

RUMBLE ON THE HIGH PLAINS

PERCUSSION 1

MICHAEL SWEENEY

Bass Drum (2), Snare Drum, Wood Block, Rain Stick

Foreboding
B.D.

Churn 6 S.D. (Snares Off)

p < *mp* > *p* < *mp* > *p* *mf* *cresc.*

10 *mp* *mf* *cresc.*

18 *ff* *mp* *ff* *mp* < *f*

Snares On

21 *mp* < *f*

29 *mp* < *f* *mf* *ff* *p* (Snares Off)

33 *mp* *cresc.* 41 *ff*

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

51 *f* *mp*

Snares On 62 *mf* *f* *ff* *mf* *f*

PERCUSSION 1

163 Triumphantly Snares Off

Musical notation for measures 163-170. The snare drum is off. Dynamics include *p* and *mp*.

175 Snares On

Musical notation for measures 175-181. The snare drum is on. Dynamics include *mf*.

181

Musical notation for measures 181-187. Dynamics include *f* and *fp*.

Musical notation for measures 187-191. Dynamics include *ff*.

194 Pull Back

Musical notation for measures 191-197. Dynamics include *mf*, *ff*, and *mp*.

Drive

Musical notation for measures 197-204. Dynamics include *ff*, *mp*, *f*, *mp*, and *mf*.

205

Rim Shots

Musical notation for measures 204-210. Includes a double bar line with a '2' above it. Dynamics include *ff*.

Musical notation for measures 210-215. Includes a double bar line with a '2' above it. Dynamics include *mp* and *ff*.

RUMBLE ON THE HIGH PLAINS

PERCUSSION 2

Cowbell, Timbales, Cr. Cym.,
Brake Drum, Triangle, Trash Can

MICHAEL SWEENEY

Foreboding 4 **Churn** 6 Cowbell *p* Timbales *p* *mp* 4 8

14 *mf cresc.* 4 *ff* *mp* *ff* Cr. Cym.

21 3 2 29 *f* *f* *f* *ff*

Cowbell 31 *p* 33 4 8 *mp cresc.*

41 9 51 Brake Drum *ff* *f*

58 4 62 4 Cr. Cym. 2 71 *f* Timb. *mf* *f*

81 **Expectantly** 90 **Rapidly** Triangle *mp* Timb. *mf*

94 96 Cowbell 4 Brake Dr. *p* *f*

PERCUSSION 2

105 Timbales/Toms "duel"

103 *mf* Timb. *f* (look, or point, menacingly at Tom player)

110

117 (ad lib. similar patterns) 129

127 Trash Can w/sticks Brake Dr. *ff*

133 Timb. *ff*

139 *p* *f* *ff* (long) 143 Calmly 3

147 2 149 3 4 157 Slightly Faster 3 163 Triumphantlly 12 *rall.*

175 6 181 6 Cr. Cym. 194 Pull Back *ff*

196 Drive 5 205 Tri. *ff*

207 Cr. Cym. 3 *ff*

RUMBLE ON THE HIGH PLAINS

PERCUSSION 3

MICHAEL SWEENEY

Mark Tree, Toms (2), Gong, Sus. Cym., Trash Can

Foreboding *p* Mark Tree (Wind Chimes) Churn **6** Toms *p*

10 *mp* **14** *mf cresc.* 4 4

18 *ff* *mp* *ff* Gong **21** Toms *f* *ff* 6

29 Gong **33** 4

37 *mp cresc.* Sus. Cym. *mf cresc.* **41** *ff* 8 *mp*

51 *f* Toms *f* *mp*

62 *mf* 2 3

60 *mf* *f* *ff* *mf* 3 3 *f*

71 4 Gong 2

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

PERCUSSION 3

81 Expectantly
80 *P* *mp* *mp* < *mf*
Mark Tree 2 Sus. Cym. 2

90 Rapidly
Stick on Cym. dome
mf Toms *mf* *p*
Timbales/Toms "duel"

96 *f* 2 2 2 **105** 2

113 Click Sticks
107 *f* 3
>> (return the glare to Timbale player) >>>

115 (ad lib. similar patterns)

121 5 Trash Can w/sticks *mf* *f* *ff* **129**

131

137 136 *p* 3

PERCUSSION 3

Sus. Cym. *mf* *ff* (long) **143** Calmly 3 2 **149** 3

141 *f* 3 *ff*

157 4 3 Slightly Faster Sus. Cym. **163** Triumphantly *mp* *f* Toms *p*

153 *mp* *f* Toms *p*

175 4 *mp* *mf*

166 *mp* *mf*

181 Sus. Cym. *mp* *f*

177 *mp* *f*

194 Pull Back *mp* *ff*

183 *mp* *ff*

194 Pull Back *mf* *ff*

189 *mf* *ff*

Drive **205** Sus. Cym. *mp* *f*

196 *mp* *f*

205 Sus. Cym. *mf* *ff* Toms *ff*

204 *mf* *ff* Toms *ff*

Trash Can (opt.) Sus. Cym. *mf* *ff* *mf* *ff*

209 *mf* *ff* *mf* *ff*

RUMBLE ON THE HIGH PLAINS

TIMPANI

MICHAEL SWEENEY

Foreboding *pedal gliss.* Churn 6 8

p *mp* *f* *ff* *mp* *cresc.* *ff* *f* *p* *mp* *mf* *f* *f* *mp* *mf* *f* *ff* *Expectantly* *mp*

14 21 29 33 41 51 62 71 81

TIMPANI

86 **2** **90** **Rapidly** **6** **96** **6**
mp < > *mp* < > (*mf*)

104 **105** **113**
Timbales/Toms "duel" **8** Click Sticks **4** **8**

121 **8** **129** **3**
ff

136 **137** **4** (long) **143** **Calmly** **3**
ff > > > >

147 **2** **149** **3** **4** **157** **Slightly Faster** **3** **3**
rall.

163 **Triumphantly** **11** **175** **4** **181** **4**
p < *mf* *mp* < *f*

186 *mp* < *ff* **2**

194 **Pull Back** **5** **Drive** **4** **205** **9**
mf < *ff*