



"Foremost In Marching And Concert Percussion Literature"

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Night Hunter

by James Campbell
Advanced - 4:32 / 12 Players

Instrumentation

**Bells, Chimes, Xylophone, (2) Vibes, (4) Timpani, (3) Marimbas
(one 4 1/3 octave, one 4 1/2 octave shared with players 6 & 7), Spring Drum,
Large/Low Metal Wind Chimes, Tam Tam, Ratchet, Vibra Slap, Castanets, Hi Hat,
Large Wooden Plank, Ocean Drum or Rainstick, Cuica, Slapstick, Small Triangle, Djembe,
Snare Drum, Concert Bass Drum, Seed Pod Rattle, Cajon, Wood Wind Chimes, Guiro,
China Cymbal, Splash Cymbal, Medium Suspended Cymbal**

About the composition: Night Hunter (2012) was composed for a percussion ensemble of 12 players. Its title refers to vampires, the mythological creatures who subsist by feeding on the life essence (generally in the form of blood) of living creatures. Vampire folklore originates almost exclusively from early-18th-century southeastern Europe. Belief in such legends became so widespread that in some areas it caused mass hysteria and even public executions of people believed to be vampires. Methods of destroying suspected vampires varied, with staking the most commonly cited method. In modern fiction (and this work), the vampire tends to be depicted as a suave, charismatic villain. Alone in his castle, he appears only at night to hunt his prey. In the end, the hunter becomes the hunted and is eventually destroyed.

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Adagio ♩ = 72

Chimes - L.V.

The score is for a percussion ensemble in 4/4 time, marked Adagio (♩ = 72). It features the following parts and instructions:

- Chimes Glock:** Measures 2, 3, 4, and 5. Measure 2 includes the instruction "Chimes - L.V." and a dynamic of *mp*.
- Xylophone:** Rests throughout.
- Vibes 1:** Rests until measure 5, then plays with "medium soft mallets" and a dynamic of *mp*.
- Vibes 2:** Rests until measure 5, then plays with "soft mallets" and a dynamic of *mf*.
- Marimba 1:** Rests until measure 5, then plays with "medium soft mallets" and a dynamic of *mp*.
- Marimba 2:** Rests throughout.
- Marimba 3:** Rests until measure 5, then plays with "soft mallets" and a dynamic of *mf*.
- Timpani Percussion:** Starts with a "Spring Drum strike, then shake ad lib" at *fp*. Measures 2, 3, 4, and 5 feature a *ppp* dynamic.
- Percussion 1:** Starts with a "Tam Tam scrape with triangle beater" at *f*. Measure 4 includes a "Ratchet - slow turn" at *mf*.
- Percussion 2:** Starts with "Ocean Drum or Rain Stick" at *mp*. Measures 2, 3, 4, and 5 feature a *ppp* dynamic.
- Percussion 3:** Starts with "Concert Bass Drum (rub w /superball mallet)" at *mf*. Measures 3, 4, and 5 feature a *mf* dynamic.
- Percussion 4:** Starts with "Wood Wind Chimes" at *f*. Measure 3 includes a "Guiro - slow scrape" at *mf*. Measure 4 includes a "China Cymbal w /soft mallets" at *mf*.

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pg. 2

6 7 8 9 10

Chimes
Glock

Xylophone
medium xylo mallets
p 5 6 *mf* *p* 5 6 *mf*

Vibes 1

Vibes 2

Marimba 1

Marimba 2
medium hard mallets
p 5 6 *mf* *p* 5 6 *mf*

Marimba 3

Timpani
Percussion

Percussion 1
Tam Tam w/ mallet
p

Percussion 2
Cuica - slow pull
mf

Percussion 3
Pod Rattle
p *mf* *p* *mf*

Percussion 4
Splash Cymbal w/ mallet shaft
China Cymbal w/ bow
f

mp *mp* *f*

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pg. 5

A Allegro ♩ = 124 - 132

Glockenspiel

Chimes Glock *f* *mf*

Xylophone *f*

Vibes 1

Vibes 2 *mf* medium mallets

Marimba 1

Marimba 2 *f*

Marimba 3

Timpani Percussion *f* medium soft mallets

Percussion 1 *f* *mf* Vibra Slap

Percussion 2 *f* Slapstick

Percussion 3 *f* Cajon / ▲ = slap, × = tone, ● = bass tone

Percussion 4 *f*

Measures: 19, 20, 21, 22

Time signature: 3/4

Tempo: Allegro ♩ = 124 - 132

Section: A

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pg. 6

Chimes
Glock

23 24 25 26

Xylophone
mf

Vibes 1

Vibes 2

Marimba 1

Marimba 2
medium mallets
mf

Marimba 3
medium mallets
mf

Timpani
Percussion

Percussion 1

Percussion 2
Djembe / ▲ = slap, × = tone, ● = bass tone
f

Percussion 3

Percussion 4
Wood Wind Chimes
mf

p

Night Hunter

pg. 13

C

51 52 53 54

Chimes
Glock

f

hard xylo mallets

Xylophone

f

medium hard mallets

Vibes 1

f

medium hard mallets

Vibes 2

f

medium hard mallets

Marimba 1

f

medium hard mallets

Marimba 2

f

medium soft mallets

Marimba 3

f

(tune G to B / Eb to D)

Timpani
Percussion

Percussion 1

ff

Percussion 2

ff

Percussion 3

ff

Percussion 4

ff

Night Hunter

pg. 14

This musical score page, titled "Night Hunter" (page 14), features a variety of percussion instruments. The score is organized into four measures, with measure numbers 55, 56, 57, and 58 indicated at the top. The instruments and their parts are as follows:

- Chimes Glock:** Treble clef, playing a rhythmic pattern of eighth and sixteenth notes.
- Xylophone:** Treble clef, playing a rhythmic pattern of eighth and sixteenth notes.
- Vibes 1:** Treble clef, playing a rhythmic pattern of eighth and sixteenth notes.
- Vibes 2:** Treble clef, playing a rhythmic pattern of eighth and sixteenth notes.
- Marimba 1:** Treble clef, playing a rhythmic pattern of eighth and sixteenth notes.
- Marimba 2:** Treble clef, playing a rhythmic pattern of eighth and sixteenth notes.
- Marimba 3:** Bass clef, playing a rhythmic pattern of eighth and sixteenth notes.
- Timpani Percussion:** Bass clef, with a dynamic marking of *mp* (mezzo-piano) and a fermata in the fourth measure.
- Percussion 1, 2, 3, & 4:** Each represented by a pair of empty staves with a bar line, indicating no part for these instruments on this page.

Night Hunter

pg. 15

D

59 60 61 62

Chimes
Glock

Xylophone

Vibes 1

Vibes 2

Marimba 1

Marimba 2

Marimba 3

Timpani
Percussion

Percussion 1

Percussion 2

Percussion 3

Percussion 4

fp *mp*

mp

mp

f

Snare Drum w/brushes

mp

Concert Bass Drum w/hard mallets

mp

Night Hunter

pg. 16

63 64 65 66

Chimes
Glock

Xylophone

Vibes 1

Vibes 2

Marimba 1

Marimba 2

Marimba 3

Timpani
Percussion

Percussion 1

Percussion 2

Percussion 3

Percussion 4

f

f

f

f

fp ————— *mp*

f

f

f

f

medium hard mallets

f

Hi Hat

f

Medium Suspended Cymbal
w / wood stick

f