

# Destiny

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Battery perc. by Shawn Glyde

## Percussion Score

### Mysterioso $\text{♩} = 128$ I. Taking Control

1 2 3 4 5 6 7 8 bells 9 10 11 12 13 14 15

Mallet 1: bells, *mf*

Mallet 2: chimes, *f*

Mallet 3: vibres, *mf*, *sfz*, *f*, *mf*, *mp*, *p*, *pp*, *ppp*, *pppp*, *mf*, *sfz*, *f*, *mf*, *mp*, *p*, *pp*, *ppp*, *pppp*

Mallet 4: vibres, *mf*, *sfz*, *f*, *mf*, *mp*, *p*, *pp*, *ppp*, *mf*, *sfz*, *f*, *mf*, *mp*, *p*, *pp*, *ppp*

Mallet 5: marimba, *sfz*, *f*, *mf*, *mp*, *p*, *pp*, *ppp*, *sfz*, *f*, *mf*, *mp*, *p*, *pp*, *ppp*

Mallet 6: marimba, *mp*, *sfz*, *f*, *mf*, *mp*, *p*, *pp*, *ppp*, *pppp*, *mf*, *sfz*, *f*, *mf*, *mp*, *p*, *pp*, *ppp*, *pppp*

Mallet 7: marimba, *mp*, *sfz*, *sfz*, *mf*, *sfz*

Timpani: *mf*, *pppp*, *mf*

Auxiliary 1: bamboo wind chimes (bwtc), *f*, wind chimes, bamboo wind chimes (bwtc), *f*, wind chimes

Auxiliary 2: bamboo wind chimes (bwtc), *f*

Snare Drums

Tenor Drums

Bass Drums

Cymbals

# Destiny - Percussion Score - Page 3

25 26 27 28 29 30 31 32 33

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

Mal 2 chimes *f* xylophone *p*

Mal 3 *ff* *f* *mf* *mp* *p* *ff* *f* *mf* *mp* *p* *mp* *mf* *f*

Mal 4 *f* *mf* *mp* *p* *f* *mf* *mp* *p* *mp* *mf* *f*

Mal 5 *ff* *f* *mf* *mp* *p* *ff* *f* *mf* *mp* *p* *mp* *mf* *f*

Mal 6 *f* *mf* *mp* *p* *f* *mf* *mp* *p* *mp* *mf* *f*

Mal 7 *f* *mf* *mp* *p* *f* *mf* *mp* *p*

Timp *f* *f*

Aux 1

Aux 2 vibraphone *f* *ppp* *ff* *mp* *ff* *mp*

Snare *f* *ppp* *ff* *mp*

Tenors *mp* *f* *ff*

Basses *mf* *ff* *mp*

Cym *ff*

# Destiny - Percussion Score - Page 5

This page of the percussion score for "Destiny" contains measures 23 through 30. The score is arranged in a multi-staff format:

- Mal 1:** Melodic line with dynamics *mf* and *f*. Includes a circled measure number 24.
- Mal 2-4:** Melodic lines with dynamic *f*.
- Mal 5-6:** Melodic lines with dynamic *f*.
- Mal 7:** Bass line with dynamic *mp*.
- Timp:** Timpani line with dynamic *mp*.
- Aux 1:** Auxiliary percussion line, mostly silent.
- Aux 2:** Auxiliary percussion line with dynamic markings *ppp* and *ff*.
- Snares:** Snare drum line with accents.
- Tenors:** Tenor drum line with accents.
- Basses:** Bass drum line.
- Cym:** Cymbal line with dynamic *mp*.

# Destiny - Percussion Score - Page 7

59 60 61 62 63 64 65 66

Mal 1 *ff* *fff* *ff* *p* *fff* *fp*

Mal 2 xylophone *fp*

Mal 3 *fp*

Mal 4 *fp*

Mal 5 *fp*

Mal 6 *fp*

Mal 7 *fp*

Timp *fff* *mp*

Aux 1 *fff* *fp* *ppp* *f*

Aux 2 *ppp* *f* *fff* *fp* *ppp* *f*

Snares *fff* *mp*

Tenors *mf* *fff*

Basses *mp* *fff* *mp*

Cym *fff*

brake drum(s)  
sus cym  
wind chimes

propane tank(s)  
sus cym

gong  
sus cym w/ stick on dome

low drum  
gong w/ stick on rounded corner

# Destiny - Percussion Score - Page 9

This page of the percussion score for "Destiny" contains measures 72 through 81. The score is organized into several staves:

- Mal 1-5:** Five mallet parts in treble clef. Mal 1, 2, 3, and 5 are marked *mf*. Mal 4 is marked *mf*. Mal 1, 2, 3, and 5 feature melodic lines with various articulations and dynamics, including a *f* dynamic starting at measure 78.
- Mal 6:** A mallet part in treble clef, marked *mf*, playing a rhythmic accompaniment.
- Mal 7:** A mallet part in bass clef, marked *mf*, playing a rhythmic accompaniment.
- Timp:** A timpani part in bass clef, marked *mf*, playing a rhythmic accompaniment.
- Aux 1 & 2:** Auxiliary parts, currently empty.
- Snare:** A snare drum part in treble clef, marked *mf*, playing a consistent rhythmic pattern.
- Tenors:** A tenor drum part in treble clef, marked *mp*, playing a rhythmic pattern starting at measure 78.
- Basses:** A bass drum part in bass clef, playing a rhythmic pattern.
- Cym:** A cymbal part in bass clef, marked *mf*, playing a rhythmic pattern.

The score includes various musical notations such as notes, rests, and dynamic markings (*mf*, *f*, *mp*). Measure numbers 72, 75, 76, 77, 78, 79, 80, and 81 are indicated at the top of the page.

# Destiny - Percussion Score - Page 11

This page of the percussion score for "Destiny" contains the following parts and markings:

- Mal 1:** Melody line with dynamics *ff* and *f*. Includes measure numbers 90, 91, 92, 93, 94, 95, and 96.
- Mal 2-7:** Melody lines for Mal 2 through Mal 7, all marked with *fff*.
- Timp:** Timpani line marked with *fff*.
- Aux 1 & 2:** Auxiliary parts with dynamic markings *ppp* and *ff*. Includes the instruction "sm cym" above the first staff.
- Snares:** Snare drum line marked with *ff*.
- Tenors:** Tenor drum line marked with *ff*.
- Basses:** Bass drum line marked with *ff*.
- Cym:** Cymbal line marked with *ff*.

# Destiny - Percussion Score - Page 13

This page of the percussion score for 'Destiny' contains measures 105 through 112. The score is arranged in a multi-stem format with the following parts:

- Mal 1-7:** Seven mallet parts, each with a treble clef and a key signature of two flats. Mal 1 starts with a *fff* dynamic. Mal 2-7 feature various rhythmic patterns and dynamics.
- Timp:** Timpani part with a bass clef, starting with a *fff* dynamic.
- Aux 1:** Auxiliary percussion part with a treble clef, including 'china boys', 'crash cym', and 'gong' instruments. Dynamics range from *f* to *fff*.
- Aux 2:** Auxiliary percussion part with a bass clef, including 'bass drum' and 'gong' instruments. Dynamics range from *f* to *fff*.
- Snare:** Snare drum part with a treble clef, featuring a consistent rhythmic pattern with *ff* dynamics.
- Tenors:** Tenor drum part with a treble clef, featuring a consistent rhythmic pattern with *ff* dynamics.
- Basses:** Bass drum part with a bass clef, featuring a consistent rhythmic pattern with *ff* dynamics.
- Cym:** Cymbal part with a treble clef, featuring a consistent rhythmic pattern with *ff* dynamics.

The score includes various musical notations such as slurs, accents, and dynamic markings (*f*, *mf*, *ff*, *fff*) to guide the performer. A large watermark is visible across the page.

# Destiny - Percussion Score - Page 15

Calm but brisk  $\text{♩} = 140$   
**II. Focus**

122 123 124 125 126 127 128 129

Mal 1 *pppp* *mf*

Mal 2 *pppp* *mf* chimes

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

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

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

Mal 6 *pppp* *mf* *f* *mf* *f*

Mal 7 *pppp* *mf* *f* *mf* *f*

Timp *mf*

Aux 1 aux cym *ppp* china boys *f* bamboo wind chimes (bntC)

Aux 2 *f* bamboo wind chimes (bntC)

Snare *mp*

Tenors

Basses *mp*

Cym



# Destiny - Percussion Score - Page 17

This page of the percussion score for 'Destiny' contains measures 136 through 143. The score is arranged in a multi-staff format with the following parts:

