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Minor Rock / 1:102

The snare drum, bass drum, and percussion parts are duplicating a drum set pattern. Keep the tempo moving and the beat steady. Letter A - The percussion parts should make sure to let the mallet parts be heard. The rim shot in measure 16 (and again in 28) of the snare part can be created either by hitting the drumhead and rim at the same time with one stick, or by putting the bead of one stick on the head at an angle and striking it with the other stick (known as a stick shot). Letter B - Percussion players should carefully count rests to make sure all parts are played at the correct time.

Rhino Rock / 2:236

The cymbal player should use a large crash-ride suspended cymbal. Use a drumstick (or sticks), and strike the cymbal halfway between the bell and the edge unless the part is marked "crash". For the crash, strike the cymbal with the shoulder of the stick on the edge of the cymbal. Be sure to count rests throughout. Carefully following dynamic markings is also important as most sections have one player that is featured above the others. Letter E to the end should be one big crescendo that builds to a big finish.

Rockin' The House / 1:0614

The snare drum, bass drum, and percussion parts should remember to keep a steady beat. The percussion part can mount both the tambourine and triangle if needed, but the best method would be to use a stand or trap table covered with a towel to set the instruments on when they are not being used. Change them as quickly and quietly as possible. Letter A - Make sure the melody in the xylophone is a little louder than the accompaniment part in the bells. Letter C - The snare drum and bass drum should rock-out for four bars before bringing in the other players. Care should be taken in measure 31 not to rush beat 3.

Minor Rock

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A

Musical score for measures 9-12. The score is written for five percussion instruments: Bells, Xylo, Snare Drum, Bass Drum, and Cymbal. The key signature is one flat (B-flat) and the time signature is 4/4. Measure 9 starts with a box labeled 'A'. The dynamics are *f* for Bells, *mf* for Xylo, *mf* for Snare Drum, *mf* for Bass Drum, and *mf* for Cymbal. The Bells part features a melodic line with notes G4, A4, Bb4, and C5. The Xylo part follows a similar melodic pattern. The Snare Drum part has a steady quarter-note rhythm. The Bass Drum part has a pattern of quarter notes and rests. The Cymbal part has a consistent eighth-note pattern.

Musical score for measures 13-16. The score continues for the same five percussion instruments. Measure 13 starts with a box labeled 'A'. The dynamics are *f* for Bells, *mf* for Xylo, *mf* for Snare Drum, *mf* for Bass Drum, and *mf* for Cymbal. The Bells part continues the melodic line. The Xylo part follows the same pattern. The Snare Drum part has a steady quarter-note rhythm. The Bass Drum part has a pattern of quarter notes and rests. The Cymbal part has a consistent eighth-note pattern. In measure 16, there is a 'rim shot' indicated by an upward-pointing arrow above the Snare Drum staff.

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Rhino Rock

pg 3

A

Musical score for measures 17-20. The score is divided into five staves: Snare 1, Snare 2, Toms (2), Bass Drum, and Sus. Cymbal. Measure numbers 17, 18, 19, and 20 are indicated at the top of each staff. Snare 1 starts with a *mf* dynamic. Snare 2 starts with a *mp* dynamic. Toms (2) start with a *mp* dynamic. Bass Drum and Sus. Cymbal start with a *mp* dynamic.

Musical score for measures 21-24. The score is divided into five staves: Snare 1, Snare 2, Toms (2), Bass Drum, and Sus. Cymbal. Measure numbers 21, 22, 23, and 24 are indicated at the top of each staff. Snare 1 starts with a *mp* dynamic. Snare 2 starts with a *mf* dynamic. Toms (2) start with a *mp* dynamic. Bass Drum and Sus. Cymbal start with a *mp* dynamic.

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