

# Native

"In The Village"

Aaron G. Railey

♩ = 120

2

3

4

5

6

7

8

Snare Drum

Marching  
Tenor Drums

Solo Performer as Shaman with broomstick

*p*

Marching  
Bass Drum

Marching  
Cymbals

Synthesizer

Native American Flute Sound

Warm Pad

*mf*

*mf*

Marimba 1/2

Marimba 3/4

Glockenspiel/  
Xylophone

Vibraphone 1/2

Vibraphone 3/4

Percussion 1

Percussion 2

Percussion 3

Sus. Cym.

*p*

Sus. Cym.

*p*

Sample 1  
(Shaker Ambience)

Electronics

9 9 10 11 12 13 14

On buffalo drums

S. D.

T. D.

On pow-wow drum

B. D.

Cym.

Synth.

Mar. 1/2

Mar. 3/4

Glock./ Xylo.

Vib. 1/2

Vib. 3/4

9 Toms and Bass Drum

Perc. 1

Perc. 2

Triangle

Perc. 3

Tam-Tam

Elect.

15

16

17

Fade out one by one and return to drums

17

18

19

S. D.

T. D.

B. D.

Cym.

Synth.

Mar. 1/2

Mar. 3/4

Glock./ Xylo.

Vib. 1/2

Vib. 3/4

Perc. 1

Perc. 2

Perc. 3

Elect.

Fade out one by one and return to drums

On Jawbones

17

Tambourine

Sizzle Cym.

Sample 2 (Chant)

This musical score page contains ten staves of music. The top five staves are for percussion: S. D., T. D., B. D., Cym., and Synth. The next five staves are for melodic percussion: Mar. 1/2, Mar. 3/4, Glock./ Xylo., Vib. 1/2, and Vib. 3/4. The bottom three staves are for additional percussion: Perc. 1, Perc. 2, and Perc. 3. The final staff is for an electric instrument (Elect.). The score is divided into measures 15 through 19. Measure 17 is highlighted with a box and contains the instruction 'Fade out one by one and return to drums'. Other annotations include 'On Jawbones' for the Cym. staff, 'Tambourine' for Perc. 2, and 'Sizzle Cym.' for Perc. 3. Dynamics such as *f* and *p* are used throughout the score.

20

21

22

23

24

S. D.  
T. D.  
B. D.  
Cym.  
Synth.  
Mar. 1/2  
Mar. 3/4  
Glock./ Xylo.  
Vib. 1/2  
Vib. 3/4  
Perc. 1  
Perc. 2  
Perc. 3  
Elect.

Crash Cym.  
Bass Drum  
Bass Drum/Tam-Tam  
Bass Drum  
Bass Drum/Tam-Tam

*p*  
*f*  
*p*  
*f*

Detailed description: This page of a musical score covers measures 20 to 24. It features a complex percussion arrangement with five parts: S. D. (Snare Drum), T. D. (Tom Drum), B. D. (Bass Drum), Cym. (Cymbal), and Perc. 1, 2, and 3. Perc. 1 has a 'Crash Cym.' annotation at the end. Perc. 2 and 3 include 'Bass Drum' and 'Bass Drum/Tam-Tam' annotations. A Synth. part is written in grand staff. Maracas (Mar. 1/2 and Mar. 3/4) and Vibraphone (Vib. 1/2 and Vib. 3/4) parts are also present. The Perc. 2 and 3 parts include dynamic markings for *p* (piano) and *f* (forte). The score is written in a common time signature with a key signature of one flat.

25

25

26

accel.

27

28

All performers on snare drum

S. D.

T. D.

B. D.

Cym.

Synth.

Mar. 1/2

Mar. 3/4

Glock./  
Xylo.

Vib. 1/2

Vib. 3/4

25

accel.

Snare Drum

Perc. 1

Perc. 2

Perc. 3

Elect.

Sample 3 (Speaking)

Sample 4 (Speaking 2)

Sample 5 (Speaking 3)

The score is divided into two systems. The first system covers measures 25-29. Measures 25-28 are marked 'accel.' and contain rests for all percussion parts. At measure 29, all performers on snare, tenor, and bass drums play a triplet pattern of eighth notes. The cymbal part features a 'Sizzle' effect with a triplet of eighth notes. The synth part has a low-frequency line with dynamics from *p* to *mf*. Maracas (1/2 and 3/4), glockenspiel/xylophone, and vibraphone (1/2 and 3/4) all play triplet eighth notes, with dynamics increasing from *p* to *f* across the measures.

