

To Catch A Thief - Percussion Score
3

20 21 22 23 24 25 26 27 28

Mal. 1

Mal. 2

Mal. 3

Mal. 4

Aux. 1

Aux. 2

Snares

Tenors

Basses

Cym.

Sus. Cym.
Low Tom

Hi-Hat

China &
Floor Tom

Bells of Ride Cymbal

Blocks

mf *f* *fff* *f*

ff *mp*

mp *ff* *mf*

ff *mf*

Crash

Hi-Hat snaps

ff *mf*

To Catch A Thief - Percussion Score
5

38 39 40 41 42 43 44 45 46

Mal. 1

Mal. 2

Mal. 3

Mal. 4

Aux. 1

Aux. 2

Snare

Tenors

Basses

Cym.

Toms

China (choke)

Hi-Hat

Pair (choke)

Block

Splash

Stick clicks

Click mallets

Crash choke

Crash

Hi-Hat snaps

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

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

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

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

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

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

To Catch A Thief - Percussion Score

56 57 58 59 60 61 62 63 64

Mal. 1

Mal. 2

Mal. 3

Mal. 4

Aux. 1

Aux. 2

Sus. Cym. & Floor Tom

Ride Cymbal

Toms

China & Floor Tom

Pair Crash

Blocks

Bass Drum

Snare

Tenors

Basses

Cym.

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

p *ff* *mf*

mp *ff* *mf*

ff *ff* *mf*

Crash

Crash

Hi-Hat snaps

Crash

mf *ff*

To Catch A Thief - Percussion Score

73 74 75 76 77 78 79 80 81

Mal. 1

Mal. 2

Mal. 3

Mal. 4

Aux. 1

Aux. 2

Snares

Tenors

Basses

Cym.

Toms

China

Brake Drums

China & Floor Tom

Sus. Cym.

Triangle

Bell of Ride

Cow Bell

China (choke)

China & Tom Brake

pp *ff* *fff*

Detailed description: This is a percussion score for the piece 'To Catch A Thief'. It consists of nine staves. The first four staves are for Mal. 1, 2, 3, and 4, each in a treble clef with a key signature of two flats. The fifth and sixth staves are auxiliary parts: Aux. 1 is in a percussion clef and includes parts for Toms, China, Brake Drums, Triangle, and China & Tom Brake; Aux. 2 is also in a percussion clef and includes parts for Sus. Cym., Bell of Ride, Cow Bell, and China (choke). The remaining four staves are for Snares, Tenors, Basses, and Cymbals (Cym.), all in percussion clefs. The score is divided into measures 73 through 81. Dynamics include *pp*, *ff*, and *fff*. There are various rhythmic patterns, including triplets and sixteenth-note runs. A large watermark 'SAMPLE' is visible across the page.

To Catch A Thief - Percussion Score

93 94 95 96 97 98 99 100 101 102 103 104 105

Mal. 1

Mal. 2

Mal. 3

Mal. 4

Aux. 1

Aux. 2

Snares

Tenors

Basses

Cym.

Sleigh Bells

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

mp

Detailed description: This is a percussion score for measures 93 to 105 of the piece 'To Catch A Thief'. The score is arranged in a multi-staff format. The top four staves are for Mal. 1, Mal. 2, Mal. 3, and Mal. 4, all in treble clef with a key signature of two flats. Mal. 1 and Mal. 2 play eighth-note patterns with accents. Mal. 3 plays chords. Mal. 4 plays eighth-note patterns. The fifth and sixth staves are Auxiliary parts: Aux. 1 is marked 'Sleigh Bells' and features a pattern of eighth notes with accents, with dynamics *p* and *f* indicated. Aux. 2 has a few notes with accents and dynamics *mp* and *mf*. The bottom four staves (Snares, Tenors, Basses, and Cym.) are mostly empty, with some activity in the Basses staff starting at measure 104. Measure 96 is boxed, and measure 104 is also boxed.

To Catch A Thief - Percussion Score
13

116 117 118 119 120 121 122 123 124 125 126 127 128

Mal. 1

Mal. 2

Mal. 3

Mal. 4

Aux. 1

Aux. 2

Snares

Tenors

Basses

Cym.

