

Crystalline Structures
(2020)

For Percussion Ensemble

Kristian de Leon

Instrumentation

15 Players Total:

Player	Part	Instrument(s)	Sticks/Mallets
1	Mallet 1	Steel Pan Chimes (shared with Crotales)	<ul style="list-style-type: none"> • Steel Pan mallets • (Chimes) Hard Plastic Mallet with Rattan Shaft
Note: A vibraphone may be used in place of a steel pan.			
2	Mallet 2	Crotales Claves Chimes (shared with Steel Pan)	<ul style="list-style-type: none"> • Hard Metal mallets • Bow • (Chimes) Hard Plastic Mallet with Rattan Shaft
3	Mallet 3	Glockenspiel	<ul style="list-style-type: none"> • Small Hard Metal mallets • Hard Plastic Mallets
4	Mallet 4	Vibraphone 1	<ul style="list-style-type: none"> • 4 Hard Cord mallets with Rattan Shaft
5	Mallet 5	Vibraphone 2	<ul style="list-style-type: none"> • 4 Hard Cord mallets with Rattan Shaft • Bow
6	Mallet 6	Marimba 1 (4.7, Low E)	<ul style="list-style-type: none"> • 4 Hard Yarn mallets • 4 Med-Hard Yarn mallets
7	Mallet 7	Marimba 2 (5.0, Low C)	<ul style="list-style-type: none"> • 4 Med-Hard Yarn mallets • 4 Med-Soft Yarn mallets
8	Percussion 1	Bongos Metal Bowl with Glass Marble**	<ul style="list-style-type: none"> • Brushes • Thin sticks • Soft Felt mallets (timpani mallets)
9	Percussion 2	Congas: Hi-Low Triangle	<ul style="list-style-type: none"> • Brushes • Thin sticks • Soft Felt mallets (timpani mallets) • Triangle Beater • (Opt) Triangle mount
10	Percussion 3	Djembe Wind Chimes	
11	Percussion 4	4 Toms: Hi / Medium / Med. Low / Low Dampened Resonant Metal** Glass Marble**	<ul style="list-style-type: none"> • Brushes • Thin sticks • Soft Felt mallets (timpani mallets)
12	Percussion 5	Bongos 4 Toms: Hi / Medium / Med. Low / Low (Tuned lower than Perc. 4) Large Glass Bowl with Glass Marble**	<ul style="list-style-type: none"> • Brushes • Thin sticks • Soft Felt mallets (timpani mallets)
13	Percussion 6	Wooden Temple Blocks (5) Hi to Low Slapstick Metal Bowl with Glass Marble**	<ul style="list-style-type: none"> • Hard rubber or Medium Hard plastic mallet • (Alt) any light articulate mallet of choice
14	Percussion 7	Drum Set: Cymbals (3): Large China w/ Sizzle Chain, Dry Ride, Splash Hi-Hat 1 Tom Snare Kick 5-7 Coins of Different Sizes**	<ul style="list-style-type: none"> • Brushes • Thin sticks
15	Percussion 8	Concert Bass Drum Large Tam Tam Large Cymbal or Other Resonant Metal** 3-5 Wind Up Toys**	<ul style="list-style-type: none"> • Two Hard Bass Drum mallets • Two Soft Bass Drum mallets (rolling) • Two Tam Tam mallets • Towel

**see Technique and Performance Notes

Technique and Performance Notes

Percussion:

Glass/Metal Bowl with Glass Marble -

Hold a resonant, high walled metal mixing bowl of medium or large size by the base with a wide grip in one hand. Place a small or medium glass marble in the bottom of the bowl.

Swirl the glass marble in the metal bowl until the marble begins to ride along the sides of the metal bowl. As the marble picks up speed, the metal bowl should begin to ring with a noisy hum. Be careful not spin the marble too fast, or it might launch itself out of the bowl.

Once the bowl begins to resonate, vary the speed of the marble by varying the speed and intensity of the swirling motion.

Glass Marble Around Drum Rim-

Spin large glass marble around rim of lowest tom. Periodically catch and restart marble when it almost reaches a stop.

Coins on Drum Head -

Spin 5-7 different sized coins on a snare drum head, with snares off. Let each coin spin until it stops completely before restarting that coin.

Wind-up toys on a suspended cymbal -

Invert a large suspended cymbal (or other resonant metal) on a sturdy surface (i.e. a trap table lined with egg foam).

Find 3-5 wind up toys that move with a variety of actions (walking, hopping, dancing, etc).

Wind toys and set them into motion on inverted cymbal, letting each toy run out completely until restarting them. If a toy tips over, reset it so it is upright again.

Dampened Resonant Metal (Perc. 4) -

Place a resonant non-pitched metal (i.e. a metal pipe, light brake drum, earth plate) on a padded surface (i.e. a trap table lined with foam or towels). Dampen in a way that the metal is still resonant and articulate when struck but is not overly washy.

