

BRIAN SLAWSON
JOKERS WILD
for percussion ensemble



Jokers Wild by Brian Slawson
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TSPCE16-022

Notes

Jokers Wild is as adaptable as it is entertaining. Play it as a trio or build your own ensemble! The full score contains parts for up to thirteen players (listed here in suggested order of priority).

Doubling is also welcome, particularly on the primary mallet parts. The more “jokers” the merrier! On the other hand, if a medium-sized ensemble (e.g., octet) suits your needs, simply eliminate the chimes, snare drum, bass drum, cymbals and bass marimba.

Note that the **Marimba 2** part can be performed sharing the lead marimba. Also, if you have the proper attachment, the bass drum and cymbals can be covered by one player. If performing as a trio, the siren whistle part should be played by the percussionist. Otherwise, that part should be covered by the Auxiliary Sound Effects player. Feel free to replace the notated sound effects in the **Auxiliary Sound Effects** part with available devices. Selective improvisation is an option as well.

Even in advanced settings, *Jokers Wild* could serve as a delightful encore. However you choose to present it, a spirited performance is bound to generate some smiles!

– Brian Slawson

Players and Instrumentation

Mandatory parts

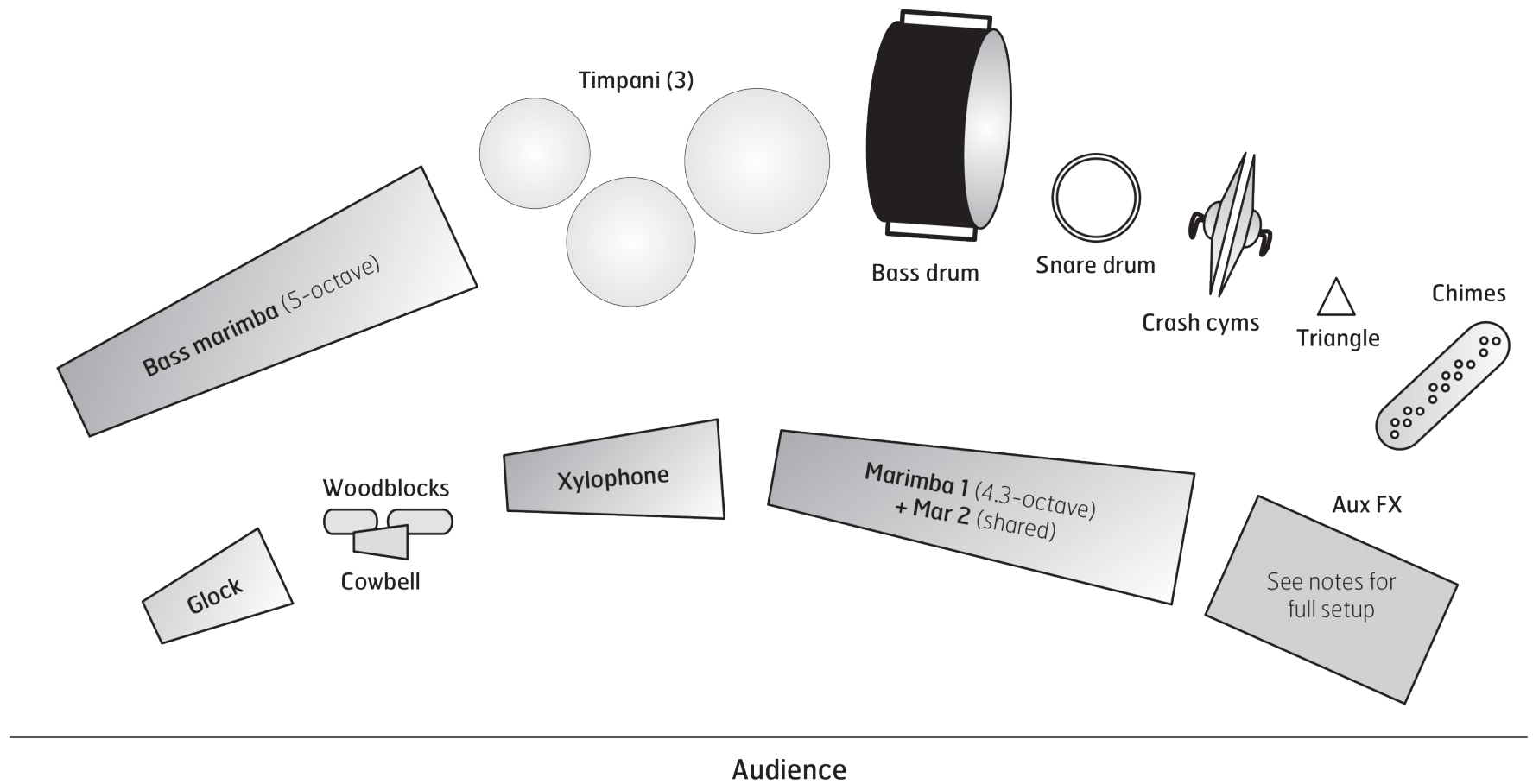
1. Xylophone
2. Marimba 1 (low A)
3. Percussion
(2 woodblocks, cowbell, +siren whistle if performing as a trio)

