

# Walk The Walk

by Glenn Ceglia

*BPM = 126*

*Snare*

*Tenors*

*Cymbals*

*B D's*

*Bells*

*Xylophone*

*Pit Perc*

*A*

*R L R L R L R R L*  
*mp ff*

*L L R R L L R R L*  
*mp ff*

( $\wedge$  = Crash Choke)

*Hi Hat Choke*

*mf*

*ff*

*mf*

*ff*

*f*

*Suspended Cymbal*

*Tambourine*

*p ff*

*mf*

The score consists of seven staves, each with a specific instrument assigned. The instruments are: Snare, Tenors, Cymbals, B D's, Bells, Xylophone, and Pit Percussion. The tempo is set at 126 BPM. The score includes various performance instructions such as 'Crash Choke' and 'Hi Hat Choke' for the Cymbals and Bells respectively. The Pit Percussion section includes 'Suspended Cymbal' and 'Tambourine' sections. The score is divided into measures by vertical bar lines and sections by large vertical lines labeled 'A' and 'B'. Dynamics like 'mp', 'ff', 'mf', and 'f' are used throughout the score.

# Walk The Walk

pg 2

The musical score consists of seven staves, each representing a different instrument or section. The instruments are listed vertically on the left side of the score:

- Snare**: The first staff shows a pattern of eighth notes and sixteenth notes with dynamic markings *mp*, *mf*, and *>>*.
- Tenors**: The second staff shows a pattern of eighth notes and sixteenth notes with dynamic markings *mp*, *R L R L R L R L R L R L*, *mf*, and *>*.
- Cymbals**: The third staff shows a pattern of eighth notes and sixteenth notes with dynamic markings *mp*, *mf*, and *dot*.
- B D's**: The fourth staff shows a pattern of eighth notes and sixteenth notes with dynamic markings *mp*, *mf*, and *dot*.
- Bells**: The fifth staff shows a pattern of eighth notes and sixteenth notes.
- Xylophone**: The sixth staff shows a pattern of eighth notes and sixteenth notes.
- Pit Perc**: The seventh staff shows a pattern of eighth notes and sixteenth notes.

Measure numbers 5, 6, 7, and 8 are indicated above the staves. The score uses a common time signature and includes dynamic markings such as *mp* (mezzo-forte), *mf* (mezzo-forte), and *>>* (two arrows pointing right).

# Walk The Walk

pg 3

The musical score consists of seven staves, each representing a different percussion instrument or section. The staves are arranged vertically from top to bottom: Snare, Tenors, Cymbals, BD's, Bells, Xylophone, and Pit Perc.

**Snare:** Starts with a short note at measure 9, followed by a sixteenth-note pattern with dynamic markings >>> and >. Measures 10-11 show a pattern of eighth notes and sixteenth notes with dynamic mp. Measure 11 includes a box labeled "B" with the instruction "on rim". Measures 12-13 continue the pattern with dynamic f.

**Tenors:** Shows a steady eighth-note pattern starting at measure 9, with dynamic mp. Measures 11-13 continue this pattern with dynamic f.

**Cymbals:** Starts with a sixteenth-note pattern at measure 9, followed by a sustained note at measure 10. Measures 11-13 show a rhythmic pattern with dynamic f.

**BD's:** Starts with a sixteenth-note pattern at measure 9, followed by a sustained note at measure 10. Measures 11-13 show a rhythmic pattern with dynamic f.

**Bells:** Starts with a sixteenth-note pattern at measure 9, followed by a sustained note at measure 10. Measures 11-13 show a rhythmic pattern with dynamic ff.

**Xylophone:** Starts with a sixteenth-note pattern at measure 9, followed by a sustained note at measure 10. Measures 11-13 show a rhythmic pattern with dynamic ff.

**Pit Perc:** Shows a sustained note at measure 9, followed by a sixteenth-note pattern at measure 10. Measures 11-13 show a sustained note with dynamic f.

**Other markings:** Measure 11 includes a box labeled "B" with the instruction "on rim". Measure 12 has the instruction "R R L L R R L R" above the staff, followed by "etc.". Measure 13 includes the instruction "Cowbell" below the staff.

# PEZ

$\text{♩} = 128$

by Chris Crockarell

*Hi Hat*

*Snare*

*f*

*Quads*

*Cymbals*

*hold for snares*

*B. D.'s*

*f*

*Bells*

*Xylo*

*Cowbell*

*Aux. Perc.*

*f*

**PEZ**  
pg 2

5 >> > >> > A6 >> > >> > A7 >> > >> A A 8

*mf*

Quads

*(· = hand choke)*

*mf*

*crash chk.* ^

B. D.'s

*mf*

Bells

Xylo

Aux. Perc.