- Mal 1:** Mallet 1, Treble clef, starting at measure 136. Dynamics include *f* and *mf*.
- Mal 2:** Mallet 2, Treble clef, mostly rests.
- Mal 3:** Mallet 3, Treble clef, starting at measure 138. Dynamics include *f*.
- Mal 4:** Mallet 4, Treble clef, starting at measure 138. Dynamics include *f* and *mf*.
- Mal 5:** Mallet 5, Treble clef, starting at measure 137. Dynamics include *f*.
- Mal 6:** Mallet 6, Treble clef, starting at measure 137. Dynamics include *mf* and *f*.
- Mal 7:** Mallet 7, Bass clef, starting at measure 137. Dynamics include *mf* and *mp*.
- Timp:** Timpani, Bass clef, starting at measure 137.
- Aux 1:** Auxiliary 1, Treble clef, mostly rests.
- Aux 2:** Auxiliary 2, Treble clef, starting at measure 138. Dynamics include *mf*. Includes a 'triangle' section.
- Snare:** Snare drum, Treble clef, starting at measure 136. Dynamics include *mf* and *p*.
- Tenors:** Tenor drums, Treble clef, starting at measure 138. Dynamics include *mp* and *p*.
- Basses:** Bass drums, Treble clef, starting at measure 138. Dynamics include *mp* and *mf*.
- Cym:** Cymbals, Treble clef, mostly rests.

The score includes various musical notations such as slurs, accents, and dynamic markings. A large watermark is visible across the page.

# Destiny - Percussion Score - Page 19

This page of the percussion score for 'Destiny' contains measures 152 through 161. The score is organized into several staves:

- Mal 1:** Mallet 1 part, starting with a *ff* dynamic and transitioning to *mf* and *mp*.
- Mal 2:** Mallet 2 part, featuring a *chimes* section starting at measure 156 with a *mf* dynamic.
- Mal 3:** Mallet 3 part, with dynamics ranging from *ff* to *mp*.
- Mal 4:** Mallet 4 part, with dynamics ranging from *ff* to *mp*.
- Mal 5:** Mallet 5 part, with dynamics ranging from *ff* to *mp*.
- Mal 6:** Mallet 6 part, with dynamics ranging from *ff* to *mp*.
- Mal 7:** Mallet 7 part, with dynamics ranging from *ff* to *mp*.
- Timp:** Timpani part, with dynamics ranging from *ff* to *mp*.
- Aux 1:** Auxiliary percussion 1, including *china boys* and *crash cym* (starting at *f*), and *wind chimes* (starting at *mf*).
- Aux 2:** Auxiliary percussion 2, including *snare cym* (*ppp*), *gong* (*f*), and *bass drum* (*f*).
- Snare:** Snare drum part, with dynamics ranging from *ff* to *mp*.
- Tenors:** Tenor drums part, with dynamics ranging from *ff* to *mf*.
- Basses:** Bass drums part, with dynamics ranging from *ff* to *p*.
- Cym:** Cymbal part, starting with a *ff* dynamic.

# Destiny - Percussion Score - Page 21

171 174 175 176 177 178 (boma down) 179 sus cym 180

Mal 1 *ff* *ppp* *ff*

Mal 2 *ff* *ppp* *ff*

Mal 3 *ff* *ppp* *ff*

Mal 4 *ff* *ppp* *ff*

Mal 5 *ff* *ppp* *ff*

Mal 6 *ff* *ppp* *ff*

Mal 7 *f* *ff* *ppp* *ff*

Timp *ff*

Aux 1 triangle *f* *ff* *ppp* *f* *ff* *ff*

Aux 2 gong *ff* *ff* *ff* *ff* *ff* *ff*

Snares *ff* *ff* *ff* *ff* *ff* *ff* *f p* *ff*

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

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

Cym *ff* *ff* *ff* *ff* *ff* *ff* *f p* *ff*

# Destiny - Percussion Score - Page 23

This page of the percussion score for 'Destiny' contains 11 staves, numbered 189 to 194. The staves are:

- Mal 1-6:** Mallet parts 1 through 6, all marked *ff*.
- Mal 7:** Mallet part 7, marked *ff*.
- Timp:** Timpani part, marked *ff*.
- Aux 1:** Auxiliary percussion 1, featuring *ppp* and *ff* dynamics. Includes markings for *sus cym*, *china boys*, and *gong*.
- Aux 2:** Auxiliary percussion 2, featuring *ff* dynamics. Includes marking for *bass drum*.
- Snare:** Snare drum part, marked *ff*.
- Tenors:** Tenor drums part, marked *ff*.
- Basses:** Bass drums part, marked *ff*.
- Cym:** Cymbals part, marked *ff*.

The score includes various musical notations such as beams, slurs, and dynamic markings. A large watermark is visible across the page.

