

Dead Men Tell No Tales

Percussion Score

Gary P. Gilroy (ASCAP)

♩ = 128
Bells Ghost Ship

The score is written for a 12/8 time signature and is divided into seven measures. Mallet 1 plays Bells with a *f* dynamic. Mallet 2 plays Xylophone with a *f* dynamic. Mallet 3 plays Vibes with a *f* dynamic. Mallet 4 plays Vibes with a *f* dynamic. Mallet 5 plays Marimba with a *f* dynamic. Mallet 6 plays wind chimes with a *f* dynamic. Auxiliary 1 plays sleighbells with a *f* dynamic. Auxiliary 2 plays claves with a *p* dynamic. Auxiliary 3 plays triangle with a *f* dynamic. Auxiliary 4 plays triangle with a *f* dynamic. Snare Drums play with a *mp* dynamic. Tenor Drums play with a *mp* dynamic. Bass Drums play with a *mp* dynamic. Cymbals play with a *f* dynamic. Dynamics include *f*, *mp*, and *mf*. The score includes various musical notations such as beams, slurs, and accents.

Dead Men Tell No Tales - Percussion Score

15 16 17 18 19 20 21

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

Mal 2 *ff*

Mal 3 *ff*

Mal 4 *ff*

Mal 5 *ff*

Mal 6 *ff*

Aux 1

Aux 2 sleighbells *f*

Aux 3

Aux 4 tambourine *mf*

Snares

Tenors *mp* *mp* *mf* *mp* *f* rim clicks

Basses *mf* dampened dampened *p* *mp* *f* hi-hat snaps

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

Dead Men Tell No Tales - Percussion Score

29 30 31 32 33 34 35

Mal 1 *mf*

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Aux 1

Aux 2 *f* splash choke *f* brake drum 2 *f*

Aux 3

Aux 4

Snares *f* *mp* *< f* *fp* *f* *mp* *< f* *mp* *< f* *mp* *< f* *fp* *f* *fp* *p* *< f*

Tenors

Basses *f* *ffp* *f* *mp* *f* *ffp*

Cym

Dead Men Tell No Tales - Percussion Score

42 43 44 45 46 47 48

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Aux 1

Aux 2

Aux 3

Aux 4

Snares

Tenors

Basses

Cym

f Xylo

f Chinaboy (choke both)

f splash chokes (both)

f two low drums

p suspended cymbal (dampen on one)

f ribbon crasher

f wind chimes

f triangle

f sleighbells

mp zing!

f zing!

Dead Men Tell No Tales - Percussion Score

56 57 58 59 60 61

Mal 1 *ff*

Mal 2 *ff*

Mal 3 *ff*

Mal 4 *ff*

Mal 5 *ff*

Mal 6 *ff*

Aux 1 suspended cymbal *p* *f* brake drums *mp* *f* suspended cymbal Chinaboy cymbal

Aux 2 *f* low drum

Aux 3 *f* *ff* bass drum

Aux 4 *f*

Snares *f*

Tenors *f* normal

Basses *f*

Cym choke crash *f*

Dead Men Tell No Tales - Percussion Score

68 $\text{♩} = 148$ 69 70 71 72 73 74

Mal 1 *mf*

Mal 2 *mf*

Mal 3 *mf*

Mal 4 *mf*

Mal 5 *mf*

Mal 6 *mf*

Aux 1

Aux 2

Aux 3

Aux 4

Snares

Tenors

Basses

Cym

Chinaboy cymbal

two brake drums

f low drum

f bass drum

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

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

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

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

sizzle

crash

mf *f* *ff* *ff*

Dead Men Tell No Tales - Percussion Score

Fog Dance

81 82 83 $\text{♩} = 144$ 84 85 86 87 88 89 rit.