Suggested order of priority when adding extra parts

4. Auxiliary Sound Effects*
(school bell, siren whistle, cork pop gun, police whistle, anvil or brake drum, slide whistle, nightengale bird whistle, 2 bulb horns, vibra slap)
5. Timpani (3)
6. Marimba 2 (shared w/ Mar. 1)
7. Bass Marimba (low C)
8. Snare Drum
9. Triangle
10. Glockenspiel
11. Crash Cymbals
12. Bass Drum
13. Chimes

*Feel free to replace the notated auxiliary sound effects with available devices. Get creative!

Suggested Setup



Level: Med-Easy
Approx. playing time: 2'20"

Jokers Wild

Brian Slawson

$\text{♩} = 110$

Xylophone *mf*

Marimba 1 *mf*

Percussion *mf*
2 Woodblocks
Cowbell
Siren whistle (if trio)

WOODBLOCKS

COWBELL

Glockenspiel

Chimes

Marimba 2 *mf*
(share w/ Mar 1)

Bass Marimba

Timpani (3) *mf*
F-G-C

Triangle

Snare Drum

Crash Cymbals

Bass Drum

Auxilliary
Sound Effects

(play 2nd x only)

Sample
Image

9

Xyl

Mar 1

WB
CB

Glock

Chim

Mar 2

mf

Sample Image

Sample Image

17

Xyl

Mar 1

WB
CB

Glock

Chim

Mar 2

Bass
Mar

Timp

Tri

SD

Cy
BD

FX

1.

2.

8va

SCHOOL BELL

mp

Sample
Image

A

Xyl *mf*

Mar 1 *mf*

WB
CB *mf* COWBELL

Glock *mf*

Chim

Mar 2 *mf* 8va

ANVIL

Sample
Image

34

Xyl

Mar 1

WB
CB

Glock

Chim

Mar 2

Bass
Mar

Timp

Tri

SD

Cy
BD

FX

mf

f

glis.

(police)

(anvil)

Sample
Image

B

Xyl

Mar 1 *mf*

WB
CB *mf*

Glock *mf*

Chim

Mar 2

8^{va}

1

(school bell)

(police)

mf

Sample
Image

51

Xyl

Mar 1

WB
CB

Glock

Chim

Mar 2

Bass
Mar

Timp

Tri

SD

Cy
BD

FX

The musical score is written for a percussion ensemble. The staves are arranged vertically. The Xyl (Xylophone) staff is at the top, followed by Mar 1 (Maracas 1), WB/CB (Wood Block/Cow Bell), Glock (Glockenspiel), Chim (Chimes), Mar 2 (Maracas 2), Bass Mar (Bass Maracas), Timp (Timpani), Tri (Triangle), SD (Snare Drum), Cy/BD (Cymbal/Bell), and FX (Effects). The score is in 2/4 time and features various rhythmic patterns and dynamics. A large, light gray abstract shape is overlaid on the right side of the page, partially obscuring the score.

Sample
Image

C

Xyl *p*
 Mar 1 *p*
 WB *p*
 CB *p*
 Glock
 Chim
 Mar 2 *move to low end of marimba*
 T1
 S1
 C1
 R1
 BULB HORNS *mf*

Sample
Image

67

Xyl

Mar 1

WB
CB

Glock

Chim

Mar 2

Bass
Mar

Timp

Tri

SD

Cy
BD

FX

(bird - ad lib)

mp

Sample
Image

[illegible]

83

Xyl

Mar 1

WB
CB

Glock

Chim

Mar 2

Bass
Mar

Timp

Tri

SD

Cy
BD

FX

(bulbs)

mf

Sample
Image

[illegible]

Sample Image

99

Xyl

Mar 1

WB
CB

Glock

Chim

Mar 2

Bass
Mar

Timp

Tri

SD

Cy
BD

FX

(bulbs)

(8)

(h)

Sample
Image

[illegible]



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