

# Distorted

for Marching Percussion

By Benoit Juras  
Arranged by Michael A. Hernandez

Score

The score is for a marching percussion ensemble. It includes the following parts:

- Bells:** Treble clef, 2/4 time. Starts with a rest, then plays a melodic line in the fifth measure.
- Vibraphone 1:** Treble clef, 2/4 time. Plays a rhythmic pattern of eighth notes.
- Vibraphone 2 (Opton):** Treble clef, 2/4 time. Plays a rhythmic pattern of eighth notes.
- Chimes:** Treble clef, 2/4 time. Starts with a rest, then plays a melodic line in the fifth measure.
- Xylophone:** Treble clef, 2/4 time. Plays a rhythmic pattern of eighth notes.
- Maracas 1:** Treble clef, 2/4 time. Plays a rhythmic pattern of eighth notes.
- Maracas 2 (Opton):** Bass clef, 2/4 time. Plays a rhythmic pattern of eighth notes.
- Maracas 3:** Bass clef, 2/4 time. Plays a rhythmic pattern of eighth notes.
- Tompan:** Bass clef, 2/4 time. Starts with a rest, then plays a rhythmic pattern in the fifth measure.
- Drum Set:** Includes Snare, Tom, and Cymbal parts with specific playing techniques and dynamics.

**Drum Set Details:**

- Snare:** Uses mallets. Techniques include *stacc*, *cowbell*, *woodblock*, *china cymbal*, *snare head*, and *rim*. Dynamics range from *mf* to *ff*.
- Tom:** Uses mallets. Techniques include *stacc*, *crash*, and *cr*. Dynamics range from *mf* to *ff*.
- Cymbal:** Uses mallets. Techniques include *stacc*, *china*, and *cr*. Dynamics range from *mf* to *ff*.