

# MHS 2018

## SUMMER

♩ = 160

This musical score is for a percussion ensemble and includes a synth part. The score is written in 4/4 time with a tempo of 160 beats per minute. The key signature has two flats (B-flat and E-flat). The instruments and parts are as follows:

- Bells:** Rests until measure 10, then plays a melodic line starting on G4.
- Chimes:** Rests until measure 10, then plays a melodic line starting on G4.
- Xylo:** Rests until measure 10, then plays a melodic line starting on G4.
- Vibe 1:** Rests until measure 10, then plays a melodic line starting on G4.
- Vibe 2:** Rests until measure 10, then plays a melodic line starting on G4.
- Vibe 3:** Rests until measure 10, then plays a melodic line starting on G4.
- Vibe 4:** Plays a sustained accompaniment of chords, starting at *mp* in measure 10.
- Marimba 1:** Plays a melodic line starting in measure 10, with dynamics ranging from *p* to *mf*.
- Marimba 2:** Plays a melodic line starting in measure 10, with dynamics ranging from *p* to *mf*.
- Marimba 3:** Plays a sustained accompaniment of chords, starting at *p* in measure 10.
- Marimba 4:** Plays a sustained accompaniment of chords, starting at *p* in measure 10.
- Rack 1:** Rests until measure 10, then plays a melodic line starting on G4.
- Rack 2:** Rests until measure 10, then plays a melodic line starting on G4.
- Rack 3:** Rests until measure 10, then plays a melodic line starting on G4.
- Rack 4:** Rests until measure 10, then plays a melodic line starting on G4.
- Rack 5:** Rests until measure 10, then plays a melodic line starting on G4.
- Timpani:** Plays a melodic line starting in measure 10, with dynamics ranging from *p* to *mf*.
- Synth:** Plays a sustained accompaniment of chords, starting at *mp* in measure 10.
- Snare:** Rests throughout the score.
- Tenor:** Rests throughout the score.
- Bass:** Rests throughout the score.

Dynamic markings include *mp* (mezzo-piano), *p* (piano), *mf* (mezzo-forte), and *f* (forte). Performance instructions include "SusCym", "Marimba", "WINDCHIMES", "CONCERT BD", "CONCERT TOMS", "RIDE CYM", and "LOW SUS".







This musical score is for a percussion ensemble, featuring a variety of instruments and dynamic markings. The score is written in 3/4 time and includes the following parts:

- Glock.**: Glockenspiel, starting with a *ff* dynamic at the end of the piece.
- Chim.**: Chime, with a long sustained note.
- Xylo**: Xylophone, playing a triplet pattern, starting at *mf* and ending at *f*.
- Vibes**: Four Vibraphone parts, all playing triplet patterns and ending with a *f* dynamic.
- Mar.**: Four Maraca parts, all playing triplet patterns and ending with a *f* dynamic.
- RackB**: Four Rack Bell parts, including *CHINA CYM / CHOKE*, *MED SUS / CHOKE*, *HIGH SUS / CHOKE*, and *HIGH CYM* / *MED CYM* parts, with dynamics ranging from *p* to *ff*.
- Timp.**: Timpans, playing a rhythmic pattern.
- Tape Smp. Str**: Tape Sample Strings, playing a rhythmic pattern.
- Snare**: Snare drum, with a complex rhythmic pattern and *R L R L* markings.
- Tenor**: Tenor drum, with a complex rhythmic pattern and *R L R L* markings.
- Bass**: Bass drum, with a complex rhythmic pattern and *R L R L* markings.

The score includes various dynamic markings such as *mf*, *f*, and *ff*, and features complex rhythmic patterns, including triplets and sustained notes. The page number 5 is visible in the top right corner.

