

# Unbridled

Thoroughbred  
♩ = 152

2 3 4 5 6 7 8 9 10 11 12 13

Mallet 1: Bells  
Mallet 2: Xylo  
Mallet 3: Vibes  
Mallet 4: Vibes  
Mallet 5: Marimba  
Mallet 6: Marimba  
Auxiliary 1: Wind Chimes  
Auxiliary 2: Splash Choke  
Auxiliary 3: Jam Blocks  
Auxiliary 4: Temple Blocks  
Snare Drums: Sticks on Rim, Normal  
Tenor Drums  
Bass Drums  
Cymbals: Sizzle

*f* *fp* *mf* *mp* *sub. p* *f* *p* *ff* *f*

24 25 26 27 28 29 30 31 32

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Aux 1

Aux 2

Aux 3

Aux 4

Snares

Tenors

Basses

Cym

Closed Hi-Hat

Ride Cymbal

Lightly

*p*

*mp*

*mf*

*f*

*fp*

*< f*

*mp*

*mf*

*mp*

*f*

*mp*

*mf*

Hi-Hat Snaps

*mp*

Unbridled - Percussion Score

42 43 44 45 46 47 48 49 50 51

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Aux 1

Aux 2

Aux 3

Aux 4

Snare

Tenors

Basses

Cym

Normal

*mf*

*f*

*p*

*f* *mf*

*f* *mf* *f*

Sizzle

Crash Choke

Large Floor Tom

*mf*

*f*

61 62 63 64 65 66 67 68

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Aux 1

Aux 2

Aux 3

Aux 4

Snares

Tenors

Basses

Cym

Ride Cymbal

Chinaboy

Sticks on Rim

Normal

Hi-Hat Snaps

Sizzle

Crash

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

Detailed description: This is a percussion score for a piece titled 'Unbridled'. The score is for page 7 and covers measures 61 to 68. It features six mallet parts (Mal 1-6) and four auxiliary parts (Aux 1-4). The mallet parts are written in treble clef with a key signature of one flat (B-flat). Mal 1 has a box around measure 61. Mal 2, 3, 4, and 5 have dynamic markings of *f* starting at measure 65 and *ff* starting at measure 68. Mal 6 has dynamic markings of *f* starting at measure 65 and *ff* starting at measure 68. Aux 1 is labeled 'Ride Cymbal' and has dynamic markings of *mp* starting at measure 64, *mf* starting at measure 68, and *f* starting at measure 68. Aux 2 has a dynamic marking of *f* starting at measure 61. Aux 3 and 4 are empty. The Snare part has performance instructions 'Sticks on Rim' at measure 61 and 'Normal' at measure 63. The Snare part has dynamic markings of *mp* starting at measure 61, *mp* starting at measure 63, *f* starting at measure 64, *mp* starting at measure 65, *mf* starting at measure 66, *f* starting at measure 67, *ff* starting at measure 68, *fff* starting at measure 68, and *mp* starting at measure 68. The Tenors part has dynamic markings of *mp* starting at measure 64, *mf* starting at measure 65, *f* starting at measure 66, *ff* starting at measure 67, *fff* starting at measure 68, and *mp* starting at measure 68. The Basses part has dynamic markings of *mp* starting at measure 61, *mp* starting at measure 64, *mf* starting at measure 65, *f* starting at measure 66, *ff* starting at measure 67, *fff* starting at measure 68, and *mf* starting at measure 68. The Cymbal part has dynamic markings of *mf* starting at measure 61, *f* starting at measure 66, and *fff* starting at measure 68. There are also performance instructions 'Hi-Hat Snaps' at measure 61, 'Sizzle' at measure 66, and 'Crash' at measure 68.

78 *poco accel.* 79 80 81 82 83  $\text{♩} = 168$  84 85 86

Mal 1 *f* *mf* *f* *ff* *fff*

Mal 2 *f* *mf* *f* *ff* *fff*

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

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

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

Mal 6 *f* *mf* *f* *mf* *ff* *fff*

Aux 1 closed hi-hat *p* *f* Chinaboy

Aux 2 Triangle *f*

Aux 3 Claves *f* Jam Block *f*

Aux 4 Bass Drum & Gong *f* Floor Tom *ff*

Snares *f*

Tenors *mp* *mf* *f* *mf* *mp* *mf* *f* *mf* *f* *ff* *f* *ff* *f* *ff* *fp* *ff*

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

Cym *mf* *f* *ff* Crash

Unbridled - Percussion Score

11

102

poco rit.