Mallets:

With Stick -

Play with backside of mallet

Deadstops -

Strike and stop mallet on key, dampening immediately.

Chime Tube X-Swipe-

Slide rattan mallet shaft across natural and accidental tubes of chimes.

Metered Rolls (m. 95 - 111) -

Begin rolls on node of key. Move toward center of bar during cresc. and back toward node during descresc.

*Vibraphones - Open and close pedal with dynamic as well

Program Note

Crystalline Structures draws inspiration on the structure and formation of naturally forming crystals. Some crystals are formed in very even, cleanly splitting structures that can repeat indefinitely due to their molecular bond structures, while others exist without order and can shatter into jagged and irregular forms when under high amounts of heat and stress.

This work explores these concepts of tumultuous transformation that, while sometimes violent and brazen, can still result in something uniquely wonderful.

More info and music is available at www.kristiandeleon.com.
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Crystalline Structures

for Percussion Ensemble

Kristian de Leon

In Free Time

Each measure approx. 4"

8 ♩ = 68

Steel Drums (Mallet 1)

Crotales (Mallet 2)

Glockenspiel (Mallet 3)

Vibraphone 1 (Mallet 4)

Vibraphone 2 (Mallet 5)

Marimba 1 (Mallet 6)

Marimba 2 (Mallet 7)

Crotales w/ Bow
Bow/strike pitches (any octave) ad. lib. for varying lengths of time

p/MP

mf

sparkly and pure

sparkly with hard metal mallet

sparkly and pure

mf

Very sparsely play pitches (any octave) ad. lib.

p

sparkly and pure

p

Vibraphone w/ Bow

p

In Free Time

Spin a small glass marble in a high walled metal bowl, holding the bowl by the base. Once bowl begins to resonate, vary speed of marble.

8 ♩ = 68

Bongos (Percussion 1)

Congas (Percussion 2)

Djembe (Percussion 3)

Tom-toms (Percussion 4)

Bongos (Percussion 5)

Tom-toms (Percussion 5)

Temple Blocks (Percussion 6)

Drum Set (Percussion 7)

Bass Drum (Percussion 8)

Tam-tam (Percussion 8)

p — *mf*

Spin a large glass marble around the rim of lowest drum. Let decay naturally and restart as needed.

Spin a small glass marble in a large glass bowl, holding the bowl by the base. Once bowl begins to resonate, vary speed of marble.

Spin a small glass marble in a high walled metal bowl, holding the bowl by the base. Once bowl begins to resonate, vary speed of marble.

p

Spin a number of small coins on snare head (snares off) Let coins decay naturally and restart as needed.

Crank 4 or more wind-up toys and set them into motion onto a suspended cymbal or other resonant metal surface. Let them run out and repeatedly reset them, keeping the noise constant.

12 *round*
Steel D. (Mlt. 1) *ppp*

Crot. (Mlt. 2)

Glock. (Mlt. 3)

Vib. 1 (Mlt. 4)

Vib. 2 (Mlt. 5)

Mar. 2 (Mlt. 7) *lightly stirring*
ppp *pp*

Bongos (Perc. 1) (marble in metal bowl)

Tom-t. (Perc. 4) (marble on drum rim)

Tom-t. (Perc. 5) (marble in glass bowl)

Tem. Bl. (Perc. 6) (marble in metal bowl)

Dr. (Perc. 7) (spinning coins)

B. D. (Perc. 8) (wind up toys)



18
Steel D. (Mlt. 1) *mf* *pp*

Crot. (Mlt. 2)

Glock. (Mlt. 3)

Vib. 1 (Mlt. 4)

Vib. 2 (Mlt. 5)

Mar. 1 (Mlt. 6) *mf* *pp*

Mar. 2 (Mlt. 7) *p*

Bongos (Perc. 1) (marble in metal bowl)

Tom-t. (Perc. 4) (marble on drum rim)

Tom-t. (Perc. 5) (marble in glass bowl)

Tem. Bl. (Perc. 6) (marble in metal bowl)

Dr. (Perc. 7) (spinning coins)

B. D. (Perc. 8) (wind up toys)

22

Steel D.
(Mlt. 1)

Crot.
(Mlt. 2)

Glock.
(Mlt. 3)

Vib. 1
(Mlt. 4)

Vib. 2
(Mlt. 5)

Mar. 1
(Mlt. 6)

Mar. 2
(Mlt. 7)

Bongos
(Perc. 1)

Tom-T.
(Perc. 4)

Tom-T.
(Perc. 5)

Tom. Bl.
(Perc. 6)

Dr.
(Perc. 7)

B. D.
(Perc. 8)

(marble in metal bowl)

(marble on drum rim)

(marble in glass bowl)

(marble in metal bowl)

(spinning coins)

(wind up toys)

mf *pp* *mf* *pp*

mf *pp*

mf *sub mf*

28 accel.