The second system covers measures 25-29. Measure 25 is marked '25'. Percussion 1 plays a triplet of eighth notes on a 'Ride Cym.' with dynamics from *p* to *f*. Percussion 2 and 3 play a triplet of eighth notes with dynamics from *p* to *f*. The electronic part features three samples: 'Sample 3 (Speaking)', 'Sample 4 (Speaking 2)', and 'Sample 5 (Speaking 3)', each marked with a diamond symbol.

♩ = 164

S. D. *mp mf f p f*

T. D. *mp mf f p f*

B. D. *mp mf f p f*

Cym. *mp f*

30 31 32 33 34 35

Rim Shot Crossover

Orchestral Crash Crash Choke

Synth.

*f mf*

Mar. 1/2 *p f mf*

Mar. 3/4 *p f mf*

Glock./ Xylo. *f*

Vib. 1/2 *f p f*

Vib. 3/4 *f p f*

Sus. Cym. Dead Stroke

Perc. 1 *p f*

Perc. 2 *p f*

Perc. 3 *p f*

Elect.

31

Sus. Cym.

"Pow-Wow"

36 37 38 39 39 40

S. D. *p*

T. D. *p* *mf* *f*

B. D. *p*

Cym. *p*

Synth. *mf* Staccato Strings

Mar. 1/2 *p* *mf* 8<sup>vb</sup>

Mar. 3/4 *p* *mf* 8<sup>vb</sup>

Glock./ Xylo.

Vib. 1/2 *p* *mf*

Vib. 3/4 *p* *mf*

Perc. 1 *p* *mf*

Perc. 2 *p* *mf*

Perc. 3 *p* *mf*

Elect.

Detailed description of the musical score: The score is for a percussion ensemble. It includes parts for Snare Drum (S. D.), Tom Drum (T. D.), Bass Drum (B. D.), Cymbal (Cym.), Synthesizer (Synth.), Maracas (Mar. 1/2 and 3/4), Vibraphone (Vib. 1/2 and 3/4), three Percussionists (Perc. 1, 2, 3), and Electric Percussion (Elect.). The score is divided into measures 36 through 40. Measure 39 is the start of the 'Pow-Wow' section. Dynamics range from piano (*p*) to forte (*f*). Performance instructions include 'Dampened', 'Zing', and 'Staccato Strings'. The percussion parts feature complex rhythmic patterns, many with triplets and accents.

41 42 **Front Rim** 43 44 45

S. D. *r r r l* *mf* *r l r l r l r l* *p* *r r l r l r l* *mf* *r l r l r l r l*

T. D. *R l r l r l r l* *mf* *R L R L B b b b* *f* *b* *p*

B. D. *r r r r* *r r r r* *r r r r* *r r r r* *r r r r*

Cym. **Hi-Hat Choke** **Zing**

Synth.

Mar. 1/2 (8)

Mar. 3/4 (8)

Glock./ Xylo.

Vib. 1/2

Vib. 3/4

Perc. 1

Perc. 2 *p* *mf*

Perc. 3 *p* *mf*

Elect.



46 47 48 49 49 50 51

S. D. R I I R L L R *p* r l r l r l r l *f* R B R B R R L R L R

T. D. B b b b r l r l r l r l *f* R R B R B R R L R L R

B. D. r r r l r l r l r l *mf* R R R R L R L R L R L R L R L R *f* R B R B R R L R L R

Cym. *f*

Synth. *f*

Mar. 1/2 (8) *f*

Mar. 3/4 (8) *f*

Glock./ Xylo. Xylophone *f*

Vib. 1/2 *f*

Vib. 3/4 *f*

49

Perc. 1 *f*

Perc. 2 *p* *f*

Perc. 3 *p* *f*

Elect.

52 53 53 54 55 56 57

S. D. *p* *f* *f* *p* *f*

T. D. *p* *f* *f* *p* *f*

B. D. *p* *f* *f* *p* *f*

Cym.

