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# **Alternate Realities**

**by James Campbell**

**Easy-Medium - 3:19 / 9 - 12 Players**

## **Instrumentation**

**Bells, Vibraphone, Xylophone,  
4 1/2 Octave Marimba, (4) Timpani, Snare Drum,  
Cajón, Bongos, Mounted Cowbell, Mounted Tambourine,  
Wood Block, Ride Cymbal, Crash Cymbal, Hi Hat,  
Kick Drum, Bass Drum, Gong, Bar Chimes**

### *About the composition:*

The term "alternate reality" implies a different version of events; different version of the universe we live in. In *Alternate Realities*, the melodic motives are drawn from an altered jazz scale and its harmonization. The form uses alternating textures, alternating rhythms, alternating musical roles between pitched and un-pitched instruments, and even an alternate ending; all providing alternate views of a musical universe.

# Alternate Realities

Dedicated to the Frederick Douglass High School Percussion Ensemble, Matthew Skaggs, Director

Allegro (M.M. ♩ = c. 120)

by James Campbell

The score is for a percussion ensemble in 4/4 time, marked Allegro (M.M. ♩ = c. 120). It features six staves:

- Glockenspiel**: Treble clef, 4/4 time, starting with a *f* dynamic. The melody consists of eighth and sixteenth notes with accents.
- Xylophone**: Treble clef, 4/4 time, starting with a *f* dynamic. The melody is similar to the Glockenspiel.
- Vibraphone**: Treble clef, 4/4 time, starting with a *f* dynamic. The melody is similar to the Glockenspiel.
- Marimba**: Bass clef, 4/4 time, starting with a *f* dynamic. The melody is similar to the Glockenspiel.
- Timpani (Ab, Bb, C, E)**: Bass clef, 4/4 time, starting with a *fp* dynamic and a *cresc.* marking.
- Percussion 1**: Snare Drum and Cajón. Starts with a *p* dynamic and a *cresc.* marking.
- Percussion 2**: Bongos, Cowbell, Tambourine, and Wood Block. Starts with a *mp* dynamic and a *cresc.* marking.
- Percussion 3**: Ride Cym., Crash Cym., Hi Hat, and Kick Drum. Starts with a *mf* dynamic and a *cresc.* marking. Includes a *Hi Hat closed* section and a *simile* marking.
- Percussion 4**: Bass Drum, Gong, and Bar Chimes. Starts with a *f* dynamic, then a *p* dynamic, and a *cresc.* marking.





# Alternate Realities

pg. 4

10 11 12

Glockenspiel

Xylophone

Vibraphone

Marimba

Timpani

Percussion 1  
Snare Drum  
Cajón

Percussion 2  
Bongos  
Cowbell  
Tambourine  
Wood Block

Percussion 3  
Ride Cym.  
Crash Cym.  
Hi Hat  
Kick Drum

Percussion 4  
Bass Drum  
Gong  
Bar Chimes

# Alternate Realities

pg. 5

13 14 15

*Glockenspiel*

*Xylophone*

*Vibraphone*

*Marimba*

*Timpani*

*Percussion 1*  
Snare Drum  
Cajón

*Percussion 2*  
Bongos  
Cowbell  
Tambourine  
Wood Block

*Percussion 3*  
Ride Cym.  
Crash Cym.  
Hi Hat  
Kick Drum

*Percussion 4*  
Bass Drum  
Gong  
Bar Chimes

Detailed description: This page of a musical score for 'Alternate Realities' (page 5) covers measures 13, 14, and 15. It features a variety of percussion instruments. The Glockenspiel, Xylophone, Vibraphone, and Marimba are in the upper section, with the Xylophone and Marimba playing a consistent eighth-note pattern. The Timpani is in the lower section, playing a simple bass line. The Percussion section is divided into four parts: Percussion 1 (Snare Drum, Cajón), Percussion 2 (Bongos, Cowbell, Tambourine, Wood Block), Percussion 3 (Ride Cym., Crash Cym., Hi Hat, Kick Drum), and Percussion 4 (Bass Drum, Gong, Bar Chimes). Each part has specific rhythmic patterns and dynamics indicated by accents and asterisks.