26

Steel D. (Mlt. 1)

Crot. (Mlt. 2)

Glock. (Mlt. 3)

Vib. 1 (Mlt. 4)

Vib. 2 (Mlt. 5)

Mar. 1 (Mlt. 6)

Mar. 2 (Mlt. 7)

mf *pp* *mf* *pp* *mf*

mf

mf

mf *pp* *mf* *pp*

mf

p

p *pp*

sub mf

28 accel.

(marble in metal bowl)

Bongos (Perc. 1)

Congas (Perc. 2)

Djembe (Perc. 3)

Tom-L. (Perc. 4)

Bongos (Perc. 5)

Tom-L. (Perc. 5)

Tom. Hl. (Perc. 6)

Sizzle cymbal + Ride cymbal

Dr. (Perc. 7)

B. D. (Perc. 8)

Triangle

p

(marble on drum rim)

(marble in glass bowl)

(marble in metal bowl) let marble decay

mp *pp* *mp* *pp* *mp* *pp* *mp* *pp*

(wind up toys)

30

Steel D.
(Mlt. 1)

Crot.
(Mlt. 2)

Glock.
(Mlt. 3)

Vib. 1
(Mlt. 4)

Vib. 2
(Mlt. 5)

Mar. 1
(Mlt. 6)

Mar. 2
(Mlt. 7)

Bongos
(Perc. 1)

Tri.
(Perc. 2)

Djembe
(Perc. 3)

Tom-L.
(Perc. 4)

Bongos
(Perc. 5)

Tom-L.
(Perc. 5)

Tem. Bl.
(Perc. 6)

Dr.
(Perc. 7)

B. D.
(Perc. 8)

T.-L.
(Perc. 8)

pp *mf* *pp* *mf*

To Chim.

mf *p* *mf* *p*

mf *pp* *mf* *pp*

To mallets

mf *pp* *mf* *pp*

mf *pp* *mf* *pp*

let marble decay

To Bongos

let marble decay

mp *pp* *mp* *pp*

let all toys decay

Bass Drum

pp

♩ = 74

32

Steel D. (Mlt. 1)

Chim. (Mlt. 2)
Chimes on tube with hard plastic or metal mallet

Glock. (Mlt. 3)

Vib. 1 (Mlt. 4)

Vib. 2 (Mlt. 5)
with mallets

Mar. 1 (Mlt. 6)

Mar. 2 (Mlt. 7)

Tri. (Perc. 2)

Tom-T. (Perc. 4)
let marble decay

Tom. Bl. (Perc. 6)
restart marble

Dr. (Perc. 7)

B. D. (Perc. 8)
felt, not heard

pp *mf* *pp* *mf* *pp*

f

mf *pp* *mf* *pp*

mf *pp* *mf* *pp*

mf *pp* *mf* *pp*

mf *pp* *mf* *pp*

mf *p* *mf* *p*

mp *pp* *mp* *pp*

p



34 ♩ = 112

Steel D. (Mlt. 1)

Chim. (Mlt. 2)
To Crot.

Glock. (Mlt. 3)

Mar. 2 (Mlt. 7)
simmering

Bongos (Perc. 1)
w/ tight brushes

Tri. (Perc. 2)

Tom-T. (Perc. 4)
w/ tight brushes

Tom-T. (Perc. 5)
clouds

Tom. Bl. (Perc. 6)
let marble decay To W.B.

Dr. (Perc. 7)

B. D. (Perc. 8)

mf *p* *mf* *p*

ppp *p* *ppp* *p* *ppp* *p*

ppp *p* *ppp* *p* *ppp* *p*

ppp *p* *ppp* *p* *ppp* *p*

ppp *p* *ppp* *p* *ppp* *p*

mp *pp* *mp* *pp*

38

Steel D.
(Mlt. 1)

Crot.
(with metal mallet)

Glock.
(Mlt. 3)

Mar. 1
(Mlt. 6)

Mar. 2
(Mlt. 7)

Bongos
(Perc. 1)

Tri.
(Perc. 2)

Djembe
(Perc. 3)

Tom-T.
(Perc. 4)

Tom-T.
(Perc. 5)

Tom. Bl.
(Perc. 6)

Dr.
(Perc. 7)

B. D.
(Perc. 8)

mf *p* *mf* *pp* *mf* *pp*

p *mf* *mp*

p *mf* *pp* *p*

ppp *p* *ppp* *p*

ppp *p* *ppp* *p*

ppp *p* *ppp* *p*

ppp *p* *ppp* *p*

mf *più f* *mf* *pp*

mp *pp* *mp* *pp*

sharp *loco*

clouds *To W.Ch.* *Wind Chimes*

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42

Steel D. (Mlt. 1) *p* *mf* *pp*

Crot. *f*

Glock. (Mlt. 3) *mf*

Vib. 1 (Mlt. 4) *p* *mf*

Vib. 2 (Mlt. 5) *p* *mf* *mp*

Mar. 1 (Mlt. 6) *mp* *mf*

Mar. 2 (Mlt. 7) *mf* *p*

42

Bongos (Perc. 1) *ppp* *p* to stick with stick *p*

Tri. (Perc. 2)