# Destiny - Percussion Score - Page 25

This page of the percussion score for 'Destiny' includes the following parts and markings:

- Mallets (Mal 1-7):** Six mallet parts in treble clef and one in bass clef. Mal 1 has a *mf* dynamic. Mal 2 has a *f* dynamic. Mal 3, 4, 5, and 6 all have a *mf* dynamic. Mal 7 has a *mf* dynamic.
- Timpani (Timp):** Part in bass clef with a *mf* dynamic.
- Auxiliary Instruments (Aux 1 & 2):** Two parts. Aux 1 includes markings for *ppp*, *mf*, and *f*. It features the text "san cym" and "china boys" above the staff. Aux 2 includes markings for *mf* and *f*, with the text "bamboo wind chimes (flts)" above the staff.
- Drum Set:** Includes parts for Snare, Tenors, Basses, and Cym (Cymbals). Snare, Tenors, and Basses have dynamics of *p*, *mf*, and *mf* respectively. Cym has a *mf* dynamic.
- Measure Numbers:** 204, 205, 206, 207, 208, 209, 210, 211, 212.
- Watermark:** A large, light gray watermark reading "MusicalScoreCloud.com" is overlaid on the score.

# Destiny - Percussion Score - Page 27

With Great Passion! ♩ = 136

Musical score for Percussion, Page 27. The score is written for a variety of percussion instruments and includes dynamic markings.

**Mal 1-7:** Melodically oriented parts for Mal 1 through Mal 7. Mal 1 includes a *ff* dynamic marking. Mal 2 includes a xylophone part with a *ff* dynamic marking.

**Timp:** Timpani part with dynamic markings *fp* and *fff*.

**Aux 1-2:** Auxiliary parts for percussion instruments. Aux 1 includes parts for triangle, sus cym, china boys, and crash cym, with a *ff* dynamic marking. Aux 2 includes a crash cym part with a *ff* dynamic marking.

**Snares, Tenors, Basses:** Rhythmic parts for Snares, Tenors, and Basses, all marked *ff*.

**Cym:** Cymbal part with a *ff* dynamic marking.

Measure numbers 220, 221, 222, 223, 224, 225, 226, 227, and 228 are indicated at the top of the score.

# Destiny - Percussion Score - Page 29

This page of the percussion score for 'Destiny' contains measures 238 through 246. The score is arranged in a multi-staff format with the following parts:

- Mal 1-7:** Seven mallet parts, each with a melodic line and dynamic markings ranging from *mf* to *fff*.
- Timp:** Timpani part with dynamic markings *mf*, *f*, *ff*, and *fff*.
- Aux 1 & 2:** Auxiliary percussion parts for 'sus cym', 'china boys', 'crash cym', and 'gong', with dynamic markings *pppp* and *fff*.
- Snare:** Snare drum part with dynamic markings *mf*, *f*, *ff*, *fff*, *mf*, and *f p*.
- Tenors:** Tenor drum part with dynamic markings *mf*, *f*, *ff*, *fff*, *mf*, and *f p*.
- Basses:** Bass drum part with dynamic markings *mf*, *f*, *ff*, *fff*, *mf*, and *f p*.
- Cym:** Cymbal part with dynamic markings *f*, *ff*, *fff*, *mf*, and *f*.

The score includes various musical notations such as beams, slurs, and dynamic markings. A large watermark is visible across the page.

# Destiny - Percussion Score - Page 31

This page of the percussion score for 'Destiny' covers measures 252 through 258. The score is arranged for a large ensemble of percussion instruments, including multiple mallets (Mal 1-7), timpani (Timp), auxiliary percussion (Aux 1, Aux 2), snare drums, tenors, basses, and cymbals. The music is written in a 3/4 time signature with a key signature of two flats. The score is divided into six measures, with measure numbers 252, 253, 254, 255, 256, 257, and 258 indicated at the top of the staves. The dynamics range from *pppp* to *fff*. The auxiliary percussion parts include specific instructions for 'sus cym', 'china boys', 'crash cym', and 'gong'. The snare, tenor, and bass parts feature complex rhythmic patterns with many accents. The cymbal part has sparse, accented notes.

Measures: 252, 253, 254, 255, 256, 257, 258

Instruments: Mal 1, Mal 2, Mal 3, Mal 4, Mal 5, Mal 6, Mal 7, Timp, Aux 1, Aux 2, Snares, Tenors, Basses, Cym

Dynamic markings: *pppp*, *ppp*, *fff*

Auxiliary Percussion Instructions:

- Aux 1: sus cym, china boys, crash cym, sus cym
- Aux 2: sus cym, gong