This musical score for PEZ, page 2, consists of seven staves, each representing a different percussion instrument or group. The instruments are: Snare, Quads, Cymbals, B. D.'s (Bass Drums), Bells, Xylo (Xylophone), and Aux. Perc. (Auxiliary Percussion). The score is divided into measures by vertical bar lines. Measure 5 starts with a single note on the Snare staff, followed by a series of sixteenth-note patterns on the other staves. Measure 6 begins with a sustained note on the Snare, followed by a rhythmic pattern of eighth and sixteenth notes. Measure 7 continues with a sustained note on the Snare and a complex sixteenth-note pattern on the Quads. Measure 8 concludes with a sustained note on the Snare and a sixteenth-note pattern on the Quads. Various dynamics are indicated throughout, such as *mf* (mezzo-forte) and *mf* (mezzo-forte) for the Cymbals and B. D.'s respectively. Performance instructions include *(· = hand choke)* for the Cymbals and *crash chk.* with an upward arrow for the Quads. The score ends on a repeat sign, indicating a section to be repeated.

**PEZ**  
pg 3

*Snare*

9 > 10 11 >> 6 > ^ ^ 12 > >> > >>

*Quads*

> > > > 3 > > > > >

*Cymbals*

f

*B. D.'s*

> > - > > > -

*Bells*

*Xylo*

*Aux. Perc.*

Ride Cymbal  
*mf*

This musical score page for 'PEZ' on page 3 features seven staves of music for a percussion ensemble. The instruments are labeled on the left: Snare, Quads, Cymbals, B. D.'s (Bass Drums), Bells, Xylo, and Aux. Perc. The music is divided into measures 9 through 12. Measure 9 starts with a single note on the Snare. Measures 10 and 11 show more complex patterns for the Snare and Quads. Measure 12 begins with a dynamic 'f' for the Cymbals. The B. D.'s and Xylo staves remain mostly silent throughout. The Aux. Perc. staff includes a 'Ride Cymbal' section with a dynamic 'mf' at the end of measure 12.

# Tito's Taxicab

by Chris Brooks

♩ = 126

The musical score consists of nine staves, each representing a different percussion instrument or group. The instruments are listed on the left side of the staves:

- Snare
- Quads
- Cymbals
- B.D.'s
- Bells
- Xylo
- Aux. 1
- Aux. 2
- Aux. 3

The score is divided into measures 2, 3, and 4. Measure 2 starts with a forte dynamic (ff) for the Snare and Quads. The Cymbals play a single note at the beginning of measure 2. Measure 3 contains a note instruction: "one player hold for snare if no hi hat". Measure 4 begins with a dynamic (mf) for the Snare and Quads. The Cymbals play a sustained note throughout measure 4. The B.D.'s play eighth-note patterns in measure 4. The Aux. 1 staff features a pattern of "x." and "x" notes. The Aux. 2 staff includes parts for Claves and Agogo Bells. The Aux. 3 staff includes parts for Police Whistle and Shaker/Hi Hat. The score concludes with a dynamic (ff) for the Snare and Quads.

# Tito's Taxicab

page 2

5 > > > > > 6 > > > > > 7 > > > > > 8 > > > > >

f

f

> > > > >

# Tito's Taxicab

page 3

9 > > > > > 10 > > > > > 11 > > > > > 12 > > > > >

The musical score consists of eight staves per measure, spanning four measures (9, 10, 11, 12). The staves are arranged vertically. Measure 9 starts with a vertical bar on the top staff, followed by a series of diagonal strokes and crosses. Measure 10 follows a similar pattern. Measure 11 introduces a prominent 'dot' symbol on the top staff. Measure 12 concludes with a final series of diagonal strokes and crosses. The notation is highly rhythmic and technical, likely intended for a specialized ensemble or electronic music application.

