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GAMELAND

by Steve O'Grady

Medium - 1:31

Instrumentation

**Snare, Tenors, Cymbals, Bass Drums,
Bells, Xylophone, Marimba, Vibes,
Splash Cymbal, Suspended Cymbal, Shaker, Cowbell, Hi-Hat**

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♩=120

rim shot \uparrow 2 3 4

f *mf*

f *f* *unison rims*

f 3

f 3

f 3

f 3

splash cymbal \uparrow *shaker* *cowbell* *f*

Detailed description: This is a musical score for a percussion ensemble titled "Gameland" by Steve O'Grady. The tempo is marked as quarter note = 120. The score is written in common time (C) and features nine parts: Snare, Tenors, Cymbals, Bass Drums, Bells, Xylo, Marimba, Vibes, and Pit. The Snare part begins with a rim shot and a series of eighth-note patterns, with dynamics ranging from forte (f) to mezzo-forte (mf). The Tenors part plays a melodic line with eighth-note patterns, starting at a forte (f) dynamic. The Cymbals part is mostly silent, with some light cymbal patterns. The Bass Drums part features a strong, rhythmic pattern with a forte (f) dynamic, including a section labeled "unison rims". The Bells, Xylo, Marimba, and Vibes parts all play melodic lines with eighth-note patterns, starting at a forte (f) dynamic. The Pit part includes a splash cymbal, shaker, and cowbell, all played with a forte (f) dynamic. The score is divided into four measures, with various musical notations such as accents, slurs, and dynamic markings throughout.

Gameland

pg. 2

Musical score for **Gameland**, page 2. The score is arranged in a grand staff with nine parts: Snare, Tenors, Cymbals, Bass Drums, Bells, Xylo, Marimba, Vibes, and Pit. The music is in 4/4 time and features a variety of rhythmic patterns and dynamics.

Snare: Measures 5-6 show a complex rhythmic pattern with accents (>) and a fermata. Measure 6 has a fermata. Measures 7-8 are silent.

Tenors: Measures 5-6 show a rhythmic pattern with accents (>) and a fermata. Measure 6 has a fermata. Measures 7-8 are silent.

Cymbals: Measures 5-6 are silent. Measure 6 has a *crash choke*. Measures 7-8 feature a *hi-hat choke* pattern.

Bass Drums: Measures 5-6 show a rhythmic pattern with accents (>) and a fermata. Measure 6 has a fermata. Measures 7-8 feature a rhythmic pattern with accents (>). Dynamics include *mf*.

Bells: Measures 5-6 show a rhythmic pattern with accents (>) and a fermata. Measure 6 has a fermata. Measures 7-8 feature a rhythmic pattern with accents (>). Dynamics include *mf*.

Xylo: Measures 5-6 show a rhythmic pattern with accents (>) and a fermata. Measure 6 has a fermata. Measures 7-8 feature a rhythmic pattern with accents (>). Dynamics include *mf*.

Marimba: Measures 5-6 show a rhythmic pattern with accents (>) and a fermata. Measure 6 has a fermata. Measures 7-8 feature a rhythmic pattern with accents (>). Dynamics include *mf*.

Vibes: Measures 5-6 show a rhythmic pattern with accents (>) and a fermata. Measure 6 has a fermata. Measures 7-8 are silent.

Pit: Measures 5-6 show a rhythmic pattern with accents (>) and a fermata. Measure 6 has a fermata. Measures 7-8 feature a rhythmic pattern with accents (>). Dynamics include *mf*.

Gameland

pg. 3

Musical score for Gameland, page 3, featuring the following instruments and parts:

- Snare:** Measures 9-12. Dynamics: *p* (measures 9-10), *mf* (measure 11), *p* (measure 12). Includes crescendos and decrescendos.
- Tenors:** Measures 11-12. Dynamics: *p* (measure 12).
- Cymbals:** Measures 9-11. Dynamics: *p* (measure 12).
- Bass Drums:** Measures 9-12. Dynamics: *f* (measure 9), *mf* (measure 10), *p* (measure 12).
- Bells:** Measures 9-12. Dynamics: *p* (measure 12).
- Xylo:** Measures 9-12. Dynamics: *p* (measure 12).
- Marimba:** Measures 9-12. Dynamics: *p* (measure 12).
- Vibes:** Measures 9-12. Dynamics: *p* (measure 12).
- Pit:** Measures 9-12. Dynamics: *p* (measure 12).