

DREAM VARIATIONS

Percussion

Jacob Bancks (2015)

THEME 14 Poco piu mosso, with anticipation
 ♩ = 76-80, slow, simple 22 Calmer, morendo

13 8 3

1 2 3

Real wind chimes
(very sparsely sounded, very soft)

pp

VAR. 1. Vertigo

30 in time, ♩ = 72-76
 Sm. Tri.

bsn. solo in time (♩ = 72-76)
 (⊕)

bsn. solo in time (♩ = 72-76)

bsn. solo

mp

mf

Lg. S.C. (yarn)

mp

39 in time, rall. molto

bsn. solo (solo)

44 in 4 (easing into m. 48 tempo)

poco rit. poco accel. rit.

Sm. Tam-Tam

pp

pp

Percussion

48 ♩ = 58-60, whimsical, unpredictable

3 S.D. rit.

Fing. Cymb. secco 3 secco *mf* Xylo *f* Lg. S.C. (yarn) *p* (*p*) <

f *mf*

59 a tempo rit. molto (S.D.) a tempo

(Lg. S.C.) 3 *mp* 3 *p* 3 *p* Xylo *sfz* Vibes (yarn) *pp* pedal each chord

72 Sm. Tri. rit.

(Vibes) *ppp* l.v. *mp*

81 VAR. 2. High Living ♩ = 80, high-spirited, extravagant, wild

80 (Sm. Tri.) S.D. S.C. Bs. Dr. *pp* *mf* < *ff* *mf* < *ff* *mf* < *ff* *ff* *mf* *ff*

Percussion

3

88 Tambourine

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mp

Fing. Cymb. (*mp*)

(Bs. Dr.) - dry *mp*

mp (*mp*)

96 (Tamb.)

96 (Tamb.)

(*mp*) (F.C.) *mf*

(*mp*) (Bs. Dr.) *f* S.C. *ff*

(*mp*) *mf*

104 Brake Drum

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p F.C. (*p*) *mf*

p Temple Blocks (*p*) *mp*

mp *p* *mp* *p* *mp* *mf* *p*

112 (Br. Dr.)

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p (F.C.) (*p*) *mp*

p (Temple Blocks) (*p*) *mp* *mf*

mp *p* *mp* *p* *mp* *mf* *p*

Percussion

120 (Br. Dr.)

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mf

S.C.

p

(Temple Blocks)

mf > *mp* *mp* < *f* > *mp*

128 Tambourine

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p (S.C.) (l.v.)

mp

mf

mp

p

mf

mp

mf Tam-Tam

mf

136

Sm. Tri.

Sm. Tri.

mf

f

2 cowbells, low/high

mf

144 (Sm. Tri.)

144 (Sm. Tri.)

mf

f

mf

(Cowb.)

mp < *mf*

Percussion

5

155

151 (Sm. Tri.)

157 (Tamb.)

165 (Tamb.)

176

173 (Tamb.)

Percussion

rit.

184

184

Bs. Dr.

S.C.

l.v.

f *ff* *mp* *mf* *f*

VAR. 3. Airborne

192 ♩ = 144, soaring, animated

192

Sm. Tri.

f *mp* *pp*

Crotales

mp *p* *mf*

199 (Sm. Tri.)

201

206

pp *mp* *pp* *mp*

(Crot.)

p *pp* *mp*

207

211

p *mf* *pp* *n* *ppp*

Lg. S.C. (bowed)

Bs. Dr.

Percussion

7

220

216

mp pp mp p

S.C.

Crot.

(yarn)

pp mp

232

225

(S.C.)

(Crot.)

p pp mp pp

(bowed)

Tam-Tam

242

233

4 3 5

4 3 5

4 3 5

248

(Sm. Tri.)

p mf poco rit.

3 2 2

3 2 2

3 2 2

260 a tempo

rit. molto

(Sm. Tri.)

pp

mf

Br. Dr.

mf

267 (Sm. Tri.)

ff

S.C.

(Bs. Dr.)

ff

fff

VAR. 4. Carillon Tower

274 ♩ = 72, spectacular, imposing, overwhelming

chimes - solo - like church bells

fff *tutta forza*

Real wind chimes

ff possible

Tam-Tam

fff

281

278 (Chimes)

mf

(Real wind chimes)

fff

S.C.

mp sub.

