

CEREMONIUM

Percussion Octet

Conductor

121-0203-00

Jared Spears
A.S.C.A.P.

1 Allegro (♩ - 132-144) 2 3 4

Player I: Orchestra Bells
Bells *p*

Player II: Xylophone
Xylo. *a2*
Player III: Marimba
Marimba *f*

Player IV: Chimes
Chimes *f* (l.v.)
Marimba *p* (Solo)

Player V: Timpani
Timp. Butt ends of Timp. sticks *p*

Player VI: Triangle
Trgl. *p*

Player VII: Snare Drum
Suspended Cymbal
Temple Blocks
(choke) *f* S.Cym./S.D. stick
to yarn mallets

Player VIII: Tom-Toms
Tambourine

5 6 7 8

9 10 11 12

Musical score for measures 9-12. The score is written for a percussion ensemble and includes dynamics such as *mf*, *f*, and *mp*. The instruments are labeled: Marimba, Chimes, S.D., yarn mallets, and Tom Toms. The time signature changes from 7/8 to 4/4 at measure 10. Measure 12 is boxed with a '12' in a square.

13 14 15 16

Musical score for measures 13-16. The score continues with various rhythmic patterns and dynamics including *f*, *mf*, and *f~mp*. The time signature changes from 4/4 to 6/8 at measure 15 and back to 4/4 at measure 16.

17 18 19 20

f *mf* *f*

mf

21 22 23 24

ff Mar. to 3 mallets

ff (stop sound)

f to S.D. stick

f on dome of Cym.

f

(stop sound)

Chimes

Xylo.

mp

mp on edge of Cym.

mp to Tambourine

mp

mp to Temple Blocks

25 26 27 28

mf

Chimes

mf

mf

mp

Temple Blocks
Marimba mallets

Tambourine

mp *mf*

29 30 31 32 (stop sound)

mf

mf

f

2 mallets

(stop sound)

(stop sound)

f

f

f

33 (stop sound) 34 35 36

(stop sound)

p

a2

p

p

mf

mp ~ p cresc.

mp

mp

to S.Cym.

to Tom Toms

mp

37 38 39 40

f

f

f

f

f

f

mf

f ~ mp

f

f

mf

f

50 Andante (♩ = ca. 72) 51

52 (stop sound)

Musical score for measures 49-52. The score is in 2/4 time with a tempo of Andante (♩ = ca. 72). It features multiple staves including strings, woodwinds, and a Marimba. Measure 49 shows a string ensemble playing a rhythmic pattern with accents and a dynamic of *mp*. Measure 50 is marked with a box and contains a Marimba part starting with a *p* dynamic. Measure 51 continues the Marimba part with dynamics ranging from *pp* to *p*. Measure 52 is marked "(stop sound)" and shows a final chord in the Marimba part with a *p* dynamic.

Musical score for measures 53-56. Measure 53 shows a woodwind part with a *mf* dynamic. Measure 54 is marked "(stop sound)" and features a woodwind part with a *p* dynamic and a string part with a *p* dynamic and a *p cresc. poco a poco* marking. Measure 55 continues the woodwind part with a *p cresc. poco a poco* marking and the string part with a *p* dynamic. Measure 56 is marked "accel." and "(no roll)", showing a woodwind part with a *mf* dynamic and a string part with a *mf* dynamic.

57 Piu mosso (flowing)

58 59 60 61

Chimes
Marimba

f *mf* *mp*

62 rit. 63 Andante (♩ = ca. 72) 64 65 66 allargando

Chimes
Marimba

Change A♭ to B♭

Snare off

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

76 77 78 79

pp
pp
S.Cym. S.D. stick on dome
mp
Temple Blocks *mp* *mf-mp*
mf-mp
(Marimba to 3 mallets)
to S.D.

80 81 82 83

S.D. (Snare on)
mf
mf
mf
mf
to Timp. sticks

84 85 86 87

Musical score for measures 84-87. The score is written for five staves. Measures 84 and 85 show a melodic line in the second staff with accents and a dynamic marking of *mp*. Measures 86 and 87 show a melodic line in the second staff with accents and dynamic markings of *f* and *mf*. The first, third, and fourth staves contain accompaniment with various rhythmic patterns and dynamics. Measure 87 ends with a double bar line and repeat dots.

88 89 90 91 D.S. al Coda

Musical score for measures 88-91. The score is written for five staves. Measure 88 shows a melodic line in the second staff with dynamic markings of *f* and *mp* and a *cresc.* marking. Measure 89 shows a melodic line in the second staff with a *cresc.* marking. Measure 90 shows a melodic line in the second staff with a *ff* marking. Measure 91 shows a melodic line in the second staff with a *ff* marking and a *p* marking. The first, third, and fourth staves contain accompaniment with various rhythmic patterns and dynamics. Measure 91 ends with a double bar line and repeat dots. The instruction "D.S. al Coda" is written at the end of the system.

