



# Blueprint

## Percussion Score

Steve Martin (ASCAP)

Battery Percussion by Aaron Hines (ASCAP)

Introduction

$\text{♩} = 96$

Mallet 1: Bells

Mallet 2: Xylo

Mallet 3: Vibes

Mallet 4: Marimba

Synthesizer

Auxiliary 1: sus cym. Gong

Auxiliary 2: Bass Drum

Snare Drums

Tenor Drums

Bass Drums

Cymbals: Crash, Choke, Crash

Measures 1-7 with various dynamics (*f*, *ff*, *pp*, *p*) and articulations (accents, slurs, triplets, sixteenth notes).

Blueprint - Percussion Score

16 17 18 19 20 21 22

Mal 1 *ff* *mf* *ff* *mf* *ff* *mf* *ff*

Mal 2 *ff* *mf* *ff* *mf* *ff* *mf* *ff*

Mal 3 *ff* *mf* *ff* *mf* *ff* *mf* *ff*

Mal 4 *ff* *mf* *ff* *mf* *ff* *mf* *ff*

Synth *ff* *mf* *ff* *mf* *ff* *mf* *ff*

Aux 1 *ff* *mf* *ff* *mf* *ff* *mf* *ff*

Aux 2 *mf* Temple Blocks

Snares *mp* *mf* *mp*

Tenors *mf* *mp*

Basses

Cym

Blueprint - Percussion Score

31 32 33 34 35 36

Mal 1  
*mf* *ff* *mf* *ff* *f*

Mal 2  
*mf* *ff* *mf* *ff* *f*

Mal 3  
*mf* *ff* *mf* *ff* *f*

Mal 4  
*mf* *ff* *mf* *ff* *f*

Synth  
*ff* *mf* *fp*

Aux 1  
*mf* *ff* *mf* *ff* *f*

Aux 2  
*f* *mp* *f* *mp* *f* *mp* *f* *mp* *f* *mp* *f* *f*

Snares  
Regular Implement  
*mp* *mf* *f*

Tenors  
*mp* *mf* *f*

Basses  
*mf* *f*

Cym

Blueprint - Percussion Score

45 46 47 48 49 50 51

Mal 1  
*f* *ff* *ff* *ff* *f*

Mal 2  
*f* *ff* *ff* *ff* *f*

Mal 3  
*f* *ff* *ff* *ff* *f*

Mal 4  
*f* *ff* *ff* *ff* *f*

Synth  
*f* *ff* *ff* *ff* *ffp* *ff*

Aux 1  
*f* *ff* *p* *ff* *ff* *pp* *mf* *ff*

Aux 2  
*mf* *mp < f* *p* *f* *p* *mf* *mp < f* *mp < f* *mp*

Snares  
*mf* *mp < f* *p* *f* *p* *mf* *mp < f* *mp < f* *f*

Tenors  
*mf* *mp < f* *p* *f* *p* *mf* *mp < f* *mp < f* *f*

Basses  
*p* *f* *p* *p* *mf* *p* *f*

Cym  
*f* *mf*

Ride cym on bell

Woodblock w/ mallets

RLLRLR  
LRL RLRL  
RLLRLRLRLRLRLR  
LRL RLRL

Blueprint - Percussion Score

59 60 61 62 63 64 65 66 67  $\text{♩} = 104$

Mal 1  
Mal 2  
Mal 3  
Mal 4  
Synth  
Aux 1  
Aux 2  
Snares  
Tenors  
Basses  
Cym