W.Ch. *mf* stay in upper register (not in time)

Tom-L. (Perc. 4) *ppp* *p* to sticks with sticks *p*

Bongos (Perc. 5) *ppp* *p*

Tom-L. (Perc. 5) *ppp*

Tom. Bl. (Perc. 6) *mf*

Dr. (Perc. 7) *p* *mf*

B. D. (Perc. 8) *mp*

46

Steel D. (Mlt. 1) *p* *mf* *pp*

Crot. (with bells) (play) *f* *p*

Glock. (Mlt. 3) *p* *mf*

Vib. 1 (Mlt. 4) *p* *mf*

Vib. 2 (Mlt. 5) *p* *mf* *mp*

Mar. 1 (Mlt. 6) *pp* *mf* *pp* *f*

Mar. 2 (Mlt. 7) *mp* *mf* *pp* *f*

Bongos (Perc. 1) *p* *mp*

Tri. (Perc. 2)

W.Ch. Djembe *mp*

Tom-t. (Perc. 4) *mp*

Bongos (Perc. 5) *p* *mp*

Tom-t. (Perc. 5) *p* *mp*

Tem. Bl. (Perc. 6) *mf* *più f*

Dr. (Perc. 7)

50

Steel D. (Mlt. 1)

Crot.

Glock. (Mlt. 3)

Vib. 1 (Mlt. 4)

Vib. 2 (Mlt. 5)

Mar. 1 (Mlt. 6)

Mar. 2 (Mlt. 7)

Bongos (Perc. 1)

Tri. (Perc. 2)

Djembe (Perc. 3)

Tom-L. (Perc. 4)

Bongos (Perc. 5)

Tom-L. (Perc. 5)

Tem. Bl. (Perc. 6)

Dr. (Perc. 7)

B. D. (Perc. 8)

T.-L. (Perc. 8)

p *molto mf* *p*

molto mf *f*

p *molto mf* *f*

p *molto mf*

p *molto mf*

ppp *f* *p* *f* *p* *f* *ff*

pp *f* *ppp*

mf *f* *ff*

mp *mf (sub p)*

To Congas
Congas with sticks

p

mf *p*

p

p

mf

p

mf

p

mf

mf

very dry

mf

mp *f*

dampen

damp.

54

Steel D. (Mlt. 1)

Crot.

Glock. (Mlt. 3)

Vib. 1 (Mlt. 4)

Vib. 2 (Mlt. 5)

Mar. 1 (Mlt. 6)

Mar. 2 (Mlt. 7)

54

Bongos (Perc. 1)

Congas (Perc. 2)

Djembe (Perc. 3)

Tom-L. (Perc. 4)

Bongos (Perc. 5)

Tom-L. (Perc. 5)

Tem. Bl. (Perc. 6)

Dr. (Perc. 7)

B. D. (Perc. 8)



57

Bongos (Perc. 1)

Congas (Perc. 2)

Djembe (Perc. 3)

Tom-L. (Perc. 4)

Bongos (Perc. 5)

Tom-L. (Perc. 5)

Tem. Bl. (Perc. 6)

Dr. (Perc. 7)

B. D. (Perc. 8)

62

Steel D. (Mlt. 1) *mf*

Crot. *mp* To Clv.

Glock. (Mlt. 3) *f*

Vib. 1 (Mlt. 4) *f* (still w/ stick) *ff* gliss. up accidentals (still w/ stick)

Vib. 2 (Mlt. 5) *f* (still w/ stick) *ff* gliss. up accidentals (still w/ stick)

Mar. 1 (Mlt. 6) *ff* deadstops

Mar. 2 (Mlt. 7) *ff* deadstops

Bongos (Perc. 1) *ff*

Congas (Perc. 2) *ff*

Djembe (Perc. 3) *ff* *f*

Tom-t. (Perc. 4) *mf* tom rim *f*

Bongos (Perc. 5) *ff*

Tom-t. (Perc. 5) *f*

Tem. Bl. (Perc. 6) *mf* *f*

Dr. (Perc. 7) *mp* *f*

B. D. (Perc. 8) *ff* damp *ff*

62

64

Steel D.
(Mlt. 1)

Claves
ff

Glock.
(Mlt. 3)
ff

Vib. 1
(Mlt. 4)

Vib. 2
(Mlt. 5)

Mar. 1
(Mlt. 6)
4 hard mallets
ff earthy
R L R L R L R L . . . etc

Mar. 2
(Mlt. 7)
4 med-hard mallets
ff earthy
R L R L R L R L . . . etc

Bongos
(Perc. 1)
ff ff mf ff

Congas
(Perc. 2)
ff ff mf ff

Djembe
(Perc. 3)

Tom-L
(Perc. 4)

Bongos
(Perc. 5)