Sleigh Bells

Ride Cymbal

w/puffy mallets

switch mallets back

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

To Catch A Thief - Percussion Score
15

144 III. Entrapment/The Slip
♩ = 164

138 139 140 141 142 143 145 146 147

Mal. 1 *fff*

Mal. 2 *fff*

Mal. 3 *fff*

Mal. 4 *fff*

Aux. 1 Gong BD *f* Toms *mp*

Aux. 2 Sizzle Ride Cymbal Temple Blocks *f*

Snare *fp mp mf f ff pp*

Tenors *mf*

Basses *pp fp ff p*

Cym. Sizzle *mf*

Detailed description: This is a percussion score for a piece titled 'To Catch A Thief'. The score is on page 15 and covers measures 138 to 147. It is divided into two main sections: measures 138-143 and measures 144-147. The first section (measures 138-143) is in 3/4 time, and the second section (measures 144-147) is in 4/4 time. The score includes parts for four Mal. (Males) 1-4, two Aux. (Auxiliary) 1-2, Snare, Tenors, Bases, and Cym. (Cymbals). The Mal. parts are primarily melodic lines with dynamics ranging from *fff* to *mf*. The Aux. parts include various percussion instruments: Sizzle, Ride Cymbal, Temple Blocks, Gong BD, and Toms. The Snare part features a complex rhythmic pattern with dynamics from *fp* to *ff*. The Tenors and Bases parts provide harmonic support with dynamics from *pp* to *mf*. The Cym. part includes Sizzle with a *mf* dynamic.

To Catch A Thief - Percussion Score
17

156 157 158 159 160 161 162 163 164

Mal. 1

Mal. 2

Mal. 3

Mal. 4

Aux. 1

Hi-Hat

mf *f*

Aux. 2

Wind Gong

China Boy

Temple Blocks

p *ff*

Zi-Bell

Low Tom

Splash & SD shot

China & SD shot

Snares

w/dreadlocks

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

Tenors

mp *f* *f* *ff*

Basses

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

Cym.

ff

Detailed description: This is a percussion score for a piece titled 'To Catch A Thief'. The score is arranged in a multi-staff format. The top four staves are for Mal. 1, Mal. 2, Mal. 3, and Mal. 4, each with a treble clef and a key signature of two flats. Mal. 1, 3, and 4 play chords, while Mal. 2 plays a rhythmic pattern. Below these are two auxiliary staves, Aux. 1 and Aux. 2, which use a different notation system for various percussion instruments. Aux. 1 includes Hi-Hat, Wind Gong, China Boy, Temple Blocks, and Zi-Bell. Aux. 2 includes Low Tom, Splash & SD shot, and China & SD shot. The Snares, Tenors, Basses, and Cym. staves are at the bottom. The Snares staff includes a 'w/dreadlocks' instruction. Dynamics are indicated by *mf*, *f*, *mp*, *p*, and *ff*. The score is numbered 156 through 164, with measure 158 highlighted in a box.

To Catch A Thief - Percussion Score

173 174 175 176 177 178 179 180

Mal. 1 *ff*

Mal. 2 *ff*

Mal. 3 *ff*

Mal. 4 *ff*

Aux. 1 *ff*

Aux. 2 *ff*

China & Low Tom

Toms

Block

SD

Low Brake Drum

SD & Floor Tom

High Brake Drum

Cow Bell

Splash

Temple Blocks

High Brake Drum

Low Brake Drum

end of dreads

w/normal sticks

p *mf* *f* *fff*

f *fff* *ff* *fff*

To Catch A Thief - Percussion Score
21

189 190 191 192 193 194 195 196 197

Mal. 1 *mf*

Mal. 2 *mf*

Mal. 3 *mf*

Mal. 4 *mf*

Aux. 1 Hi-Hat *mf* *f* Block *f* Suspended Cymbal *p*

Aux. 2 China Splash & China Temple Blocks on drum

Snare *fp* *fp* *fp* *fp* *fp* *fp* *mf* *fp* *mf*

Tenors *fff* *mp* *f* *fp* *fp* *fp* *fp* *mf* *fp*

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

Cym.

To Catch A Thief - Percussion Score

207 208 209 210 211 212 213 214

Mal. 1 *f* *ff* *fff*

Mal. 2 *f* *ff* *fff*

Mal. 3 *f* *ff* *fff*

Mal. 4 *f* *ff* *fff*

Aux. 1 *ff* *mf* *fff*

Aux. 2 *mf* *f* *ff*

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

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

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

Cym. *ff* *mp* *mf* *ff*

Pair of Crash Cymbals

High Brake

Crash Cymbals

Low Brake

Both Brakes

Pair Crash

China

Gong

Splash & Zil-Bell

China

Pair Crash

Both Brakes