Tam-Tam

fff

p

ff

Percussion

9

282 (Chimes)

f **fff** *mp* sub. **f** *p*

(Tam-Tam)

mp **f**

286

287 (Chimes)

mp **mf** **f** *mf* *mp* *p*

Real wind chimes

mp

294

(Real wind chimes)

mp *mf* *mp*

(*mp*) Bs. Dr.

pp *p* *mp* *mf*

299 (Chimes)

mf **f** *mp* *mf* **ff**

(W.C.)

ff **ff** possible

(Bs. Dr.)

f **ff**

Percussion

(Chimes) *fff*

S.C.

Tam-Tam *mf* *ff* *mf* *ff*

(Chimes) *p*

(S.C.) *mp* *pp* (l.v.) *ppp*

(Tam-Tam) *mf*

VAR. 5. Falling

319 ♩ = 104, dizzying, ephemeral

316 2 long Sm. Tri. *mp* *p*

2 long F.C. *mp*

2 long Vibes (yarn) *mp* *p* *pp*

Red.

327 Glock. (soft) *p*

F.C. *p* *mp* (Vibes) *p* *mp* *mf* *p*

Red.

Percussion

11

337

(Glock.)

4 3 4

Lg. S.C. F.C.

mp *mp*

(Red.)

351

(Vibes)

5 5 5

(Vibes) Bs. Dr.

pp *p* *pp* *ppp* *n*

(Red.)

364

(Glock.) (l.v.)

2 2 2

(F.C.) (l.v.)

(Bs. Dr.) Tam-Tam

ppp *p* *pp*

n

VAR. 6. Haunted Terrain

375 ♩ = 54, dark, still

Chimes

3 3 3

Lg. S.C.

pp *pp* *p* *pp* *p* *pp*

Percussion

392 same tempo, rubato ad lib.

385

2 2 3

Bs. Dr. Tam-Tam Crotale (bowed)

pp *pp* $n < f$

397

Piccolo WB Br. Dr. Bs. Dr.

pp *p* *mf* *sfz* n

415 in time ($\text{♩} = 54$) poco rit.

414

Snare Lg. S.C. Chimes

fp *ff* *sfz*

424 $\text{♩} = 50-52$ (poco meno mosso), very dark

rit. molto a tempo

Chimes

Lg. S.C.

pp *pp* *p*

VAR. 7. Apparition

♩ = 76, mystical, ethereal

rit. 442 Sm. Tri.

437

mp
Small S.C. (yarn)

448 (Sm. Tri.) poco rit.

mp
(Small S.C.)

mp *pp* <

mp *pp* <

456 a tempo (Sm. Tri.) poco rit.

mp
(Small S.C.)

mp

464 a tempo rit. rit. molto

470 ♩ = 66, withdrawn

(Sm. Tri.)

Measures 470-474. Percussion section. Three staves: Sm. Tri., Small S.C., and a grand staff (treble and bass clef). The Sm. Tri. staff has a half note G4 with a fermata in measure 470, followed by rests. The Small S.C. staff has a half note G4 with a fermata in measure 471, followed by rests. The grand staff has rests in all measures. The time signature changes from 4/4 to 3/4 in measure 471 and back to 4/4 in measure 472. Dynamics: *p* in measures 470 and 471.

475

Measures 475-479. Percussion section. Three staves: Sm. Tri., Small S.C., and a grand staff. The Sm. Tri. staff has a half note G4 with a fermata in measure 476, followed by rests. The Small S.C. staff has a half note G4 with a fermata in measure 477, followed by rests. The grand staff has rests in all measures. The time signature changes from 4/4 to 3/4 in measure 476 and back to 4/4 in measure 477. Dynamics: *p* in measures 476 and 477.

480

Measures 480-483. Percussion section. Three staves: Sm. Tri., Small S.C., and a grand staff. All staves have rests in measures 480-482. In measure 483, the Sm. Tri. staff has a half note G4 with a fermata, the Small S.C. staff has a half note G4 with a fermata, and the grand staff has a half note G4 with a fermata. The time signature changes from 4/4 to 3/4 in measure 483.

VAR. 8. Hysteria

484 ♩ = 160, frantic

Measures 484-488. Percussion section. Three staves: Lg. S.C., Bs. Dr., and a grand staff. The Lg. S.C. staff has a half note G4 with a fermata in measure 484, followed by rests. The Bs. Dr. staff has a half note G4 with a fermata in measure 484, followed by rests. The grand staff has rests in all measures. The time signature changes from 4/4 to 3/4 in measure 484 and back to 4/4 in measure 485. Dynamics: *ff* in measures 484 and 485, *f* in measure 486, and *ffz* in measure 487.

490

489

(closed)

H.H.

Kick

f *mf* *mp*

under solo bsn.

494

Sizzle Cym.

Glock.

p

(H.H.)

Kick

f *mp*

p

f *mp*

mf

(Glock.)