Tom-L
(Perc. 5)
ff

Tom. Bl.
(Perc. 6)
f *più f*

Dr.
(Perc. 7)
splash

B. D.
(Perc. 8)
f ff

T.-L
(Perc. 8)
f

67 68

Steel D. (Mlt. 1) *ff pp f mp*

Civ. *ff p f mp ff*

Glock. (Mlt. 3) *ff p mp ff*

Vib. 1 (Mlt. 4) *ff p f mp*

Vib. 2 (Mlt. 5) *ff p f mp*

Mar. 1 (Mlt. 6)

Mar. 2 (Mlt. 7) *ff*

68

Bongos (Perc. 1) *< ff < ff mf ff*

Congas (Perc. 2) *< ff < ff mf ff*

Djembe (Perc. 3)

Tom-L (Perc. 4)

Bongos (Perc. 5)

Tom-L (Perc. 5) *ff*

Tom. Bl. (Perc. 6) *f*

Dr. (Perc. 7) *p china ff ff*

B. D. (Perc. 8) *ff*

T.-L. (Perc. 8) *p f ff*

Steel D. (Mlt. 1) *ff*

Civ. *ff*

Glock. (Mlt. 3) *ff*

Vib. 1 (Mlt. 4) *ff*

Vib. 2 (Mlt. 5) *ff*

Mar. 1 (Mlt. 6)

Mar. 2 (Mlt. 7)

Bongos (Perc. 1) *ff*, *p*, *ff*

Congas (Perc. 2) *ff*, *p*, *ff*

Djembe (Perc. 3) *ff*, *p*, *ff*

Tom-L (Perc. 4) *ff*, *p*, *ff*

Bongos (Perc. 5) *ff*, *ff*, *ff*, *ff*

Tom-L (Perc. 5) *p*, *ff*

Tom. Bl. (Perc. 6) *ff*, *ff*, *ff*, *ff*, to slapstick

Dr. (Perc. 7)

B. D. (Perc. 8)

T.-L (Perc. 8)

79 To Chim. Chimes swipe tubes with rattan shaft

Steel D. (Mlt. 1)

Civ. to Crotales

Glock. (Mlt. 3)

Vib. 1 (Mlt. 4) w/ mallet head *p* *f*

Vib. 2 (Mlt. 5) w/ mallet head *p* *f*

Mar. 1 (Mlt. 6) to stick

Mar. 2 (Mlt. 7) to stick

Bongos (Perc. 1) *f*

Congas (Perc. 2) *f*

Djembe (Perc. 3) *f*

Tom-L. (Perc. 4)

Bongos (Perc. 5) *f*

Tom-L. (Perc. 5)

Dr. (Perc. 7)

B. D. (Perc. 8)

T.-L. (Perc. 8) *p*

84

Chim.

Vib. 1 (Mlt. 4)

Vib. 2 (Mlt. 5)

Mar. 2 (Mlt. 7) with stick *mp*

84

Bongos (Perc. 1)

Congas (Perc. 2)

Djembe (Perc. 3) *mf*

Tom-L. (Perc. 4) *mf*

Bongos (Perc. 5) *mf*

Tom-L. (Perc. 5) *mf*

Slapstick (Perc. 6) Slapstick to temple blocks *fff*

Dr. (Perc. 7) (+splash) *f* *mf* deviate HH from written improvise something groovy (kick drum as written)

B. D. (Perc. 8) very dry, with towel *mf*

T.-L. (Perc. 8) damp. *f*

88 Steel Drums

Steel D. (Mlt. 1)

Crotales

Glock. (Mlt. 3)

Vib. 1 (Mlt. 4)

Vib. 2 (Mlt. 5)

Mar. 1 (Mlt. 6)

Mar. 2 (Mlt. 7)

Bongos (Perc. 1)

Congas (Perc. 2)

Djembe (Perc. 3)

Tom-t. (Perc. 4)

Tom-t. (Perc. 5)

Slapstick (Perc. 6)

Dr. (Perc. 7)

B. D. (Perc. 8)

p *mf* *pp* *p* *mf* *pp*

p *mf* *ff*

mf

mf

p *mf* *mp* *p* *mf* *mp*

with stick

p

deviate from written rhythm on C4/C3
improvise something groovy

with soft felt mallets

ppp *f* *ppp*

with soft felt mallets

mf

Temple Blocks

mf

92

Steel D.
(Mlt. 1)

Crot.
(Mlt. 2)

Glock.
(Mlt. 3)

Vib. 1
(Mlt. 4)

Vib. 2
(Mlt. 5)

Mar. 1
(Mlt. 6)

Mar. 2
(Mlt. 7)

Bongos
(Perc. 1)

Djembe
(Perc. 3)

Tom-L.
(Perc. 4)

Tom-L.
(Perc. 5)

Tem. Bl.
(Perc. 6)

Dr.
(Perc. 7)

