

Percussion I

# FIRST SUITE for BAND

- I. MARCH
- II. MELODY
- III. RAG
- IV. GALLOP

## ALFRED REED





64 8

*cresc.* *sfz* *ff* *sfz*

72 *f* *sfz*

79

91 *mf*

99

*sfz* *sfz* *mf* *cresc.*

111 *sfz* *f*

118 *f* let ring

126 Rim shot *ff* *sost.* *sfz*

Detailed description: This is a musical score for Percussion I, spanning measures 64 to 126. The score is written on a single staff with a treble clef and a key signature of one sharp (F#). The time signature is 2/4. The music consists of a series of rhythmic patterns, primarily eighth and sixteenth notes, often beamed together. Measure 64 begins with a dynamic of *sfz* and includes a *cresc.* marking. A first ending bracket covers measures 64 through 68, ending with a repeat sign. Measure 72 starts with a dynamic of *f*. Measure 79 is a continuous eighth-note pattern. Measure 91 is marked *mf*. Measure 99 is a single note. Measure 111 has a dynamic of *f*. Measure 118 includes the instruction "let ring". Measure 126 starts with a "Rim shot" and a dynamic of *ff*, followed by *sost.* and *sfz*.

## II. MELODY

Tacet

## III. RAG

Moderate Ragtime (two-beat, not fast)

D.  $\frac{2}{4}$  3

*sfz* ⑤ *mp*

*sfz* *mp*

⑬

Rim shot *sfz* ⑳ (2nd time)

*mf*

⑲ *f*  $\rightarrow$  *mp*

od Block Solo *mf* ⑳

*p*

⑮ 2 4 ⑮

*p*

⑳

⑰

1 *p*

(69) *mp*

(77) *mp* *To Coda*  $\oplus$  *mf*

(85) *p* Wood Block Solo *S.D. (lightly)* *pp*

(93) W. B. Solo *S.D. (lightly)* *sempre pp*

1. 2. (102) 2

*mf* *D.S. al Coda*  $\oplus$   $\oplus$  *Coda* *sf* *f*

*pp sub.* (114) *ff*

Fine W.B. Rim shot *Optional ending* *sfz*

# IV. GALLOP

As fast as possible (but no faster!)

2  
D. 2/4  
O. *f* 5

13

22 1. 2. *ff* *f*

30 *ff* *f*

38 *ff* *f*

To Coda 46 *mp* *cresc.*

56 *ff* *ffz* *p*

64 *f* *p* *f* *p*

Musical staff with notes and dynamics. Dynamics include *f* and *sfz*. Measure 72 is circled.

Musical staff with notes and dynamics. Dynamics include *f* and *mf*. Measure 80 is circled.

Musical staff with notes and dynamics. Dynamics include *sfz* and *f*. Measure 88 is circled.

92 (A la miniature steam calliope)

*p* Wood Block or Temple Block (high)

Musical staff with rhythmic notation (x's) and dynamics. Dynamics include *f* and *sfz*. Measure 92 is circled.

Musical staff with rhythmic notation (x's). Measure 100 is circled.

D. S. *f* al Coda

S. D. *f*

Coda

Musical staff with notes and dynamics. Dynamics include *pp*, *f*, *mp sub.*, and *cresc.*

Musical staff with notes and dynamics. Dynamics include *f*. Measure 116 is circled.

Musical staff with notes and dynamics. Dynamics include *f*, *simile*, and *sfz*. Measure 124 is circled.

Musical staff with notes and dynamics. Dynamics include *sfz* and *ff cost.*