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Race the Desert

by Dan Moore

Easy-Medium - 3:40 - 11 Players

Instrumentation

**Bells, Xylo, Vibes, (2) Marimbas (4 & 1/3 oct.), (3) Timpani, 2 Snare Drums,
Field Snare Drum, Deep Snare Drum, Bass Drum, (4) Concert Toms, Bongos, Tam Tam,
Ride Cymbal, Splash Cymbal, Suspended Cymbal, Hi-Hat, Anvil,
Brake Drum, Cowbell, Mounted Tambourine**

Performance Notes

Deserts are the hottest, coldest, driest places on earth. To travel across a desert, you must be well prepared to beat the elements before the elements beat you — a race with the desert. Deserts make for exotic movie locales, as in the classics *Lawrence of Arabia* and *Treasure of the Sierra Madre*, or action adventures like *Mad Max*, *The Mummy*, and *Raiders of the Lost Ark*.

Race the Desert for percussion ensemble might make a good soundtrack for a movie about an American rock band lost in the Arabian Desert. They are captured by desert pirates and forced to play the music of *Led Zeppelin* to gain their freedom.

Will they escape?

Race the Desert is a fast paced percussion ensemble that features a mixture of eastern and western rhythms and melodies, including drum grooves inspired by *Led Zeppelin* drummer John Bonham, and the exotic D Phrygian Dominant scale — a favorite source of solo material of many rock musicians. Other compositional elements include subtle hints of the *Star Spangled Banner* and the use of melodic hocketting in which several voices share a melody by alternating notes between them.

— A good choice for the Anvil is the *Grover Pro Percussion Professional Anvil*. A second automobile brake drum or metal plate may substitute the anvil.

— For the bass drum, snare drum, tam tam part, set the instruments up with the bass drum on one side, the tam tam on the other, and the snare drum directly in front of the player. At mm. 57 the player plays the bd with one hand (with bd beater) and the snare drum with the other (with snare stick). Use a nice sounding “rock” snare drum. Drum Nerd Alert! This is the drum part to the opening of *When the Levee Breaks* by *Led Zeppelin* as performed by John Bonham.

— For the glissando part on the bass drum, tam tam, snare part, the player slides a triangle better across the face of the tam tam just before the bass drum note.

— The mallet parts are written using a compositional technique known as hocketting in which several instruments share a melody by alternating notes between them. Used in conjunction with continuous eighth notes, hocketting creates an echo effect. Each note change in a series of notes should be slightly accented and subsequent notes should get gradually softer. Individual players should give their phrases a nice expressive shape.

— **Race the Desert** is a great vehicle for teaching individual expression on both pitched and non-pitched percussion instruments.

— Make sure the percussion players are grooving on their ostinatos too — long phrases of repeated patterns should be shaped just as much as melodic phrases.

Race the Desert

by Dan Moore
ASCAP

♩ = 132

Bells
Anvil

Xylophone
Brake Drum

Vibraphone
Splash Cymbal

Marimba 1
Ride Cymbal

Marimba 2
Cowbell

Timpani

Snare Drum
with brushes
p

Field Drum
Hi-Hat
hi-hat
p

Concert Toms (4)

Bongos
Suspended Cymbal
Deep Snare Drum
bongos
p

Bass Drum & Snare
Tam Tam
Mounted Tambourine
glissando marking indicates sliding triangle beater across face of tam tam ending with bass drum note on the beat
mp

Race the Desert

pg 2

5 6 7 8

Bells
Anvil

Xylophone
Brake Drum

Vibraphone
Splash Cymb.

Marimba 1
Ride Cymb.

Marimba 2
Cowbell

Timpani

Snare Drum

Field Drum
Hi-Hat

Concert Toms

Bongos
Sus. Cymb.
Deep Snare

BD & Snare
Tam Tam
Tambourine

xylo

pp

marimba

pp

marimba

pp

Detailed description: This is a percussion score for the piece 'Race the Desert', page 2. The score is divided into four measures, numbered 5 through 8. The instruments listed on the left are: Bells, Anvil; Xylophone, Brake Drum; Vibraphone, Splash Cymb.; Marimba 1, Ride Cymb.; Marimba 2, Cowbell; Timpani; Snare Drum; Field Drum, Hi-Hat; Concert Toms; Bongos, Sus. Cymb., Deep Snare; and BD & Snare, Tam Tam, Tambourine. The key signature is one sharp (F#). In measure 5, the Marimba 1 and 2 parts begin with a *pp* dynamic. In measure 8, the Xylophone part is marked *xylo* and *pp*. The Snare Drum, Field Drum, and Hi-Hat parts have a consistent rhythmic pattern of eighth notes with accents. The Bongos and Sus. Cymb. parts have a specific rhythmic motif in measures 6 and 8.

Race the Desert

pg 7

Bells
Anvil

Xylophone
Brake Drum

Vibraphone
Splash Cymb.

Marimba 1
Ride Cymb.

Marimba 2
Cowbell

Timpani

Snare Drum

Field Drum
Hi-Hat

Concert Toms

Bongos
Sus. Cymb.
Deep Snare

BD & Snare
Tam Tam
Tambourine

25 26 27 28

BD only

Detailed description: This is a page of a musical score for percussion instruments. The score is divided into four measures, numbered 25, 26, 27, and 28. The key signature is one sharp (F#). The instruments listed on the left are: Bells/Anvil (treble clef), Xylophone/Brake Drum (treble clef), Vibraphone/Splash Cymb. (treble clef), Marimba 1/Ride Cymb. (bass clef), Marimba 2/Cowbell (bass clef), Timpani (bass clef), Snare Drum (bass clef), Field Drum/Hi-Hat (bass clef), Concert Toms (bass clef), Bongos/Sus. Cymb./Deep Snare (bass clef), and BD & Snare/Tam Tam/Tambourine (bass clef). The notation includes various rhythmic patterns, rests, and dynamic markings. A 'BD only' instruction is present in the bottom staff of measure 25.

Race the Desert

pg 17

This musical score is for page 17 of 'Race the Desert'. It features a variety of percussion instruments, each with its own staff. The score is divided into four measures, with measure numbers 65, 66, 67, and 68 indicated at the beginning of each measure. The key signature is one sharp (F#).

The instruments and their parts are:

- Bells Anvil:** Treble clef, playing a rhythmic pattern of eighth notes with accents.
- Xylophone Brake Drum:** Treble clef, playing a rhythmic pattern of eighth notes with accents.
- Vibraphone Splash Cymb.:** Treble clef, playing a sustained chord with a splash cymbal effect.
- Marimba 1 Ride Cymb.:** Treble clef, playing a rhythmic pattern of eighth notes with accents.
- Marimba 2 Cowbell:** Bass clef, playing a rhythmic pattern of eighth notes with accents.
- Timpani:** Bass clef, playing a rhythmic pattern of eighth notes with accents.
- Snare Drum:** Treble clef, playing a rhythmic pattern of eighth notes with accents.
- Field Drum Hi-Hat:** Treble clef, playing a rhythmic pattern of eighth notes with accents.
- Concert Toms:** Treble clef, playing a rhythmic pattern of eighth notes with accents.
- Bongos Sus. Cymb. Deep Snare:** Treble clef, playing a rhythmic pattern of eighth notes with accents.
- BD & Snare Tam Tam Tambourine:** Treble clef, playing a rhythmic pattern of eighth notes with accents.