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Last Warrior

by Chris Crockarell
Easy - 3:19 - 10-12 Players

Instrumentation

**Snare Drum, Deep Snare Drum (or Field Drum), Bongos, (4) Pitched Toms,
Concert Bass Drum, (4) Timpani, (3) Temple Blocks, Brake Drum,
(3) Suspended Cymbals, Mark Tree, Hi-Hat, Gong, Chimes**

Performance Notes:

Both tom parts should be set up with the smaller tom on the player's right.

Tom players and snare players should be positioned next to each other.

At bar 89, Perc. 1 uses Perc. 2's suspended cymbal until the end. (Only if you're short on sus. cymb.'s)

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♩ = 150 *With Battle-Like Tendencies*

The score is written for a percussion ensemble in 4/4 time. It consists of the following parts:

- Snare:** Starts with a half note on beat 1, followed by a quarter note on beat 2. Measures 3 and 4 are rests. Measure 5 has a half note on beat 1.
- Deep Snare:** Similar to Snare, but with a quarter note on beat 3 in measure 3.
- Bongos:** Plays a steady eighth-note pattern in the first two measures, then rests. Measure 3 has a quarter note on beat 1, followed by a quarter note on beat 2. Measure 5 has a half note on beat 1.
- High Toms (2) Sus. Cymbal:** Plays a steady eighth-note pattern in the first two measures, then rests. Measure 3 has a quarter note on beat 1, followed by a quarter note on beat 2. Measure 4 has a quarter note on beat 4. Measure 5 has a half note on beat 1.
- Low Toms (2):** Plays a steady eighth-note pattern in the first two measures, then rests. Measure 3 has a quarter note on beat 1, followed by a quarter note on beat 2. Measure 4 has a quarter note on beat 4. Measure 5 has a half note on beat 1.
- Bass Drum:** Plays a steady eighth-note pattern in the first two measures, then rests. Measure 3 has a quarter note on beat 1, followed by a quarter note on beat 2. Measure 4 has a quarter note on beat 4. Measure 5 has a half note on beat 1.
- Timpani:** Plays a steady eighth-note pattern in the first two measures, then rests. Measure 3 has a quarter note on beat 1, followed by a quarter note on beat 2. Measure 4 has a quarter note on beat 4. Measure 5 has a half note on beat 1.
- Percussion 1 (3) Temple Blks Brake Drum, Sus. Cymbal, Mark Tree:** Rests until measure 4, where it plays a series of sixteenth notes on beat 4, marked *f*.
- Percussion 2 Hi-Hat:** Rests throughout.
- Percussion 3 Gong, Chimes, Sus. Cymbal:** Rests until measure 4, where it plays a quarter note on beat 4, marked *mf*.

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A

6 7 8 9 10

Snare

Deep Snare

Bongos

**High Toms (2)
Sus. Cymbal**

Low Toms (2)

Bass Drum

Timpani

Percussion 1
(3) Temple Blks
Brake Drum,
Sus. Cymbal,
Mark Tree

Percussion 2
Hi-Hat

Percussion 3
Gong, Chimes,
Sus. Cymbal

p < *mf*

mf

mf

mf

mf < *f*

mf

p

f

mf

mp ————— *f* *mf*

p < *mf*

f

mf

p < *mf*

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46 47 48 49 50

Snare

Deep Snare

Bongos

*High Toms (2)
Sus. Cymbal*

Low Toms (2)

Bass Drum

Timpani

Percussion 1
(3) Temple Blks
Brake Drum,
Sus. Cymbal,
Mark Tree

Percussion 2
Hi-Hat

Percussion 3
Gong, Chimes,
Sus. Cymbal

p *f*

Detailed description: This is a percussion score for ten instruments. The score is divided into five measures, numbered 46 to 50. The instruments are: Snare, Deep Snare, Bongos, High Toms (2) with Sus. Cymbal, Low Toms (2), Bass Drum, Timpani, Percussion 1 (3) Temple Blks, Brake Drum, Sus. Cymbal, Mark Tree; Percussion 2 (Hi-Hat); and Percussion 3 (Gong, Chimes, Sus. Cymbal). The Snare, Bongos, High Toms, Low Toms, and Timpani parts feature rhythmic patterns with accents and dynamic markings. Percussion 1 and 2 have specific rhythmic patterns starting in measure 48, with Percussion 2 marked with a forte (f) dynamic. Percussion 3 has a long, sustained note in measure 47, marked with a piano (p) dynamic, which transitions to a forte (f) dynamic in measure 48. The score uses various musical notations including stems, beams, and dynamic markings.

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F

Snare
f *ff*

Deep Snare
f p < f p < f *p < f p <* *ff*

Bongos
f *ff*

**High Toms (2)
Sus. Cymbal**
f *ff*

Low Toms (2)
f *p < f* *p <* *ff*

Bass Drum
f *ff*

Timpani
ff

Percussion 1
(3) Temple Blks
Brake Drum,
Sus. Cymbal,
Mark Tree
f *ff*

Percussion 2
Hi-Hat
f *p < f* *ff*

Percussion 3
Gong, Chimes,
Sus. Cymbal
f *f*
dampen on beat 1
go to chimes