

Mechanical Monsters

Mech the Halls!

RANDY

Mysterious and Creepy ♩ = 92

3

1st TIME: When the Winter Winds blew, in an age long ago, Santa's workshop glowed red in the ice and snow.
2nd TIME: No toys and no games and no good Christmas cheer, for every last child had been naughty that year.

Narrator

Flute

Oboe

B♭ Clarinet 1

B♭ Clarinet 2

E♭ Alto Saxophone

B♭ Tenor Saxophone

B♭ Trumpet 1

B♭ Trumpet 2

Horn in F

Trombone

Euphonium Bassoon

Low Reeds Tuba

Bells/Air Raid Siren

Chimes/Xylophone (opt. Synth)

Timpani/Vibraslap (G, A, C, F)

Percussion 1&2
P1: Snare Drum/Hi-Hat/Ride Cymbal
P2: Bass Drum

Percussion 3
Wind Chimes/
2 Metallic Objects/
Whipcrack (shared w/P.4)

Percussion 4
Tam-Tam/
Ratchet (shared w/P.5)
Crash Cymbals/
Whipcrack (shared w/P.3)

Percussion 5
Sleigh Bells/
Ratchet (shared w/P.4)
Flexatone/
Splash Cymbal

Dynamic Markings: *mf*, *p*, *2nd time only*

Performance Notes: (hard acrylic mallets), (med. hard mallets)

Instrumentation: Wind Chimes, 2 Metallic Objects, Whipcrack, Tam-Tam, Ratchet, Crash Cymbals, Flexatone, Sleigh Bells, Splash Cymbal

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RSM C111

With hammers and wrenches and a sense of elation,
Santa the Barbarian unleashed his creations!

They came from the north with a clank and a sneer!
Scary Christmas to All! Mechanical Monsters are HERE!

Nar.

Fl.

Ob.

Cl. 1

Cl. 2

A. Sx.

T. Sx.

Div.

Tpt. 1

Tpt. 2

Hn.

Trb.

Euph.
Bsn.

L.R.
Tuba

Bells/
Siren

Ch.

Timp.

Perc. 1/2

Perc. 3

Perc. 4

Perc. 5

Air Raid Siren (real or Sound Effect)

f

fp

fp

Hit 2 metallic objects randomly,
a bunch of clanking noise.

Ratchet sounding randomly,
getting more active across time

Flexatone sounding randomly,
getting more active across time

mf

(optional: start here)

9 Mechanically Merry ♩ = 124**13**

Fl.

Ob.

Cl. 1

Cl. 2

A. Sx.

T. Sx.

Tpt. 1

Tpt. 2

Hn.

Trb.

Euph. Bsn.

L.R. Tuba

Bells/ Siren

Xyl. (hard mallets)

Timp.

Hi-Hat (opt. rim)

Perc. 1/2

Perc. 3

Perc. 4

Perc. 5

sub. *p*

mp

mf

f

fp

p

f

Crash Cymbals

Flexatone

Ratchet

9 10 11 12 13 14

Fl. Hiss Hiss
 Ob. Hiss Hiss
 Cl. 1 Hiss Hiss
 Cl. 2 Hiss Hiss
 A. Sx. Hiss Hiss
 T. Sx. Hiss Hiss
 Tpt. 1 Hiss Hiss
 Tpt. 2 Hiss Hiss
 Hn. Hiss Hiss
 Trb. Hiss Hiss
 Euph. Bsn. Hiss Hiss
 L.R. Tuba Hiss Hiss
 Bells/ Siren Bells
 Xyl.
 Timp.
 Perc. 1/2
 Perc. 3
 Perc. 4 (ch)
 Perc. 5 Flexatone Ratchet

23

Play 2nd Time Only

Fl. *mf* Play 2nd Time Only

Ob. *mf* Play 2nd Time Only

Cl. 1 *mf* Play 2nd Time Only

Cl. 2 *mf* Play 2nd Time Only

A. Sx. *mf*

T. Sx. *mf*

Tpt. 1 *mf*

Tpt. 2 *mf*

Hn. *mf*

Trb. *mf*

Euph. Bsn. *mf*

L.R. Tuba *mf*

Bells/Siren *mf* Play 2nd Time Only

Xyl. *mf*

Timp. *mf*

Perc. 1/2 *mf*

Perc. 3 *mf* (hi-hat effect)