Synth. *f* *f*

Mar. 1/2 *p* *f* *p* *f*

Mar. 3/4 *p* *f* *p* *f*

Glock./ Xylo. Glockenspiel *f* *p* *f*

Vib. 1/2 *f* *p* *f*

Vib. 3/4 *f* *p* *f*

53 Open Hi-Hat

Perc. 1 *f* *p* *f*

Perc. 2 *p* *f* *p* *f*

Perc. 3 *p* *f* *p* *f*

Elect.

$\text{♩} = 172$

63

63

The score is for measures 58 through 63, with a tempo of 172 bpm. It features the following parts and their specific markings:

- S. D. (Snare Drum):** Rhythmic patterns with dynamic markings *p*, *f*, and *mp*.
- T. D. (Tom Drum):** Rhythmic patterns with dynamic markings *p* and *mp*.
- B. D. (Bass Drum):** Rhythmic patterns with dynamic markings *p* and *mp*.
- Cym. (Cymbal):** Includes a "Ding" effect with dynamic markings *p* and *mp*.
- Synth. (Synthesizer):** Bass line with dynamic markings *p* and *mp*.
- Mar. 1/2 (Maracas 1/2):** Triplet patterns with dynamic markings *p* and *f*.
- Mar. 3/4 (Maracas 3/4):** Triplet patterns with dynamic markings *p* and *f*.
- Glock./Xylo. (Glockenspiel/Xylophone):** Triplet patterns with dynamic markings *p* and *mp*.
- Vib. 1/2 (Vibraphone 1/2):** Triplet patterns with dynamic markings *p*, *f*, and *mp*.
- Vib. 3/4 (Vibraphone 3/4):** Triplet patterns with dynamic markings *p*, *f*, and *mp*.
- Perc. 1 (Percussion 1):** Rhythmic patterns with dynamic markings *p* and *mp*.
- Perc. 2 (Percussion 2):** Rhythmic patterns with dynamic markings *p*, *f*, and *mp*.
- Perc. 3 (Percussion 3):** Rhythmic patterns with dynamic markings *p*, *f*, and *mp*.
- Elect. (Electric Drums):** Rhythmic patterns with dynamic markings *p*, *f*, and *mp*.

♩ = 50

♩ = 108

"Rain Dance"

69

64

65

66

67

68

69

70

S. D.

Handwritten notation for Snare Drum (S. D.) with dynamics *mf*, *f*, *ff* and rhythmic patterns: *r l r l R L r l*, *r l r l R L r l r l*, *R L R L*, *R*.

T. D.

Handwritten notation for Tom Drum (T. D.) with dynamics *mf*, *f*, *ff* and rhythmic patterns: *r l r l R L r l*, *r l r l R L r l r l*, *R L R L*, *R*.

B. D.

Handwritten notation for Bass Drum (B. D.) with dynamics *mf*, *f*, *ff* and rhythmic patterns: *r r R L r*, *r R L r r*, *R L R L*, *R*. Includes instruction: "With Puffy Mallets".

Cym.

Handwritten notation for Cymbal (Cym.) with dynamics *mf*, *f*, *ff*.

Synth.

Synthesizer part with "Native American Flute Sound" and "Warm Pad" patches. Dynamics include *mf*, *f*, *ff*, and *p*.

Mar. 1/2

Maracas 1/2 part with dynamics *mf*, *f*, *ff*, and *p*.

Mar. 3/4

Maracas 3/4 part with dynamics *mf*, *f*, *ff*, and *p*.

Glock./ Xylo.

Glockenspiel/Xylophone part with dynamics *mf*, *f*, *ff*, and *p*.

Vib. 1/2

Vibraphone 1/2 part with dynamics *mf*, *f*, *ff*, and *p*.

Vib. 3/4

Vibraphone 3/4 part with dynamics *mf*, *f*, *ff*, and *p*.

Perc. 1

Handwritten notation for Percussion 1 with dynamics *mf*, *f*, *ff* and "Wind Chimes" patch. Includes measure number 69.

Perc. 2

Handwritten notation for Percussion 2 with dynamics *mf*, *f*, *ff* and *p*.

Perc. 3

Handwritten notation for Percussion 3 with dynamics *mf*, *f*, *ff*.

Elect.

Handwritten notation for Electronics (Elect.) with "Sample 6 (Rain 1)" patch.