

Score

# Escaping a Nightmare

for Percussion Ensemble

By Eric C. W. Peel

$\bullet = 156$   
Crotales

use hard plastic mallets for Cro. & Glock.  
if no Crotales, use Glock. for all

The score is written for a Percussion Ensemble in 4/4 time, with a tempo of 156. The key signature has two flats (B-flat and E-flat). The score includes the following parts and instructions:

- Glockenspiel / Crotales:** Starts with a forte (*f*) dynamic. The notation shows a melodic line with various articulations.
- Vibraphone / Suspended Cymbal:** Starts with a forte (*f*) dynamic. Includes a section for 8<sup>va</sup> suspended cymbal and later vibraphone.
- Chimes:** Starts with a forte (*f*) dynamic. The notation shows a melodic line.
- Xylophone:** Starts with a pianissimo (*pp*) dynamic, then moves to forte (*f*). Includes a rhythmic pattern: R RR L LL R RRL LL.
- Marimba:** Starts with a pianissimo (*pp*) dynamic, then moves to forte (*f*). Includes a rhythmic pattern: R RRL LLR RRL LL.
- Timpani:** Starts with a pianissimo (*pp*) dynamic, then moves to forte (*f*). The notation shows a rhythmic pattern of eighth notes.
- Percussion 1 / Snare Drum:** Starts with a pianissimo (*pp*) dynamic, then moves to forte (*f*). Includes the instruction: "arrange toms hi-low smallest drum on left".
- Percussion 2 / 5 Concert Toms:** Starts with a pianissimo (*pp*) dynamic, then moves to forte (*f*). The notation shows a rhythmic pattern of eighth notes.
- Percussion 3 / Concert Bass Drum, Marching Bass Drum, Tam-Tam:** Starts with a pianissimo (*pp*) dynamic, then moves to forte (*f*). Includes the instruction: "use multi-purpose mallets bass on left".
- Percussion 4 / Suspended Cymbal, China Cymbal, Splash Cymbal, Hihat, 2 Brake Drums, Bell-Plate:** Starts with a pianissimo (*pp*) dynamic, then moves to forte (*f*). Includes the instruction: "suspended cymbal to hi-hat".

**A** **B**

**G/C** *mp* *mf*

**V** *mp* *mf*

**Ch** *mp* *mf*

**X** *mp* *Loco* *mf*

**M** *mp* *8<sup>th</sup>* *mf*

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

**P1** *mp* *f* *p* *mf*

**P2** *mp* *f* *p* *mf*

**P3** *mp* *f* *p* *mf*

**P4** *mp* *to splash* *splash* *mf*

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Musical score for "Escaping a Nightmare - Score - p.3". The score is arranged for a percussion ensemble and includes the following parts:

- G/C (Glockenspiel):** Features a melodic line starting in the third measure, marked *ff* and *glockenspiel*.
- V (Violin):** Provides harmonic support with sustained notes, marked *ff*.
- Ch (Chimes):** Plays a melodic line similar to the Glockenspiel, marked *ff*.
- X (Xylophone):** Features a complex rhythmic pattern with triplets, marked *ff*.
- M (Maracas):** Plays a rhythmic pattern with triplets, marked *ff*.
- T (Tom):** Provides a bass line with triplets, marked *ff*.
- P1 (Percussion 1):** Plays a melodic line with triplets, marked *ff*.
- P2 (Percussion 2):** Features a rhythmic pattern with triplets, marked *mf* and *f*.
- P3 (Percussion 3):** Plays a rhythmic pattern with triplets, marked *ff*.
- P4 (Percussion 4):** Provides a sustained bass line, marked *p* and *ff*, with a *splash* effect at the end.

The score includes dynamic markings (*p*, *ff*, *mf*, *f*) and performance instructions such as *glockenspiel*, *to sus cym*, and *splash*. The page number 13 is located at the bottom left.