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

Aux 1
choke

Aux 2
splash *f* *ff* choke
zil bell

Aux 3
f *ff*
thunder sheet

Aux 4
f *ff*
coin scrape on gong
dampen \triangleright
bass drum

Snares
mf *ff*
ff

Tenors
mp < *f* *mf* < *f*
long *fp*
mf *f* *ff* *fp* *fp* *fp* *fp* long *f*
medium medium medium

Bases
ff *ff* *ff* *ff* *ff* *ff*
ff *ff*

Cym
choke
ff *mf*

Dead Men Tell No Tales - Percussion Score

102 103 104 105 106 107 108 109 110 111 112

Mal 1 *f*

Mal 2

Mal 3 (b)

Mal 4 (b)

Mal 5 (b)

Mal 6

Aux 1 ride cymbal with tri btr *mp* *mp* *mp* *f* wind chimes

Aux 2

Aux 3 cabasa *f* *mf* *mp* *f* claves *f* vibraslap *f*

Aux 4 temple blocks

Snares

Tenors puffs *mf* *mp* *mp*

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

Cym sizzle *mf* *mf*

Dead Men Tell No Tales - Percussion Score

125 126 127 128 129 130 131 132 133 134 135

Mal 1 *ff* *f*

Mal 2 *ff* *f*

Mal 3 *ff*

Mal 4 *ff*

Mal 5 *fff*

Mal 6 *ff* Chinaboy

Aux 1

Aux 2 *ff* two sus cym *f* triangle

Aux 3 *ff* both blocks cabasa

Aux 4 bass drum *f* temple blocks *f*

Snares *ff* *f*

Tenors *ff* normal *f*

Basses *ff* *p* *f*

Cym *ff* *mp* sizzle *mp* *f*

mf

...and a bottle of rum

148 149 150 151 152 153 154 155 156 $\text{♩} = 144$ 157 158

Mal 1 *ff* 3 *ff* 3 *f* 3

Mal 2 Xylo *f*

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

Mal 4 *mf* *f* *mf* *f* *ff* 3 *ff* 3 *f* 3

Mal 5 *mp* *ff* 3 *ff* 3

Mal 6 Chinaboy

Aux 1 wind chimes

Aux 2 triangle *ff* 3 zil bell *ff* two sus cym triangle *f* *ff* 3

Aux 3 vibraslap *f* two blocks

Aux 4 coin scrape on gong *f* *mf* bass drum *ff* *f* temple block *f* *ff* 3

Snares normal *ff* *f* *fff* *f* rim clicks

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

Basses *ff*

Cym *ff* *fff*

Dead Men Tell No Tales - Percussion Score
21

168 169 170 171 172 173 174 175 176

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Aux 1

Aux 2

Aux 3

Aux 4

Snares

Tenors

Basses

Cym

mf *mp* *f* *ff*

splash chokes *f*

mf *f* *ff*

ff

Dead Men Tell No Tales - Percussion Score
23

186 187 188 189 190 191 192 193 194

Mal 1
Mal 2
Mal 3
Mal 4
Mal 5
Mal 6
Aux 1
Aux 2
Aux 3
Aux 4
Snares
Tenors
Basses
Cym

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

f *mf* *ff* *mf*³ *ff* *mf*³ *ff*

cow bell splash chokes cow bell splash chokes *f* cow bell *ff*

mf low block low drum *mf* *mf* two blocks *mf* *f* *ff*

mf *f* *ff* bass drum (dampen each hit)

f *ff* *ff* *ff* choke choke

f *f*

Dead Men Tell No Tales - Percussion Score
25

202 203 204 205 206 207 208

Mal 1: Melodic line with eighth notes and rests. Measure 207 has a **f** dynamic marking.

Mal 2: Melodic line with eighth notes and rests. Measure 207 has a **f** dynamic marking.

Mal 3: Melodic line with eighth notes and rests. Measure 207 has a **f** dynamic marking.

Mal 4: Melodic line with eighth notes and rests. Measure 207 has a **f** dynamic marking.

Mal 5: Chordal accompaniment with eighth notes. Measure 203 has a **mp** dynamic marking.

Mal 6: Chordal accompaniment with eighth notes. Measure 203 has a **mf** dynamic marking.

Aux 1: Cow bell and splash chokes. Measure 203 has **ff** and **f** dynamics. Measure 207 has a **f** dynamic marking.

Aux 2: Cow bell and splash. Measure 203 has **mf** dynamics. Measure 207 has **mf** dynamics.

Aux 3: Low drum and high block. Measure 203 has **mf** dynamic. Measure 207 has **mf** dynamic.

Aux 4: Triangle and high block. Measure 207 has **mf** dynamic.

