

# Sea of Stories

for Percussion Ensemble

By Andy Narell  
Arranged by Isaac Narell

Score

The score is written for a percussion ensemble and includes the following parts:

- Steel Drums:** Treble clef, 2/4 time, playing a steady eighth-note pattern.
- Glockenspiel:** Treble clef, 2/4 time, playing a steady eighth-note pattern.
- Xylophone:** Treble clef, 2/4 time, playing a steady eighth-note pattern.
- Vibraphone 1:** Treble clef, 2/4 time, playing a melodic line with slurs and a *p* dynamic.
- Vibraphone 2:** Treble clef, 2/4 time, playing a melodic line with slurs and a *p* dynamic.
- Marimba 1:** Treble clef, 2/4 time, playing a steady eighth-note pattern.
- Marimba 2:** Bass clef, 2/4 time, playing a melodic line with slurs and a *p* dynamic.
- Marimba 3:** Bass clef, 2/4 time, playing a melodic line with slurs and a *p* dynamic.
- Piano:** Treble and Bass clefs, 2/4 time, playing a steady eighth-note pattern. A *G-7* chord is indicated above the staff.
- Electric Bass:** Bass clef, 2/4 time, playing a melodic line with slurs and a *p* dynamic.
- Drum Set:** Treble clef, 2/4 time, playing a steady eighth-note pattern. Labeled "Rumba clave".
- Congas:** Treble clef, 2/4 time, playing a melodic line with slurs and a *p* dynamic. Labeled "Rumba".
- Timbales:** Treble clef, 2/4 time, playing a melodic line with slurs and a *p* dynamic. Labeled "Rumba (cascara)".
- Bongo/Bell:** Treble clef, 2/4 time, playing a melodic line with slurs and a *p* dynamic. Labeled "Rumba, sparse improvis bongo".