498

mp

mp

mf

f

ff

Lg. S.C.

Bs. Dr.

ffz

fp *ff* *ffz*

503

Sizzle Cym.

Glock.

p

H.H.

Kick

mp

f

sfz

508

Sizzle Cym. Glock.

(S.C.) H.H. Kick

mf *mp* *p* *mp* *f* *mf* *f*

Bs. Dr.

f *f*

514

Br. Dr.

mp *mp* *mf* *mf*

(H.H.) (Kick)

520 (Br. Dr.)

523

p *p* *mp* *f* *mp* *f* *p*

(S.C.)

Bs. Dr.

527

Piccolo WB

f

Cowb.

p *mf* *mf* *p*

Percussion

17

533 (Br. Dr.)

p mf

mf *mp* *p*

(Temple Blocks)

Cowbells

p *f* mp

539 (Br. Dr.)

mp

(Piccolo WB)

f

Temple Blocks

Cowbells

Temple Blocks

Cowbells

mp mf *mf* *mp*

544 (Br. Dr.)

mf f

Lg. S.C.

p mf *f*

Temple Blocks

Cowbells

Temple Blocks

Xylo

mf

secco

f

(Xylo)

548 $\oplus$

mf

(Lg. S.C.)

mf

Bs. Dr.

pp mp *pp* *n*

rit.

553 a tempo

H.H.

Kick *p*

559

(H.H.)

(Kick) *mp*

565

(H.H.)

mf (Kick) *f*

569

rit. molto

Ig. S.C.

Bs. Dr. *ff* *f* *fff* *f*

575 ♩ = 52, intense

CADENZA

578 ♩ = 76-80, slow, simple

Musical score for Percussion, measures 575 to 578. The score is written for three staves. The first staff (treble clef) has a whole rest in measures 575 and 576, and a half note in measure 577. The second staff (bass clef) has a half note in measure 575, a whole rest in measure 576, and a half note in measure 577. The third staff (bass clef) has a half note in measure 575, a whole rest in measure 576, and a half note in measure 577. The tempo is 52 beats per minute, intense. The key signature is one flat. The time signature is 3/4. The dynamics are *fff* in measure 575, *f* in measure 576, and *fff* in measure 577. The tempo changes to 76-80 beats per minute, slow, simple in measure 578. The key signature changes to C major. The time signature changes to 3/4. The dynamics are *fff* in measure 578. The tempo is 76-80 beats per minute, slow, simple. The key signature is C major. The time signature is 3/4. The dynamics are *fff* in measure 578. The tempo is 76-80 beats per minute, slow, simple. The key signature is C major. The time signature is 3/4. The dynamics are *fff* in measure 578.

(Lg. S.C.)

sfz
(Bs. Dr.)

fff *f* *fff*

Musical score for Percussion, measures 589 to 597. The score is written for three staves. The first staff (treble clef) has a whole rest in measures 589 and 590, and a half note in measure 591. The second staff (bass clef) has a whole rest in measures 589 and 590, and a half note in measure 591. The third staff (bass clef) has a whole rest in measures 589 and 590, and a half note in measure 591. The tempo is 52 beats per minute, intense. The key signature is one flat. The time signature is 3/4. The dynamics are *fff* in measure 589, *f* in measure 590, and *fff* in measure 591. The tempo changes to 76-80 beats per minute, slow, simple in measure 592. The key signature changes to C major. The time signature changes to 3/4. The dynamics are *fff* in measure 592. The tempo is 76-80 beats per minute, slow, simple. The key signature is C major. The time signature is 3/4. The dynamics are *fff* in measure 592.

8 8 8

6 6 6

603 rall. to end

Musical score for Percussion, measures 603 to the end. The score is written for three staves. The first staff (treble clef) has a whole rest in measures 603 and 604, and a half note in measure 605. The second staff (bass clef) has a whole rest in measures 603 and 604, and a half note in measure 605. The third staff (bass clef) has a whole rest in measures 603 and 604, and a half note in measure 605. The tempo is 52 beats per minute, intense. The key signature is one flat. The time signature is 3/4. The dynamics are *fff* in measure 603, *f* in measure 604, and *fff* in measure 605. The tempo changes to 76-80 beats per minute, slow, simple in measure 606. The key signature changes to C major. The time signature changes to 3/4. The dynamics are *fff* in measure 606. The tempo is 76-80 beats per minute, slow, simple. The key signature is C major. The time signature is 3/4. The dynamics are *fff* in measure 606.

Sm. Tam-Tam

Tam-Tam

Real wind chimes

ppp
sparse, barely heard