Perc. 4 *mf* Sleigh Bells

Perc. 5 *mf*

21

22

23

24

25

26

[illegible]

2. 35

Fl. *f* *mp*

Ob. *f* *mp*

Cl. 1 *f* *mp*

Cl. 2 *f* *mp*

A. Sx. *f* *mp*

T. Sx. *f* *mp* *f*

Tpt. 1 *f* *f*

Tpt. 2 *f* *f*

Hn. *f* *f*

Trb. *f* *f*

Euph. Bsn. *f* *f*

L.R. Tuba *f* *f*

Bells/ Siren *f* *mp*

Xyl. *f* *f*

Timp. *f* *mp* *f*

Perc. 1/2 *f* *mp* *f*

Perc. 3 *f* *mp* *f*

Perc. 4 *f*

Perc. 5 *mp* *f*

Pick up stick in one hand, keep sleigh bells in other

Sleigh Bells

Splash Cym. (stick)

Ride Cym.

Wind Chimes

44

56

57

Fl. *ff*

Ob. *ff*

Cl. 1 *ff*

Cl. 2 *ff*

A. Sx. *ff*

T. Sx. *ff*

Tpt. 1 *ff*

Tpt. 2 *ff*

Hn. *ff*

Trb. *ff*

Euph. Bsn. *ff*

L.R. Tuba *ff*

Bells/ Siren *ff* *p* *cresc.* *f*

Xyl. *ff* *p* *cresc.* *f*

Timp. *ff* *sfz* *sfz* *fp* *cresc.* *f* *p* *f*

Perc. 1/2 *ff* *sfz* *sfz* *p* *cresc.* *f* *p* *f*

Perc. 3 *ff* *p* *cresc.* *f* *p* *f* Crash Cyms.

Perc. 4 *ff* *f*

Perc. 5 Flexatone Ratchet *mf*

57 58 59 60 61 62 63 64

65

Fl. *mf*

Ob. *mf*

Cl. 1 *mf*

Cl. 2 *mf*

A. Sx. *mf*

T. Sx. *mf*

Tpt. 1 *mf*

Tpt. 2 *mf*

Hn. *mf*

Trb. *mf*

Euph. Bsn. *mf*

L.R. Tuba *mf*

Bells/ Siren *mf* Play 2nd Time Only

Xyl. *mf*

Timp. *mf*

Perc. 1/2 *mf*

Perc. 3 *mf* (hi-hat effect)

Perc. 4 *mf* Sleigh Bells

Perc. 5 *mf*

65

66

67

68

69

70

Fl. *f* *fp* *f* *f*

Ob. *f* *fp* *f* *f*

Cl. 1 *f* *fp* *f* *f*

Cl. 2 *f* *fp* *f* *f*

A. Sx. *f* *f* *f* *f*

T. Sx. *f* *f* *f* *f*

Tpt. 1 *f* *fp* *f* *f*

Tpt. 2 *f* *fp* *f* *f*

Hn. *f* *f* *f* *f*

Trb. *f* *f* *f* *f*

Euph. Bsn. *f* *f* *f* *f*

L.R. Tuba *f* *f* *f* *f*

Bells/ Siren *f* *fp* *f* *f*

Xyl. *f* *fp* *f* *f*

Timp. *f* *fp* *f* *f*

Perc. 1/2 *f* *fp* *f* *f*

Perc. 3 *f* *fp* *f* *f*

Perc. 4 *f* *f* *f* *f*

Perc. 5 *f* *f* *f* *f*

Whipcrack

(ch) (ch) (ch) (ch)

Ratchet

71 72 73 74 75 76

77

Fl.

Ob.

Cl. 1

Cl. 2

A. Sx.

T. Sx.

Tpt. 1

Tpt. 2

Hn.

Trb.

Euph. Bsn.

L.R. Tuba

Air Raid Siren (real or Sound Effect)

Bells/ Siren

Xyl.

Timp.

Hi-Hat (opt. rim)

Perc.1/2

Perc. 3

Perc. 4

Perc. 5

Flexatone

Ratchet

Splash Cym

p *mp* *f* *ff* *sfz*

77

78

79

80

81

82

83

84