B. D.
(Perc. 8)

p *molto mf* *p* *mf* *mp* *pp*

mf *ff* *mf* *ff*

p *molto mf* *p* *f* *p*

ppp *f* *ppp*

ppp *p* *ppp*

mf

ppp *p* *ppp*

mf *ppp* *mf* *ppp*

più f *mf* *più f*

(as written)

To Br.D.

to metal bowl with marble

98

Steel D. (Mlt. 1)

Crot. (Mlt. 2)

Glock. (Mlt. 3)

Vib. 1 (Mlt. 4)

Vib. 2 (Mlt. 5)

Mar. 1 (Mlt. 6)

Mar. 2 (Mlt. 7)

Start **p** on node
Transition to center of key to **mf**
Transition back to node to **p**

with stick

slowly open pedal each time

snap closed on last note

pp **mf** **pp**

p **mf** **f**

p **mf** **p**

p **mf**

98

Bongos (Perc. 1)

Congas (Perc. 2)

Djembe (Perc. 3)

Tom-L. (Perc. 4)

Tom-L. (Perc. 5)

Tom. Bl. (Perc. 6)

Dr. (Perc. 7)

B. D. (Perc. 8)

stick on rim

stick on rim

Dampened Resonant Metal

restart marble

let marble decay

ad. lib. cymbal scrapes/screeches/bowing do not roll on cymbals longer than duration of 1 Δ

play cym. cues as written

ride dome

pp **mf** **pp**

pp **mf** **pp**

pp **mf** **pp**

pp **f**

mf **più f**

ppp **mp**

Steel D. (Mlt. 1)

Crot. (Mlt. 2)

Glock. (Mlt. 3)

Vib. 1 (Mlt. 4)

Vib. 2 (Mlt. 5)

Mar. 1 (Mlt. 6)

Mar. 2 (Mlt. 7)

Bongos (Perc. 1)

Congas (Perc. 2)

Djembe (Perc. 3)

Res. Metal (Perc. 4)

Tom-L. (Perc. 5)

Tem. Bl. (Perc. 6)

Dr. (Perc. 7)

B. D. (Perc. 8)

pp mf pp

p mp mf

p f

p f

p mf

p mf

pp mf pp

pp mf pp

pp mf pp

pp f

mf più f

pp mf

Steel D. (Mlt. 1)

Crot. (Mlt. 2)

Glock. (Mlt. 3)

Vib. 1 (Mlt. 4)

Vib. 2 (Mlt. 5)

Mar. 1 (Mlt. 6)

Mar. 2 (Mlt. 7)

Bongos (Perc. 1)

Congas (Perc. 2)

Djembe (Perc. 3)

Res. Metal (Perc. 4)

Tom-L. (Perc. 5)

Tom. Bl. (Perc. 6)

Dr. (Perc. 7)

B. D. (Perc. 8)

The score is divided into three measures. The first measure shows the initial dynamics for each instrument. The second measure features a dynamic shift for several instruments. The third measure includes performance instructions for the Tom-L. and B.D. parts.

Dynamic markings include *pp*, *mf*, *p*, and *f*. Performance instructions include "restart marble" and "let marble decay".

110

Steel D. (Mlt. 1)

Crot. (Mlt. 2)

Glock. (Mlt. 3)

Vib. 1 (Mlt. 4)

Vib. 2 (Mlt. 5)

Mar. 1 (Mlt. 6)

Mar. 2 (Mlt. 7)

Bongos (Perc. 1)

Congas (Perc. 2)

Djembe (Perc. 3)

Res. Metal (Perc. 4)

Tom-t. (Perc. 5)

Tom. Bl. (Perc. 6)

Dr. (Perc. 7)

B. D. (Perc. 8)

pp *f*

p *mf*

p *f*

p *f*

p *f*

p *f*

pp *mf*

pp *mf*

pp *mf*

pp *mf*

mf *piu f* *mf*

pp

restart marble

To Tom-t. let marble decay

To Tom-t.

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114

Steel D. (Mlt. 1)

Crot. (Mlt. 2)

Glock. (Mlt. 3)

Vib. 1 (Mlt. 4)
f
 with mallet heads
 pedal as needed

Vib. 2 (Mlt. 5)
f
 with mallet heads
 pedal as needed

Mar. 1 (Mlt. 6)
ff
 with mallet heads
 pedal as needed
 to 4 mallets

Mar. 2 (Mlt. 7)
ff
 with mallet heads
 pedal as needed

114

Bongos (Perc. 1)
f *ff* *ff*

Congas (Perc. 2)
f *ff* *ff* *ff*

Djembe (Perc. 3)
f *ff*

Tom-t. (Perc. 4)
 Toms
f

Bongos (Perc. 5)
mf *f*

Tom-t. (Perc. 5)
f

Tem. Bl. (Perc. 6)