Snares: Stick shots and snare patterns. Measure 203 has **f** dynamic. Measure 207 has **mp** and **f** dynamics.

Tenors: Tenor drum patterns. Measure 203 has **ff** and **mf** dynamics. Measure 207 has **mf** and **f** dynamics.

Basses: Bass drum patterns. Measure 203 has **ff** and **mp** dynamics. Measure 207 has **mf** and **f** dynamics.

Cym: Hi-hat snaps. Measure 207 has a **mf** dynamic marking.

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217 $\text{♩} = 244$ 218 $\text{♩} = 274$ 219 $\text{♩} = 148$ 220 221 **222** 223 224 225

Mal 1 *fp* *ff* *fp* *ff*

Mal 2 *fp* *ff* *fp* *ff*

Mal 3 *fp* *ff* *fp* *ff*

Mal 4 *fp* *ff* *fp* *ff*

Mal 5 *fp* *ff* *fp* *ff*

Mal 6 *fp* *ff* *fp* *ff*

Aux 1 *mf* *f* splash (l.v.) *Chinaboy* *f*

Aux 2 *mf* *f* *cow bell*

Aux 3 *f* *f* triangle *f*

Aux 4 *f* *f* *f*

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

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

Basses *mf* *fp* *ff* *choke f* *ff* *mf*

Cym *f* *ff* *ff*

Dead Men Tell No Tales - Percussion Score

233 234 235 236 237 238 239

Mal 1 *f*

Mal 2 *f*

Mal 3 *f*

Mal 4 *f*

Mal 5 *f*

Mal 6 *f* Chinaboy suspended cymbal Chinaboy

Aux 1 *f* splash suspended cymbal *f* splash

Aux 2 *f* suspended cymbal *f* two low drums

Aux 3 *f* bass drum *f* bass drum

Aux 4 *f*

Snares *f*

Tenors *ff* *f* *p* *f* *fp* *f*

Basses *ff* *f* *f* *f* *f* *f*

Cym *ff* *ff*

Dead Men Tell No Tales - Percussion Score

Treasure Sunken

252 ♩ = 148

247 248 249 250 251 252 253

Mal 1 *ff*

Mal 2 *ff*

Mal 3 *ff*

Mal 4 *ff*

Mal 5 *ff*

Mal 6 *ff*

Aux 1 *ff* splash choke *ff* suspended cymbal *f* splash

Aux 2 *ff* suspended cymbal *f*

Aux 3 *ff* low drum *f*

Aux 4 *ff* *mf* *f* gong & bass drum

Snares *ff* *mf* *f*

Tenors *mf* *f*

Basses *mf* *f*

Cym *f* crash choke crash *p* *f* choke *f*

Dead Men Tell No Tales - Percussion Score

260 261 262 263 $\downarrow = 152$ 264 $\downarrow = 162$ 265 $\downarrow = 166$ 266 $\downarrow = 168$

Mal 1 *fff* *p* *fff*

Mal 2 *fff* *p* *fff*

Mal 3 *fff* *p* *fff*

Mal 4 *fff* *p* *fff*

Mal 5 *fff* *p* *fff*

Mal 6 *fff* *p* *fff*

Aux 1 suspended cymbal *mp* *f* Chinaboy cymbal wind chimes triangle *f*

Aux 2 low drum *f*

Aux 3 *f* *ff* bass drum

Aux 4 *f* ribbon crasher

Snares *ffp* *ff* *f* *fp* *fp* *fp* *ff* *f*

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

Basses *fp* *ff* *mf* *mp* *f*

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

Dead Men Tell No Tales - Percussion Score
35

272 273 274 275 276

Mal 1 *fff*

Mal 2 *fff*

Mal 3 *fff*

Mal 4 *fff*

Mal 5 *fff*

Mal 6 *fff*

Aux 1

Aux 2 *f* large cymbal suspended cymbal *fff* large cymbal splash *f* *fff* choke

Aux 3 *ff* *mp* *ff* *f* *ff* *f* *ff*

Aux 4 *ff* gong & bass drum *f* *ff* *f* *ff* bass drum *f* *ff* dampen

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

Tenors

Basses *fff*

Cym choke