# Heavy Metal Jam

♩ = 124 With "Crazed" Attitude

by Chris Crockarell

Snare

Tenors

Cymbals

BD's

Bells

Xylophone 1

Xylophone 2

Pit

rim shot

2

stick clicks

3

4

crash choke

ff

f

hi-hat chokes

mf

suspended cymbal

p

# Heavy Metal Jam

pg 2

**A sticks on rim**

Snare

5      6      7      8

*f*      *mf*      *sticks on rims*      *solo*      *f*

Tenors

5      6      7      8

*f*      *mf*                *f*

Cymbals

5      6      7      8

sticks on rim

BD's

5      6      7      8

*mf*

Bells

5      6      7      8

*mp*

Xylophone 1

5      6      7      8

Xylophone 2

5      6      7      8

*mf*

Pit

5      6      7      8

*f*

# Heavy Metal Jam

pg 3

Musical score for "Heavy Metal Jam" (page 3) featuring eight staves:

- Snare:** Starts with three vertical strokes (x), followed by a sixteenth-note pattern. Measure 10: dynamic *f*. Measure 11: dynamic *mf*, ending with a fermata over the eighth note. Measure 12: dynamic *v*.
- Tenors:** Measure 10: dynamic *>* over eighth notes. Measures 11-12: dynamic *>* over eighth notes.
- Cymbals:** Measure 10: dynamic *>* over eighth notes. Measures 11-12: dynamic *>* over eighth notes.
- B D's:** Measure 10: dynamic *fp* (fortissimo) over eighth notes. Measures 11-12: dynamic *f* over eighth notes.
- Bells:** Measure 10: dynamic *p* (pianissimo) over eighth notes. Measures 11-12: dynamic *f* over eighth notes.
- Xylophone 1:** Measure 10: dynamic *f* over eighth notes.
- Xylophone 2:** Measure 10: dynamic *f* over eighth notes.
- Pit:** Measure 10: dynamic *p* (pianissimo) over eighth notes. Measures 11-12: dynamic *f* over eighth notes.

Performance instructions:

- tambourine:** A staff at the bottom of the page shows a tambourine icon with a dynamic *>* over eighth notes, corresponding to the Pit staff.

# Heavy Metal Jam

pg 7

*Snare*

25      >>> >>> >>> >>> 26 >>> >>> >>> >>> 27 >>> >>> >>> >>> 28 >>> >>> >>> >>>

*Tenors*

>>> >>> >>> >>> 26 >>> >>> >>> >>> >>> >>> >>> >>>

*Cymbals*

- > - > - > - > -

*f*

*B D's*

- > > > > > > >

*Bells*

- > > > > > > >

*Xylophone 1*

- > > > > > > >

*Xylophone 2*

- > > > > > > >

*Pit*

both players play on 2 cymbals

choke & l.v. (let ring)

*f*

*hold lid with left hand  
strike with stick in right hand*

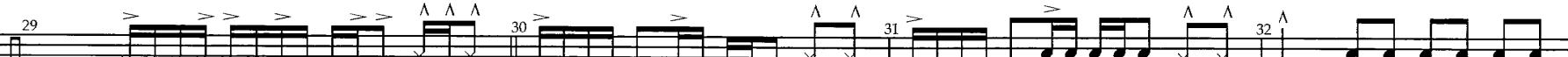
*hold lid with left hand  
strike with stick in right hand*

# Heavy Metal Jam

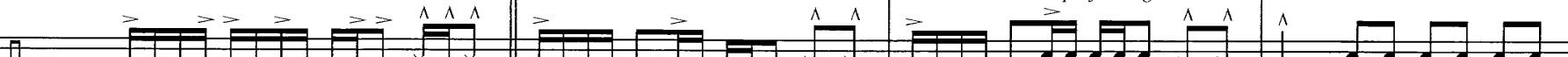
pg 8

D

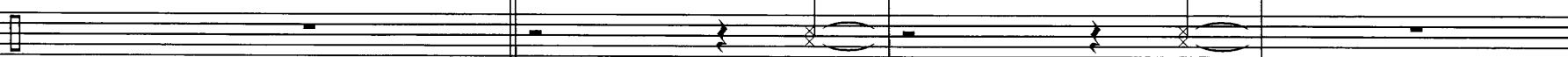
Snare



Tenors



Cymbals



B D's



Bells



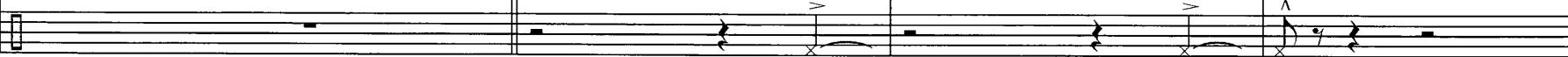
Xylophone 1



Xylophone 2



Pit



can on player's right

can on player's left

can on player's right

B *p*

B *p*

hold in front of can players  
for them to play on

hold in front of can players  
for them to play on

hold in front of can players  
for them to play on