Dr. (Perc. 7)
 china
f
 ad. lib big cymbal crashes every beat

B. D. (Perc. 8)
ff *f*

T.-t. (Perc. 8)
f

118

Steel D. (Mlt. 1) *let vibrate* *f*

Crot. (Mlt. 2) *let vibrate* *f*

Glock. (Mlt. 3) *let vibrate* *f*

Vib. 1 (Mlt. 4) *f*

Vib. 2 (Mlt. 5) *f*

Mar. 1 (Mlt. 6) *deadstops* *ff*

Mar. 2 (Mlt. 7) *7* *to 4 mallets* *deadstops* *ff*

Bongos (Perc. 1) *f* *ff* *ff*

Congas (Perc. 2) *f* *ff* *ff* *ff*

Djembe (Perc. 3) *f* *ff*

Tom-L. (Perc. 4) *f*

Bongos (Perc. 5) *mf* *f*

Tom-L. (Perc. 5)

Tem. Bl. (Perc. 6) *f*

Dr. (Perc. 7)

B. D. (Perc. 8)

T.-L. (Perc. 8)

The score is a multi-staff arrangement for a percussion ensemble. It begins at measure 118. The top staves (Steel D., Crot., Glock., Vib. 1, Vib. 2) feature melodic lines with 'let vibrate' markings and a forte (*f*) dynamic. The Maraca parts (Mar. 1, Mar. 2) are characterized by 'deadstops' and a fortissimo (*ff*) dynamic. The Bongos, Congas, and Djembe parts have complex rhythmic patterns with accents and dynamics ranging from *f* to *ff*. The Tom-L. parts provide a steady rhythmic accompaniment. The Drum and B.D. parts have sparse, punctuated notes. The T.-L. part is mostly silent.

126 Frozen $\text{♩} = 56$

Steel D. (Mlt. 1) *p* *ppp*

Crot. (Mlt. 2) always let vibrate *mf*

Glock. (Mlt. 3) always let vibrate *mf*

Vib. 1 (Mlt. 4) *pp* *ppp*

Vib. 2 (Mlt. 5) *mf* *rh. f* *lh. p*

Mar. 1 (Mlt. 6) Med-Soft/Soft mallets *mp*

Mar. 2 (Mlt. 7) Med-Soft/Soft mallets *mp*

126 Frozen $\text{♩} = 56$

Bongos (Perc. 1) stick on rim *pp* *mf* *pp*

Congas (Perc. 2) stick on rim *pp* *mf* *pp*

Djembe (Perc. 3) *pp* *mf* *pp*

Tom-L. (Perc. 4) *pp* *mf* *pp*

Tom-L. (Perc. 5) with brushes *pp* *mf* *pp*

Tem. Bl. (Perc. 6) to bowl with marble restart marble

Dr. (Perc. 7) ride scrape (into downbeat) *pp*

B. D. (Perc. 8) open (no towel) *pp* *f*

T.-L. (Perc. 8) *mp*

130

Steel D. (Mlt. 1)

Crot. (Mlt. 2)

Glock. (Mlt. 3)

Vib. 2 (Mlt. 5)

Mar. 1 (Mlt. 6)

Mar. 2 (Mlt. 7)

Bongos (Perc. 1)

Congas (Perc. 2)

Djembe (Perc. 3)

Tom-t. (Perc. 4)

Tom-t. (Perc. 5)

Tem. Bl. (Perc. 6)

Dr. (Perc. 7)

B. D. (Perc. 8)

The score is divided into four measures (130-133).
 - **Measure 130:** Steel D. (pp), Bongos (pp), Congas (pp), Djembe (pp), Tom-t. 4 (pp), Dr. (mf).
 - **Measure 131:** Steel D. (mf), Bongos (mf), Congas (mf), Djembe (mf), Tom-t. 4 (mf), Dr. (pp).
 - **Measure 132:** Steel D. (pp), Bongos (pp), Congas (pp), Djembe (pp), Tom-t. 4 (pp), Dr. (pp).
 - **Measure 133:** Steel D. (pp), Bongos (pp), Congas (pp), Djembe (pp), Tom-t. 4 (pp), Dr. (pp).
 Additional details:
 - Steel D. has sixteenth-note patterns with '6' above notes.
 - Bongos and Congas have patterns with '5' above notes.
 - Tom-t. 4 and 5 have patterns with '6' above notes.
 - Tem. Bl. has 'let marble decay' and 'restart marble' markings.
 - Dr. has a 'mf' dynamic marking.

Steel D. (Mlt. 1)

Crot. (Mlt. 2)

Glock. (Mlt. 3)

Vib. 2 (Mlt. 5)

Mar. 1 (Mlt. 6)

Mar. 2 (Mlt. 7)

Bongos (Perc. 1)

Congas (Perc. 2)

Djembe (Perc. 3)

Tom-L. (Perc. 4)

Tom-L. (Perc. 5)

Tom. Bl. (Perc. 6)

Dr. (Perc. 7)

B. D. (Perc. 8)

T.-L. (Perc. 8)

The score is divided into five measures. The first measure shows the start of the piece with dynamics *pp* and *mf*. The second measure continues with *mf* and *pp*. The third measure features *pp*, *mf*, and *pp*. The fourth measure has *pp* and *f*. The fifth measure concludes with *pp* and *f*. Specific performance instructions include "let marble decay", "restart marble", and "on center (more tone, less wash)".