*ff* *fff* *mp* *f* *ff* *fff*

*mp* *fff* *ffp* *fff*

*fff* *f* *ff* *fff*

*ff* *fff* *f* *ff* *fff*

*p* *f* *p* *f* *ff* *fff*

*p* *f* *p* *f* *ff* *fff*

*p* *f* *ff* *fff*

*f* *ff* *fff*

Blueprint - Percussion Score

79 80 81 82 83 84 85 86 87

Mal 1 *f* *f*

Mal 2 *f* *f*

Mal 3 *f* *f*

Mal 4 *f* *f*

Synth *mf* *f*

Aux 1 *mf* *ff* *mf* *ff* *mf* *ff* *mf* *ff* *ff*

Aux 2 *ff* *mp f* *ff* *ff* *mp f* *ff* *ff*

Snares

Tenors *mp* *mf* *mp* *mf* *mp* *mf* *mp* *mf* *mp*

Basses

Cym

Blueprint - Percussion Score  
13

95 96 97 98 99 100 101

Mal 1 Sizzle Cym

Mal 2

Mal 3 Sus. Cym *mf*

Mal 4 Splash

Synth *mf* *f* *ff*

Aux 1

Aux 2 *ff* *mp*

Snares

Tenors Regular Implement

Basses *mf* *mp* *f* *mf* *f*

Cym *mf* *mp* *mf* *mp*

Blueprint - Percussion Score

108 109 110 111 112 113 114

Mal 1 Bells *ff* *fff*

Mal 2 *ff* *fff*

Mal 3 Vibes *ff* *fff*

Mal 4 *ff* *fff*

Synth *ff* *fff*

Aux 1 *ff* + Gong

Aux 2 *ff* *mp* Sus. Cym

Snares *ff* *mp* Regular Implement *ff* *mp*

Tenors *f* *mf* *f* R L R R L L R L L R L R R L L R L L R L R R L L

Basses *f*

Cym



Blueprint - Percussion Score

123 124 125 126 127 128 129

Mal 1

Mal 2

Mal 3

Mal 4

Synth

Aux 1

Aux 2

Snares

Tenors

Basses

Cym

*f* *f* *f* *f* *f* *f* *ff* *ff*

*pp* *f* *pp* *f* *pp* *f* *pp* *ff*

*p* *mf* *p* *mf* *p* *mf* *p* *mf*

Ride Cym

Soft Mallet

Blueprint - Percussion Score

137 138 139 140 141 142 143

Mal 1

Mal 2

Mal 3

Mal 4

Synth

Aux 1

Aux 2

Snares

Tenors

Basses

Cym

*mf* *f* *mf* *f* *ff* *ff* *ff*

*mf* *f* *mf* *f* *fp* *fp* *ff*

*mf* *f* *mf* *f* *mf* *f* *ff*

*mf* *f* *fp* *fp* *ff* *ff* *ff*

*ff* *ff* *ff* *ff* *ff* *ff* *ff*

*f* *f* *f* *f* *f* *f* *f*

*mp* *mf* *mp* *mf* *mp* *f* *f*

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

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

*f* *f* *f* *f* *f* *f* *f*

Hard Mallets

Wind Chimes

Sus. cym.

Regular Implements

*f*

Blueprint - Percussion Score  
21

150 151 152 153 154 155 156 157 Ribbon Cutting =144 158

Mal 1 *mf* *ff* *mf*

Mal 2 *ff*

Mal 3 *ff* *f* *pp*

Mal 4 *ff* *fp* *mf*

Synth

Aux 1

Aux 2 *ff* *ff* *pp* *ff* *mf* choke Wind Chimes

Snares *mp* *f* *ff* *mf* *p* *mf* *p* *mf*

Tenors *mp* *f* *ff* *mf* *p* *mf*

Basses *p* *f* *ff* *mf*

Cym *ff*

167 168 169 170 171 172 173

Mal 1  
 Mal 2  
 Mal 3  
 Mal 4  
 Synth  
 Aux 1  
 Aux 2  
 Snares  
 Tenors  
 Basses  
 Cym

*f* *ff* *f* *ff* *f*

*f* *ff* *f* *ff* *f*

*f* *ff* *f* *ff* *f*

*f* *ff* *f* *ff* *f*

*f* 3 3

Sus. cym.  
*pp*

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

*mp* *mf* *f*

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

*mf* *f*

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

*mp*

Blueprint - Percussion Score

181 182 183 184 185 186 187 188

Mal 1

Mal 2

Mal 3

Mal 4

Synth

Aux 1

Aux 2

Snares

Tenors

Basses

Cym

*mf*

*fff*

*f*

*mp*

*pp*

*ff*

*p*

*f*

*fff*

*f*

*ff*

*p*

*ff*

*f*

*ff*

+ Gong

+ Gong

3 3 3 3

3 3 3 3

3 3 3 3

3 3 3 3

3 3 3 3

3 3 3 3

3 3 3 3

3 3 3 3

6 6