

SCORE

PIXAR FAVORITES

WHS 2013

ARR. MICHAEL BROWN

RAPP/GODDARD (ASCAP)

DURATION 2:35

Heroically $\text{♩} = 112$ "The Big Race"

The musical score is for the piece "The Big Race" from the movie "The Incredibles". It is arranged for a percussion ensemble and is in 4/4 time with a tempo of 112 beats per minute. The score is marked "Heroically". The key signature has two flats (B-flat and E-flat). The instruments and their parts are:

- Glockenspiel:** Melodic line starting with a forte (*f*) dynamic, reaching fortissimo (*ff*) in the fifth measure.
- Chimes:** Sustained chords, starting with a forte (*f*) dynamic.
- Xylophone:** Melodic line with chords, starting with a forte (*f*) dynamic, reaching fortissimo (*ff*) in the fifth measure.
- Marimba:** Melodic line with chords, starting with a forte (*f*) dynamic, reaching fortissimo (*ff*) in the fifth measure.
- Vibraphone:** Sustained chords, starting with a forte (*f*) dynamic.
- Timpani:** Bass line with notes F, Ab, and Db. Dynamics range from piano (*p*) to fortissimo (*ff*).
- Percussion 1:** Snare drum pattern, starting with a forte (*f*) dynamic, reaching mezzo-piano (*mp*) and then forte (*f*).
- Percussion 2:** Cymbal pattern, starting with a forte (*f*) dynamic.
- Cymbals:** Sustained cymbal pattern, starting with a piano (*p*) dynamic, reaching forte (*f*).
- Snareline:** Snare drum pattern with dynamics *fp*, *f*, *fp*, and *f*.
- Tenorline:** Tenor drum pattern with dynamics *fp*, *f*, *fp*, and *f*.
- Bass Drums:** Bass drum pattern with dynamics *fp*, *f*, *fp*, and *f*.

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II "Woody's Roundup"

Glk. *ff*

Chm.

Xyl. *fp* *ff* *mf*

Mrb. *p* *ff* *mf*

Vib. *mf*

Timp. *fp* *ff* *mf*

Perc. 1 *p* *mp* *mf* *f* *mp*

Perc. 2

Cym. *p* *f* *f* *mf* Hi-Hat Closed

S.Dr. *mp* *f* *mf* r l R l ... r l R L r L R l

T. Dr. *mp* *f* *mf* l r l ... r l l r l r

B. Dr. *mp* *f* *mf* r r r ... r l

19 "The Spirit of Adventure"

This musical score is for the piece "The Spirit of Adventure" and is arranged for a percussion ensemble. The score is divided into two systems, each starting at measure 17. The instruments are arranged as follows:

- Glk. (Glockenspiel):** Treble clef, B-flat major key signature. Starts with a melody in measure 17, marked *f*.
- Chm. (Chimes):** Treble clef, B-flat major key signature. Remains silent throughout the piece.
- Xyl. (Xylophone):** Treble clef, B-flat major key signature. Starts with a melody in measure 17, marked *f*. It has a rest in measure 18 and then plays a complex rhythmic pattern from measure 19 onwards, with dynamics ranging from *mf* to *p*.
- Mrb. (Maracas):** Bass clef, B-flat major key signature. Starts with a melody in measure 17, marked *f*. It has a rest in measure 18 and then plays a steady rhythmic accompaniment from measure 19 onwards, with dynamics ranging from *mf* to *p*.
- Vib. (Vibraphone):** Treble clef, B-flat major key signature. Starts with a melody in measure 17, marked *f*. It has a rest in measure 18 and then plays a steady rhythmic accompaniment from measure 19 onwards, with dynamics ranging from *mf* to *p*.
- Timp. (Tom-toms):** Bass clef, B-flat major key signature. Starts with a melody in measure 17, marked *f*. It has a rest in measure 18 and then plays a steady rhythmic accompaniment from measure 19 onwards, with dynamics ranging from *mf* to *p*.
- Perc. 1 (Percussion 1):** Snare drum, B-flat major key signature. Starts with a melody in measure 17, marked *mf*. It has a rest in measure 18 and then plays a steady rhythmic accompaniment from measure 19 onwards, with dynamics ranging from *mf* to *mp*.
- Perc. 2 (Percussion 2):** Snare drum, B-flat major key signature. Starts with a rest in measure 17 and 18, then plays a melody in measure 19, marked *ff*.
- Cym. (Cymbal):** Snare drum, B-flat major key signature. Starts with a rest in measure 17 and 18, then plays a steady rhythmic accompaniment from measure 19 onwards, marked with a slash.
- S. Dr. (Snare Drum):** Snare drum, B-flat major key signature. Starts with a melody in measure 17, marked *f*. It has a rest in measure 18 and then plays a steady rhythmic accompaniment from measure 19 onwards, with dynamics ranging from *mf* to *mp*.
- T. Dr. (Tom-toms):** Snare drum, B-flat major key signature. Starts with a melody in measure 17, marked *f*. It has a rest in measure 18 and then plays a steady rhythmic accompaniment from measure 19 onwards, with dynamics ranging from *mf* to *mp*.
- B. Dr. (Bass Drum):** Snare drum, B-flat major key signature. Starts with a melody in measure 17, marked *f*. It has a rest in measure 18 and then plays a steady rhythmic accompaniment from measure 19 onwards, with dynamics ranging from *mf* to *mp*.