139

Steel D. (Mlt. 1) *mp*

Crot. (Mlt. 2)

Glock. (Mlt. 3) *mf* *p*

Vib. 1 (Mlt. 4) solo slowest motor on *f*

Vib. 2 (Mlt. 5)

Mar. 1 (Mlt. 6)

Mar. 2 (Mlt. 7)

139

Bongos (Perc. 1) *pp* *mf* *pp*

Congas (Perc. 2) *pp*

Djembe (Perc. 3) *mf* *pp*

Tom-L. (Perc. 4) with soft felt mallets *pp* *mf* *pp*

Tom-L. (Perc. 5) with soft felt mallets *pp* *mf* *pp*

Tom. Bl. (Perc. 6) restart marble let marble decay

Dr. (Perc. 7) *mf* *pp*

B. D. (Perc. 8) *pp*

143 To Chim.

Steel D. (Mlt. 1) *mf* *mp*

Crot. (Mlt. 2)

Glock. (Mlt. 3) *mf* *p* *mf* *p*

Vib. 1 (Mlt. 4)

Vib. 2 (Mlt. 5)

Mar. 1 (Mlt. 6)

Mar. 2 (Mlt. 7) *mp* *mf*

Bongos (Perc. 1) *pp* *mf* *pp*

Congas (Perc. 2) *mf* *pp* *pp*

Djembe (Perc. 3) *pp* *mf* *pp*

Tom-L. (Perc. 4) restart marble

Tom-L. (Perc. 5) *pp* *mf* *pp*

Tom. Bl. (Perc. 6) restart marble let marble decay

Dr. (Perc. 7) *pp* *mf* *pp*

B. D. (Perc. 8) *pp* *f* *pp*

The score is a multi-staff arrangement for a percussion ensemble. It begins at measure 143. The instruments and their parts are: Steel D. (Mlt. 1) with a melodic line in treble clef, dynamics *mf* and *mp*; Crot. (Mlt. 2) with a sustained note; Glock. (Mlt. 3) with melodic lines in bass clef, dynamics *mf*, *p*, *mf*, and *p*; Vib. 1 (Mlt. 4) with melodic lines in bass clef; Vib. 2 (Mlt. 5) with a sustained note; Mar. 1 (Mlt. 6) with a melodic line in bass clef; Mar. 2 (Mlt. 7) with a melodic line in treble clef, dynamics *mp* and *mf*; Bongos (Perc. 1) with rhythmic patterns, dynamics *pp*, *mf*, and *pp*; Congas (Perc. 2) with rhythmic patterns, dynamics *mf* and *pp*; Djembe (Perc. 3) with rhythmic patterns, dynamics *pp*, *mf*, and *pp*; Tom-L. (Perc. 4) with a 'restart marble' instruction; Tom-L. (Perc. 5) with rhythmic patterns, dynamics *pp*, *mf*, and *pp*; Tom. Bl. (Perc. 6) with 'restart marble' and 'let marble decay' instructions; Dr. (Perc. 7) with a sustained note, dynamics *pp*, *mf*, and *pp*; and B. D. (Perc. 8) with a sustained note, dynamics *pp*, *f*, and *pp*.

152

Steel D. (Mlt. 1) Chimes on tube w/ hard plastic mallet *p*

Crot. (Mlt. 2)

Glock. (Mlt. 3)

Vib. 1 (Mlt. 4)

Vib. 2 (Mlt. 5)

Mar. 1 (Mlt. 6) *pp* [speed/slow roll speed dramatically, ad lib.]

Mar. 2 (Mlt. 7)

Bongos (Perc. 1) let marble decay restart marble

Tri. *p*

Djembe (Perc. 3)

Tom-T. (Perc. 4) restart marble let marble decay restart marble

Tom-T. (Perc. 5)

Tem. Bl. (Perc. 6) let marble decay restart marble

Dr. (Perc. 7) Spin a number of small coins on snare head (snares off) Let coins decay naturally and restart as needed.

B. D. (Perc. 8) *pp* felt, not heard (play tam tam but continue roll as even as possible)

T.-L. (Perc. 8) *mp* (all tone, no wash) *mp*

158 In Free Time

158

Chim.

Crot. (Mlt. 2)

Glock. (Mlt. 3)

Vib. 1 (Mlt. 4)

Vib. 2 (Mlt. 5)

Mar. 1 (Mlt. 6)

Mar. 2 (Mlt. 7)

158 In Free Time

Bongos (Perc. 1)

Tri.

Djembe (Perc. 3)

Tom-L (Perc. 4)

Tom-L (Perc. 5)

Tem. Bl. (Perc. 6)

Dr. (Perc. 7)

B. D. (Perc. 8)

T.-L (Perc. 8)

let marble decay

let marble decay

let marble decay

pp

f