



# Signs

## Percussion Score

Crop Circles

March to quarter or half

♩=160

5 Finger Cymbals

Steve G. Martin (ASCAP)

Percussion by Aaron Hines (ASCAP) & Dan Bryan

Mallet 1

Mallet 2

Mallet 3

Mallet 4

Mallet 5

Mallet 6

Synthesizer

Auxiliary 1

Auxiliary 2

Snare Drums

Tenor Drums

Bass Drums

1 2 3 4 5 6 7 8 9 10

*p*

Triangle

*p*

Marimba

*mf*

Vibraphone

Chimes

*mf*

Sus. Cym.

*p*

Gong

*p*

*mf*

*mf*

*f*

*mf*

*f*

*mf*

Signs - Percussion Score

3

21 22 23  $\text{♩} = 140$  24 25 Cr Cym 26 27

Mal 1 *f*

Mal 2 *ff*

Mal 3 *ff*

Mal 4 *ff*

Mal 5 *ff*

Mal 6 *f*

Synth

Aux 1 *mf* *f* *f*

Aux 2 *ff*

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

Tenors *mp* *fp* *ff* *p* *ff*

Basses *fp* *ff* *p* *ff*

Signs - Percussion Score

35 36 37 38 39 40 41

Mal 1 *mf* *f* Cr Cym

Mal 2 *f* *ff*

Mal 3 *mf* *f* *ff*

Mal 4 *f* *ff*

Mal 5 *f* *ff*

Mal 6 *f* Glissandos (Randomly)

Synth

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

Aux 2 *mp*

Snares *p* *ff* *mp* *ff* *mp*

Tenors *R R L* *R R L R L R L R R L R L* *ff* *mp* *ff* *mp*

Basses *p* *ff* *mp* *ff* *mp*

Signs - Percussion Score

48 49 50 51 52

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Synth

Aux 1

Aux 2

Snares

Tenors

Basses

The score is for a percussion ensemble. It consists of seven staves: Mal 1 through Mal 6, Synth, Aux 1, Aux 2, Snares, Tenors, and Basses. The music is in 2/4 time and features a variety of rhythmic patterns and dynamics. Mal 1 has a consistent rhythmic pattern. Mal 2, 3, 4, and 5 have more complex patterns with accents and dynamic changes. Mal 6 has a simple pattern. Synth is silent. Aux 1 has a few notes with dynamics. Aux 2 has a consistent rhythmic pattern. Snares have a complex pattern with triplets and dynamics. Tenors have a consistent rhythmic pattern. Basses have a consistent rhythmic pattern.



Signs - Percussion Score

74 75 76 77 78 79 80

Mal 1 *mp* *ff*

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

Mal 3 *mf* *ff* *f*

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

Mal 5 *f* *mf* *ff* *f*

Mal 6 *ff* *mp* *ff* *ff*

Synth

Aux 1 *ff* *ff* *ff*

Aux 2 *ff*

Snares *f* *p* *f* *mp* *f* *mp* *f* *mp* *f*

Tenors *f* *p* *f* *mp* *f* *mp* *f* *mp* *f*

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

Signs - Percussion Score

13

90 91 92 93 94 95 96 97 98 99

Mal 1 *mf*

Mal 2

Mal 3 *ff* *Qe0*

Mal 4 *1/4 3 2 etc.*

Mal 5 *1/4 3 2 etc.*

Mal 6 *mf*

Synth *mf*

Aux 1 Triangle *mf*

Aux 2 Granite Blocks *mf*

Snares Rim *mf*

Tenors *mf*

Basses *mf*





Signs - Percussion Score

123 124 125 126 127 128 129 130 131 132

Mal 1 *subito mp*

Mal 2 *mp*

Mal 3 *mf*

Mal 4 *f*

Mal 5 *f*

Mal 6 *f*

Synth *mp*

Gran. Bl.

Rack B *f*

Snares *mp*

Tenors *p*

Basses *mp*

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

To Mar.

Chinese WChimes

BD and Tam Tam

Lateral Rolls, if possible

Puffies

Signs - Percussion Score

141 142 143 144 145 146

Mal 1

Vibes or Xylophone with medium light rubber mallets

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Synth

Aux 1

Aux 2

Snares

Tenors

Basses

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

Signs - Percussion Score

21

This percussion score is for the piece "Signs" and is page 21 of the score. It features six mallet parts (Mal 1-6), a synth part, a triangle, snare, tenors, and basses. The music is in 2/4 time and B-flat major. The score is divided into measures 153 through 158. Mal 1-5 and Mal 6 have various rhythmic patterns including eighth notes, sixteenth notes, and triplets. Mal 1-5 also feature sixteenth-note runs and sixteenth-note chords. Mal 6 has a simple eighth-note pattern. The synth part is mostly silent. The triangle has a simple rhythmic pattern. The snare has a simple rhythmic pattern. The tenors have a simple rhythmic pattern. The basses have a simple rhythmic pattern. The score includes dynamic markings such as *mf*, *p*, and *mp*. There are also performance instructions like "Regular Mallets" for the tenors and basses. The score is marked with measure numbers 153, 154, 155, 156, 157, and 158. There are also measure numbers 153, 154, 155, 156, 157, and 158 written above the mallet staves. There are also measure numbers 153, 154, 155, 156, 157, and 158 written above the mallet staves. There are also measure numbers 153, 154, 155, 156, 157, and 158 written above the mallet staves.



Signs - Percussion Score

♩=160

180 181 182 183 184 185 186 187 188

Mal 1 *mf*

Mal 2 To Glock.

Mal 3 *mf*

Mal 4 *f*

Mal 5 *f*

Field Dr. *mf* Chimes

Synth

Aux 1 *mf*

Aux 2 *mp*

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

Tenors *mf*

Basses *mf*

To Cr Cym

Signs - Percussion Score

195 196 197 198 199 200 201 202 203

Glockenspiel

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Synth

Aux 1

Aux 2

Snares

Tenors

Basses

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

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

Signs - Percussion Score

29

213 214 215 216 217 218 219 220

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Synth

Aux 1

Aux 2

Snares

Tenors

Basses

Suspended Cymbal

ff

Random space/computer blip sounds over push

Halfway to edge

Center

R L R R L R L L R

R R L L ...

Signs - Percussion Score

31

232

Glockenspiel

229 230 231 232 233 234 235

This percussion score is for the piece 'Signs' and covers measures 229 to 235. It features seven main parts: Mal 1, Mal 2, Mal 3, Mal 4, Mal 5, Mal 6, Synth, Aux 1, Aux 2, Snares, Tenors, and Basses. Mal 1 and Mal 2 are mallet percussion parts with rests in measures 229-231 and 233-235, and active parts in measures 232 and 234. Mal 3, Mal 4, and Mal 5 play complex rhythmic patterns with triplets and accents, starting in measure 229. Mal 6 plays a steady eighth-note pattern. Synth provides harmonic support with chords and textures. Aux 1 and Aux 2 are mallet percussion parts with rests in measures 229-231 and 233-235, and active parts in measures 232 and 234. Snares, Tenors, and Basses provide the rhythmic foundation with various patterns and dynamics. Dynamics range from *ff* to *p*. A 'Glockenspiel' part is indicated at measure 235.



Signs - Percussion Score

242 243 244 245 246 247

Mal 1 *mf*

Mal 2 *mf*

Mal 3 *mf*

Mal 4 *mf*

Mal 5 *mf*

Mal 6

Synth *mp*

Aux 1 *mp* WChimes *mf*

Aux 2 *mf*

Snares *mp* Rim

Tenors *mp*

Basses *mp*