

COLLIDESCOPE

Percussion Sextet

3
JARED SPEARS
ASCAP

Conductor
121-0223-00

Grandioso ♩ = 92

I Snare Drum

II 4 Tom Toms

III Tambourine
Wood Block

IV Triangle
Sus. Cym.

V Bass Drum
(Share Tamb.
with Player 3)

VI 2 Timpani
in F & Bb

This system contains the first five measures of the piece. The Snare Drum (I) plays a rhythmic pattern starting with a forte (f) dynamic, followed by a piano (p) section. The 4 Tom Toms (II) enter in measure 2 with a mezzo-forte (mp) dynamic. The Tambourine/Wood Block (III) enters in measure 3 with a forte (f) dynamic. The Triangle/Suspended Cymbal (IV) enters in measure 4 with a forte (f) dynamic. The Bass Drum (V) enters in measure 5 with a forte (f) dynamic. The 2 Timpani (VI) play a low-pitched pattern throughout the system.

II Allegro ♩ = 128

S.D.

T.T.s

Tamb.

Tria.

B.D.

Timpani

This system contains measures 6 through 10. The Snare Drum (S.D.) and Tambourine (Tamb.) continue their patterns, with the Snare Drum marked with a crescendo (cresc.) and the Tambourine with a mezzo-forte (mf) dynamic. The Tom Toms (T.T.s) play a rhythmic pattern. The Triangle (Tria.) and Bass Drum (B.D.) continue their patterns. The Timpani (Timpani) play a low-pitched pattern. The system ends with a forte (f) dynamic.

S.D.

T.T.s

Tamb.

Tria.

B.D.

Timpani

This system contains measures 11 through 15. The Snare Drum (S.D.) and Tambourine (Tamb.) continue their patterns. The Tom Toms (T.T.s) play a rhythmic pattern. The Triangle (Tria.) and Bass Drum (B.D.) continue their patterns. The Timpani (Timpani) play a low-pitched pattern. The system ends with a forte (f) dynamic.

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20

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

Play on metal rim.

Play on head

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

29

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

S.D. *mf* *f*

T.T.s *mf* *f*

Tamb. *mf* *f*

Tria. *mf* *f*

B.D. B.D.

Timp. *f*

38

S.D. *ff*

T.T.s *ff*

Tamb. *ff*

Tria. *ff* *mf* *ff*

B.D. *ff*

Timp. *mf* *f*

Sus. Cym.

43

rim shot

S.D. *mf* *ff* *p*

T.T.s *mp* *ff* *mf*

Tamb. *mf* *ff*

Tria. *mp* *ff* *mf* *p*

B.D. *mp* *ff* *mf* *p*

Timp. *ff* *mp* *ff*

Butt ends of mallets on dome of cym.

Tamb.

On rims.

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. *f* Regular playing area

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

Timp. *f* Regular playing area

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

T.T.s *fp* *f*

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

Tria. Butt ends of mallets on dome of cym.

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

Timp. *f* *fp* *f*

59

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

66

S.D. *ff mp p*

T.T.s *ff f < f p mp*

Tamb. *ff p*

Tria. *ff p*

B.D. *ff p*

Timp. *ff p*

Play on metal rim. Play on head

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*

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

S.D. *ff*

T.T.s *mf* *ff*

Tamb. *f* *ff*

Tria. *mp* *ff* Sus. Cym. (chk. cym.)

B.D. *ff*

Timp. *ff*

on dome of cym. choke cym. Regular playing area

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