Corral Nocturne

97  $\text{♩} = 84$  98 99 100 101 102 103 104 105  $\text{♩} = 72$

Mal 1 *mf* Crotales

Mal 2 *mf*

Mal 3 *f*

Mal 4 *f*

Mal 5 *mf*

Mal 6 *mf* Wind Chimes

Aux 1 *f* Triangle Finger Cymbal Triangle Ride Cym w/tri btr

Aux 2 *f* *mf* *f*

Aux 3

Aux 4 Coin Scrape on Gong Coin Scrape on Suspended Cymbal

Snares

Tenors *p* *mf* With Puffies

Basses *mf* with puffies

Cym

Suspended Cymbal *p*

114 115 116 117 118 119

Mal 1 *f* *ff*

Mal 2 *ff*

Mal 3 *ff*

Mal 4 *ff*

Mal 5 *mf* *f* *sub. f* *ff*

Mal 6 *ff* Chinaboy

Aux 1

Aux 2 Finger Cym Ride Cym w/tri bir *mf* triangle Sus. Cymbal *p*

Aux 3 Large Floor Tom & Suspended Cymbal *f* Bass Drum & Gong *pp*

Aux 4

Snares *mp* *mf* *mf* *ff* Normal Mallets

Tenors *ff* Normal Mallets

Basses *f* *mf* *mf* *ff* All Others Switch Mallets Normal Mallets

Cym *ff*

Unbridled - Percussion Score

128 129 130 131 132 133 134  $\text{♩} = 168$  Triple Crown 135 136 137 138

Mal 1 *mf* *f*

Mal 2

Mal 3 *f*

Mal 4 *f*

Mal 5 *mf*

Mal 6 *mf*

Aux 1 Ride Cymbal w/tri btrs *mf* Wind Chimes *f* Ride Cymbal w/tri btrs *mf*

Aux 2 Triangle Finger Cymbal

Aux 3 Claves (freely) *f*  $3 = mp - pp$  *f*  $3 = mp - pp$  *f*  $3 = mp - pp$  Jam Blocks *p*  $\leftarrow$  *ff*

Aux 4 Gong w/tri beaters *f*  $3$  Coin Scrape on Sus Cym *f* Gong w/tri beaters *f*  $3$  Temple Blocks *p*  $\leftarrow$  *ff*

Snares At Edge *fp* *mp* *p*  $\leftarrow$  *ff* Center

Tenors *fp* *p*  $\leftarrow$  *ff*

Basses *fp* *p*  $\leftarrow$  *ff*

Cym Sizzle *mf*



150 **151** 152 153 154 155 156 157 158

Mal 1 *mf*

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Sus. Cymbal

Aux 1 *p*

Aux 2

Aux 3

Aux 4

Snares *pp mp mf ff*

Tenors *pp mp mf f ff* 3 3 3 3 *p*

Basses *pp mp mf f ff* *f* *p* *mp* *f* *ff*

Cym *p* *ff* *mf* Sizzle *f*

167 168 169 170 171 172 173 174

Mal 1 *ff*

Mal 2 *ff*

Mal 3 *ff*

Mal 4 *ff*

Mal 5 *ff*

Mal 6 *ff*

Aux 1 *f* Splash Choke *f* Chinaboy Two Brake Drums

Aux 2 *f* Rim of Floor Tom *ff*

Aux 3 *f* Bass Drum *ff*

Aux 4 *f* *ff*

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

Tenors *ff* *fff* *f* *ff* *f*

Basses *ff* *f*

Cym *ff* Crash Choke *f*

185 186 187 188 189 190 191 192

Mal 1 *sub. ff*

Mal 2 *sub. ff*

Mal 3 *sub. ff*

Mal 4 *sub. ff*

Mal 5 *sub. ff*

Mal 6 *sub. ff*

Aux 1 Closed Hi-Hat

Aux 2 *p* Splash Choke

Aux 3 China and Floor Tom *f*

Aux 4

Snares At Edge Center *mp* *f* At Edge Center *mp* *f*

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

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

Cym *fp* *mp* *f* *mp* *f* *mp* *f* *ff* crash choke *ff*

202 203 204 205 206 207 208 209 210 211

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* Crotales

*mf*

*mf*

*mf*

*mp*

*mp*

Wind Chimes

*f*

*mf* Triangle (open & closed)

*mf*

Temple Blocks

*mf*

*mp*

*mf* *p* *mf* *p* *mf* *p* *mf* *f* *mf* *mp* *fp* *< fp* *mp* *p*

*mf* *mf* *mf* *mf* *mf* *p < fp* *p*

Sizzle

*mf* *mp*

221 222 223 224 225 226 227 228 229

Mal 1 *f ff mp ff*

Mal 2 *f ff mp ff*

Mal 3 *f ff mf ff*

Mal 4 *f ff mf ff*

Mal 5 *f ff mf ff*

Mal 6 *f ff mp ff*

Aux 1 *f ff f p ff*  
Splash Choke Sus. Cymbal Chinaboy

Aux 2 *ff*  
Two Brake Drums

Aux 3 *ff f ff f ff*  
Floor Tom Chinaboy & Floor Tom Cow Bell Bass Drum

Aux 4 *ff f*

Snares *mf ff mp mf f mf f ff*

Tenors *mf ff mp mf f mf f ff*

Basses *mf ff mp ff*

Cym *f*  
Crash Choke