

By the Sword - Percussion Score

20 **Faster** $\text{♩} = 160$ 21 22 23 24 25 26 27 28 29

Mal 1 *f*

Mal 2 *f* *mf*

Mal 3 *f*

Mal 4 *f* *mf*

Mal 5 *f* *mf*

Mal 6 *f* *mf*

Aux 1 *f*

Aux 2

Aux 3

Aux 4

Snares *f mp* *mp > mf* *f mp* *f*

Tenors *mf* *f* *mf* *f* *mf* *f*

Basses *f* *mf*

Cym *f* *mf* *sizzle* *mf*

splash choke

By the Sword - Percussion Score

40 41 42 43 44 45 46 47 48

Mal 1 *ff*

Mal 2 *ff*

Mal 3

Mal 4 *ff*

Mal 5 *ff*

Mal 6 *ff*

splash

Aux 1 *f*

Chinaboy

Aux 2

Chinaboy & floor tom bongos *f* CB & FT bongos

Aux 3 *f* *mp* *f* gong & bass drum

Aux 4 *f*

Snares *ff*

Tenors *ff*

Basses *ff*

Cym *ff* *f* *ff*

crash

By the Sword - Percussion Score

58 59 60 61 62 63 64 65 66

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Aux 1

Aux 2

Aux 3

Aux 4

Snares

Tenors

Basses

Cym

hi-hat

splash

wind chimes

mf

f

mp

f

mf

3

ff

f

f

pair of crash cymbals

f

CB & FT

ff

p

ff

mp

f

gong & bass drum

f

center

mp f

ff

ff

fff

fp

fp

fp

ff

ff

ff

ff

ff

fff

fff

fff

By the Sword - Percussion Score

78 79 80 81 82 83 84 85 86 87 88

Mal 1
Mal 2
Mal 3
Mal 4
Mal 5
Mal 6

Aux 1 temple blocks *f* wind chimes

Aux 2 sleigh bells *f* *mp* *ff* zil bell *f*

Aux 3 *f* *mp* *ff*

Aux 4 sus cym choke

Snares at edge center *f* *p* *ff* *ff*

Tenors *f* *mp* *ff* *ff*

Basses *mp* *ff*

Cym hi-hat snaps *mf* *f* *mf* *f* sizzle

By the Sword - Percussion Score
13

125 126 127 128 129 130 131 132 133 134 135 136 137

Mal 1 *f*

Mal 2 *f*

Mal 3 *f*
ff

Mal 4 *f*
ff

Mal 5 *mf*
mf *pp*

Mal 6 *mf*

Aux 1 *mf*
ride cym
w/tri btrs
triangle finger cymbal
triangle finger cymbal
triangle finger cymbal
triangle finger cymbal
wind chimes *f*

Aux 2 *mf*
triangle finger cymbal

Aux 3 *mf*
castanets
mf *mf*

Aux 4 coin scrape on gong *f*

Snares *mf*

Tenors *f* *mp*

Basses

Cym sizzle *mf*

By the Sword - Percussion Score
15

146 147 148 149 **150** 151 152 153 154 155 156 157 158 159

Mal 1 *f* *mf*

Mal 2 Chimes *f*

Mal 3 *f* *ff*

Mal 4 *f* *ff*

Mal 5 *mf* *mf* *f*

Mal 6 Marimba *mf* *mf* *f*

Aux 1 2 brake drums *ff* splash & Chinaboy *f* wind chimes *f* wind chimes *mf* ride cymbal w/tri btrs *mf*

Aux 2 Chinaboy choke *f* splash & Chinaboy *ff* triangle & FC *mf* FC *f* both *mf* triangle finger cymbal *mf*

Aux 3 block cow bell *f* *ff* CB & FT *f* *ff*

Aux 4 gong & bass drum *ff* coin scrape on gong

Snares *fff* *f* *fff*

Tenors *fff* *f* *fff*

Basses *fff* *f* *fff*

Cym *fff* *f* *fff*

By the Sword - Percussion Score
17

174 175 176 177 178 179 180 181 182

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Aux 1

Aux 2

Aux 3

Aux 4

Snares

Tenors

Basses

Cym

temple blocks

cow bell

brake drum

chain drop on plywood

sizzle

hi-hat snaps

at edge

center

mf *f* *mf* *f* *mf* *f* *mf* *f* *mf* *f*

mf *ff* *mf* *ff* *mf* *ff* *mf* *ff* *mf* *ff*

ff

mf

mf *f* *mf* *f* *mf* *f* *mf* *f* *mf* *f*

f *ff*

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

mf *f* *mf* *f* *mf* *f* *mf* *f* *mf* *f*

f *mf*

mf *mf* *mp* *f*

By the Sword - Percussion Score
19

191 192 193 194 195 196 197 198

Mal 1 *mf* < *ff* *mf* < *ff* *mf* < *ff* *mf* < *ff* *mf* < *ff* *mf*³ < *ff* *mf*³ < *ff* *mf* < *ff*³

Mal 2 *mf* < *ff* *mf* < *ff* *mf* < *ff* *mf* < *ff* *mf* < *ff* *mf*³ < *ff* *mf*³ < *ff* *mf*² < *ff*³

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

Mal 4 *mf* < *ff* *mf* < *ff* *mf* < *ff* *mf* < *ff* *mf* < *ff* *mf*³ < *ff* *mf*³ < *ff* *mf* < *ff*³

Mal 5 *mf* < *ff* *mf* < *ff* *mf* < *ff* *mf* < *ff* *mf* < *ff* *mf*³ < *ff* *mf*³ < *ff* *mf*³ < *ff*³

Mal 6 *mf* < *ff* *mf* < *ff* *mf* < *ff* *mf* < *ff* *mf*³ < *ff* *mf*³ < *ff* *mf*³ < *ff*³

Aux 1

Aux 2

Aux 3

Aux 4 *mp* — *f*

Snares *mf* *f* *mf* *f*

Tenors *mf* *f* *mf* *f*

Basses *f* *fp* *f*

Cym *mf* *mf*

tambourine

229 230 231 232 233 234 235 236 237

Mal 1
Mal 2
Mal 3
Mal 4
Mal 5
Mal 6

Aux 1
Aux 2
Aux 3
Aux 4

Snares
Tenors
Basses
Cym

center
sizzle
crash
crash choke
gong
low floor tom
Chinaboy
+Chinaboy
gong & bass drum
splash
splash

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

