 *f* *ff*

Mal 4 *f* *ff*

Mal 5 *f* *ff*

Mal 6 *f* *ff*

Aux 1 *ff* splash & impact drum

Aux 2 *ff* china boy & low drum

Aux 3 *ff* bass drum

Aux 4 *ff* gong

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

Tenors *mf* *fp* *ff* *mp* *ff* *p* *ff* *mp*

Basses *ff* crash *mf* *ff* *mp*

Cym *ff*

159 160 161 162 163 164 165 166 167 168

Mal 1

Mal 2 *mf*

Mal 3

Mal 4

Mal 5 *mf*

Mal 6 *mf*

Aux 1

Aux 2 *mf* *f* *mf* *f* *mf* *f*

Aux 3 *mf* *mf* *mf*

Aux 4 *mf* *mf*

Snares

Tenors

Basses *mp* *pp < mp >* *mf* *pp* *mf* *pp* *mf*

Cym

ride cym w/thin triangle beater *f*

finger cymbals

wind chimes

gong w/thin triangle beater *mf* *mf*

puffies *mf* *pp* *mf* *pp*

sizzle *mf* *p*

mf *mp* *mp*

179 180 181 182 183 184 185

Mal 1 *ff*

Mal 2

Mal 3 *ff*

Mal 4 *ff*

Mal 5 *ff*

Mal 6 *ff*

Aux 1

Aux 2

Aux 3

Aux 4

Snares

edge center edge center

Tenors *fp* *fp* *ff* *fff* *p* *ff* *f* *p f p f mp* *ff* *f*

Basses *ff* *p* *ff* *fff* *p* *ff* *f* *p f p f mp* *ff* *f*

Cym *fp* *fp* *ff* *ff* *ff* *pp* *ff*

crash -choke

splash choke china choke china & impact drum brake drum

ff *ff* *ff* *ff* *ff* *ff* *ff* *ff* *ff* *ff*

The Sun Dial - Percussion Score

195 196 197 accel. 198 199 200

♩ = 115 (♩ = ♪) Faster ♩ = 144

Mal 1 *p mp mf f ff*

Mal 2 *p mp mf mf f f*

Mal 3 *p mp mf f ff*

Mal 4 *p mp mf f ff*

Mal 5 *p mp mf f ff*

Mal 6 *p mp mf f*

Aux 1 china & impact drum

Aux 2 *ff* splash & low drums

Aux 3 *ff* bass drum

Aux 4 2 large floor toms

Snares *edge fp mp mf f ff*

Tenors *p ff ffp mf fp f fp fp fp ff fp f fp fp*

Basses *fp ffp mf fp f fp fp fp ff*

Cym *ff* crash choke *f* sizzle *ff* crash choke *f*

The Sun Dial - Percussion Score

Option A: HALT for movement/visuals during perc solo

Option B: March half-time ($\text{♩} = 108$)

Option C: March as written ($\text{♩} = 216$)

212 $\text{♩} = 144$ 213 214 215 216 217 218

Mal 1 *pp* (tr) *ff* *pp* *mf*

Mal 2 *pp* (tr) *ff* *pp* *mf*

Mal 3 *pp* (tr) *ff* *pp* *mf*

Mal 4 *pp* (tr) *ff* *pp* *mf*

Mal 5 *pp* (tr) *ff* *pp* *mf*

Mal 6 *pp* (tr) *pp* *mf*

Aux 1 china & impact drum *ff*

Aux 2 splash & low drums *ff*

Aux 3 bass drum *ff*

Aux 4 2 large floor toms *ff*

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

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

Basses *pp* *f* *ff* *p* *mp*

Cym *f* *ff*

♩ = 178

226 227 228 229 230

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Aux 1

Aux 2

Aux 3

Aux 4

Snares

Tenors

Bases

Cym

ribbon crasher

temple blocks

hi-hat snaps

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

ff *mf ff* *mf ff* *ff* *mf*

fff *ff* *f*

236

237

238

239

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Aux 1
bell of ride cymbal

Aux 2
f *ff* cowbell

Aux 3
hi-hat *ff*

Aux 4
ff

Snares

Tenors

Basses

Cym
f *ff*

This page of the percussion score for 'The Sun Dial' covers measures 246 through 253. The score is arranged in a grand staff format with the following parts from top to bottom:

- Mal 1-6:** Six mallet parts. Mal 1-5 are in treble clef, and Mal 6 is in bass clef. They play a melodic line with eighth notes and quarter notes, often with accents.
- Aux 1-4:** Four auxiliary parts, likely for auxiliary mallets, playing a simple rhythmic pattern of quarter notes.
- Snares:** Features a complex rhythmic pattern with triplets and sixteenth notes, starting with a forte (*ff*) dynamic.
- Tenors:** Features a complex rhythmic pattern with triplets and sixteenth notes, starting with a forte (*ff*) dynamic.
- Basses:** Features a complex rhythmic pattern with triplets and sixteenth notes, starting with a forte (*ff*) dynamic.
- Cym:** A cymbal part playing a simple rhythmic pattern of quarter notes.

Measure 253 includes specific performance instructions for the brake drum and snare parts:

- Brake Drum:** Labeled 'brake drum' with a dynamic of *ff* and a triplet of eighth notes.
- Snare:** Labeled with a dynamic of *fff* and a triplet of eighth notes.