

# COLLIDESCOPE

Percussion Sextet

3  
JARED SPEARS  
ASCAP

Conductor  
121-0223-00

Grandioso ♩ = 92

Musical score for the first system of 'Collidescope'. It features six staves for different percussion instruments: Snare Drum (I), 4 Tom Toms (II), Tambourine/Wood Block (III), Triangle/Suspended Cymbal (IV), Bass Drum (V), and 2 Timpani in F & Bb (VI). The tempo is marked 'Grandioso' with a quarter note equal to 92. The music is in 4/4 time. Dynamics include *f*, *fp*, *mp*, *p*, and *f*. Specific instrument markings include 'Tamb.', 'Tria.', and 'B.D.'. The score shows rhythmic patterns and dynamic changes across the measures.

II Allegro ♩ = 128

Musical score for the second system of 'Collidescope'. It continues with the six percussion staves. The tempo is marked 'Allegro' with a quarter note equal to 128. Dynamics include *mp*, *cresc.*, *f*, *mf*, and *f*. Specific instrument markings include 'W.B.', 'Sus. Cym. yarn mallets', and 'c.v.'. The score shows rhythmic patterns and dynamic changes across the measures.

Musical score for the third system of 'Collidescope'. It continues with the six percussion staves. Dynamics include *f*, *mf*, and *f*. Specific instrument markings include 'Tria.'. The score shows rhythmic patterns and dynamic changes across the measures.

20

S.D.   
 T.T.s   
 Tamb.   
 Tria.   
 B.D.   
 Timp.   
*mf* < *f*   
*f p*   
*p*

Play on metal rim.

Play on head

S.D.   
 T.T.s   
 Tamb.   
 Tria.   
 B.D.   
 Timp.   
*mp* > *p*   
*mf*   
*mf*   
*p*   
*p*   
*mf*   
*mf*   
*mf*   
*p*   
*mf*   
*p*

29

S.D.   
 T.T.s   
 Tamb.   
 Tria.   
 B.D.   
 Timp.   
*mf*   
*mf*   
*f*   
*mf p cresc.*   
*f*   
*f*   
*mf*   
*f*   
*mf*   
 B.D.   
 Tamb.

S.D.  
T.T.s  
Tamb.  
Tria.  
B.D.  
Timp.

*mf* *f* *B.D.* *f*

38

S.D.  
T.T.s  
Tamb.  
Tria.  
B.D.  
Timp.

*ff* *ff* *Sus. Cym.* *ff* *mf* *ff* *mf* *f*

43

rim shot

S.D.  
T.T.s  
Tamb.  
Tria.  
B.D.  
Timp.

*mf* *ff* *On rims.* *p* *mp* *ff* *mf* *p* *ff* *mp* *ff* *mp* *ff*

Butt ends of mallets on dome of cym.

Tamb.

On head as close to rim as possible

Snares off/  
Regular playing area  
on head.

S.D. *p* *mf* *f*

T.T.s *mf* *f* *mf*

Tamb. *p* *f*

Tria.

B.D. *mf* *p* B.D.

Timp. *mf* on center of heads

50 Snares on. rim shot

S.D. *f* Regular playing area

T.T.s *f*

Tamb. *f*

Tria. Regular playing area

B.D. *f* Tamb. B.D. *mf* *f*

Timp. *f* Regular playing area

S.D. *fp* *f* *fp* *f*

T.T.s *fp* *f* *fp* *f*

Tamb. *fp* *f* *fp* *f*

Tria. Butt ends of mallets on dome of cym.

B.D. Tamb. *f* *fp* *f*

Timp.

59

S.D. *p mp p mp cresc. f*

T.T.s *mp mf f*

Tamb. *p mp cresc. f*

Tria. *mp mf f*

B.D. *B.D. >> p mp cresc. f*

Timp. *p mp cresc. f*

66

S.D. *ff mp p*

T.T.s *ff f > fp mp*

Tamb. *ff p*

Tria. *ff p*

B.D. *ff p*

Timp. *ff p*

Play on metal rim. Play on head

S.D. *mf p mf*

T.T.s *mf p mp mf*

Tamb. *mf p mf p cresc.*

Tria. *mf p mf f*

B.D. *mf p mf*

Timp. *mf p mf*

75

75

S.D. *f*

T.T.s *f* *mf*

Tamb. *f*

Tria. *mf*

B.D. *f* B.D. Tamb. *mf*

Timp. *f* Play on bowls

82

82

S.D. *f*

T.T.s *f*

Tamb. *f*

Tria. *f*

B.D. *f* B.D. *p*

Timp. *f* Regular playing area *mp* *cresc.*

S.D. *ff*

T.T.s *mf* *ff*

Tamb. *f* *ff*

Tria. *mp* *ff* Sus. Cym. (chk. cym.) on dome of cym. choke cym. Regular playing area

B.D. *ff* Tamb. B.D.

Timp. *ff* *f* *ff*