

# Too Safe!

Dan Bryan & Aaron Hines (ASCAP)

## Percussion Score

Tricycles Can Be Dangerous

♩=100   2   ♩=90   ♩=75   3   ♩=120   4   5   6   7   8

Samples

Bells

Mallet 1 *mf*

Mallet 2

Mallet 3 Vibes *mf*

Mallet 4 Marimba *mp* *mf* 2 3/4 1 3/4

Mallet 5 Marimba *mp* *mp* *mf* 2 3/4 1 3/4

Timpani

Synthesizer

Bass Guitar *pp* *mp*

Drumset

Auxiliary 1 Triangle *f*

Auxiliary 2

Auxiliary 3

Snare Drums

Tenor Drums

Bass Drums

Cymbals



M. 32 - "Mother" Voice: "Be careful little Susie, pools can be dangerous! Don't forget to wear your floaties, flippers, goggles, and Life Vest because you can never be "TOO SAFE". - On Beat 1

M. 33-37 - Kids Voices (male and female) singing Row, Row, Row, Your Boat, Gently Down the Stream. Merrily, Merrily, Merrily, Merrily, Life is but a dream. - On Beat 1

Don't Forget To Wear Your Floaties

30 31 32 33 34 35 36

Vocals

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Timp.

Synth

B. Guit

Dr. Set

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

Cym

*mf*

*f*

*p*

Right Hand Only

Splash Cymbal

*f*

*mf*

*f*

*p*



52 53 54 55 56

Vocals

Mal 1 *f*

Mal 2 *f*

Mal 3 *f*

Mal 4 *f*

Mal 5 *f*

Timp.

Synth  
Lead 1 (Square) *f*  
*p*

B. Guit

Dr. Set *mf*

Aux 1  
Splash Cymbal *f*

Aux 2

Aux 3  
Concert Toms *f*

Snares *f*  
*pp* *f*

Tenors *f*  
R I I  
R R R L L L R R R L L L

Basses *f*

Cym

Too Safe! - Percussion Score

64 65 66 67 68 69 70 71

Vocals

Mal 1 Cowbells *mp* Shaker

Mal 2 *mf*

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

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

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

Timp. Shaker *mf* *f*

Synth Piano *mf* Piano

B. Guit *mf*

Dr. Set *mp*

Aux 1 Timbales *f* On Shell

Aux 2 Guiro

Aux 3 Triangle *mf*

Snares

Tenors

Basses *mp*

Cym

Too Safe! - Percussion Score

M. 81-84 - "Mother" Voice: Be careful with those Scissors little Marcos. These can be very dangerous so please put on your apron, eye-protection, face-sheild, and gloves... - On Beat 2

M. 86 - "Because you can never be "TOO SAFE"!. - On Beat 1

80 81 82 83 84 85 86 87 88

Vocals

Mal 1 Spoken (?) "DA" on all notes On Kazoo *mp*

Mal 2 Spoken (?) "DA" on all notes On Kazoo *mp* Player should play this with right hand only while still in kazoo

Mal 3 Spoken (?) "DA" on all notes Vibes *mp* Player should play this with right hand only while still in kazoo

Mal 4 Spoken (?) "DA" on all notes Marimba *mp* Player should play this with right hand only while still in kazoo

Mal 5 Spoken (?) "DA" on all notes Marimba *mp*

Timp. Spoken (?) "DA" on all notes On Kazoo *mp*

Synth Spoken (?) "DA" on all notes On Kazoo *mp*

B. Guit *p*

Dr. Set *p*

Aux 1 Spoken (?) "DA" on all notes On Kazoo *mp*

Aux 2 Spoken (?) "DA" on all notes On Kazoo *mp*

Aux 3 Spoken (?) "DA" on all notes On Kazoo *mp*

Snares *mp* Humming

Tenors *mp* Humming

Basses *mp* Humming

Cym *mp* Humming

*mp*

96 97 98 99 100 101 ♩=60

Vocals

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Timp.

Synth

B. Guit

Dr. Set

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

Cym

This percussion score is for a track titled "Too Safe!". It spans measures 96 to 101, with a tempo of 60 beats per minute. The score is written for a variety of instruments: Vocals, five Mallets (Mal 1-5), Timpani (Timp.), Synth, Bass Guitar (B. Guit), Drum Set (Dr. Set), three Auxiliary tracks (Aux 1-3), Snares, Tenors, Basses, and Cymbals (Cym). The key signature is B-flat major (two flats). The mallet parts (Mal 1-5) feature complex rhythmic patterns with many sixteenth and thirty-second notes. The Synth part provides harmonic support with chords and melodic lines. The Dr. Set part includes a consistent snare and cymbal pattern. The Snares, Tenors, and Basses parts have dynamic markings of *p* (piano) and *mf* (mezzo-forte). The Cym part features a steady cymbal pattern. The score is marked with a large "DRAFT" watermark.



Too Safe! - Percussion Score

109 110 111 112 113

Vocals

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Timp.

Synth

B. Guit

Dr. Set

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

Cym

*mp* *f*

Halfway Edge Halfway Center

*p* *f* *f* *ppf*

Splash Cymbal

Halfway Edge

*f* *ppf*

*f* *p* *f* *p* *f*