The score includes various musical notations such as dynamics (*f*, *mf*, *mp*, *p*, *ff*), accents (>), and rests. The key signature is B-flat major throughout.

28 "Ratatouille Main Theme"
Slower ♩ = 92

The musical score is arranged in two systems. The first system includes Glk., Chm., Xyl., Mrb., Vib., and Timp. The second system includes Perc. 1, Perc. 2, Cym., S.Dr., T. Dr., and B. Dr. The score begins at measure 25. The key signature is B-flat major (two flats). The time signature is 3/4. The tempo is marked 'Slower' with a quarter note equal to 92 beats per minute. Dynamics range from *p* (piano) to *f* (forte). Performance instructions include 'Sus Cym' (sustained cymbal) and various articulation marks like accents and slurs. The drum parts (S.Dr., T. Dr., B. Dr.) include rhythmic notation with 'r' for right and 'l' for left.

Latin ♩ = 120

37 "End Creditouilles"

The musical score is arranged in a system of staves. The top section includes:

- Glk. (Glockenspiel):** Treble clef, 4/4 time. Starts at measure 32 with a *p* dynamic. A crescendo leads to a *f* dynamic in the final measure.
- Chm. (Chimes):** Treble clef, 4/4 time. Remains silent throughout.
- Xyl. (Xylophone):** Treble clef, 4/4 time. Starts at measure 32 with a *p* dynamic. A crescendo leads to a *f* dynamic in the final measure. Instruction: "To Marimba".
- Mrb. (Marimba):** Bass clef, 4/4 time. Starts at measure 32 with a *mf* dynamic. Instruction: "Center of Drum".
- Vib. (Vibraphone):** Treble clef, 4/4 time. Starts at measure 32 with a *mf* dynamic. Instruction: "Center of Drum".
- Timp. (Timpani):** Bass clef, 4/4 time. Starts at measure 32 with a *ff* dynamic. Instruction: "Agogo Bells".

The bottom section includes:

- Perc. 1 (Percussion 1):** Treble clef, 4/4 time. Starts at measure 32 with a *f* dynamic. Instruction: "Cym Bell".
- Perc. 2 (Percussion 2):** Treble clef, 4/4 time. Starts at measure 32 with a *f* dynamic. Instruction: "Hi-Hat Closed".
- Cym. (Cymbal):** Treble clef, 4/4 time. Starts at measure 32 with a *f* dynamic. Instruction: "Hi-Hat Closed".
- S. Dr. (Snare Drum):** Treble clef, 4/4 time. Starts at measure 32 with a *p* dynamic, then *pp*. Instruction: "Rlrlrl".
- T. Dr. (Tom Drum):** Treble clef, 4/4 time. Starts at measure 32 with a *p* dynamic, then *fp* and *ff*. Instruction: "Rlrlrl".
- B. Dr. (Bass Drum):** Treble clef, 4/4 time. Starts at measure 32 with a *p* dynamic, then *pp*. Instruction: "Rlrlrl".

The score concludes with a final measure containing rests and dynamic markings for the percussion parts.

Much Faster ♩ = 180

46 "Monsters Inc."
Swing! ♩ = ♩₃

54

Glk. *mp* *mp*

Chm.

Xyl. Bass Marimba *mp*

Mrb. *mf* *mf* *mf* *mf* *p*

Vib. *mf* *p*

Timp.

Perc. 1 *p* 2 2 2

Perc. 2 Solo Hat *mf* *p*

Cym.

S.Dr. *mf* *p*

T. Dr. *mf* *p*

B. Dr. *mf* *p*

Detailed description: This is a musical score for a percussion ensemble. It consists of 11 staves. The top staff is for Glockenspiel (Glk.), followed by Chimes (Chm.), Xylophone (Xyl.) with Bass Marimba, Maracas (Mrb.), Vibraphone (Vib.), and Tom-toms (Timp.). Below these are three more percussion staves: Percussion 1 (Perc. 1), Percussion 2 (Perc. 2), and Cymbals (Cym.). The bottom three staves are for Snare Drum (S.Dr.), Tom Drum (T. Dr.), and Bass Drum (B. Dr.). The score starts at measure 44 and ends at measure 54. The tempo is 'Much Faster' at 180 beats per minute. The key signature has two flats (B-flat and E-flat). The time signature is 4/4. The music is in a 'Swing!' feel. Dynamics range from piano (p) to mezzo-forte (mf). Percussion 1 has accents and dynamic markings. Percussion 2 has a 'Solo Hat' section with triplet patterns. Snare and Tom drums have 'mf' and 'p' markings. Bass drum has 'mf' and 'p' markings. The score includes various rhythmic patterns, including triplets and accents.

64 "The Flik Machine"

The musical score for "The Flik Machine" is arranged for a percussion ensemble. It begins at measure 56. The Glockenspiel (Glk.) part features a melodic line in the right hand, starting with a half note G4 and moving through various intervals. The Chimes (Chm.) part is mostly silent. The Xylophone (Xyl.) part has a melodic line in the right hand, starting with a half note G4 and moving through various intervals. The Maracas (Mrb.) part features a rhythmic pattern in the right hand, starting with a half note G4 and moving through various intervals. The Vibraphone (Vib.) part features a rhythmic pattern in the right hand, starting with a half note G4 and moving through various intervals. The Timpani (Timp.) part features a rhythmic pattern in the right hand, starting with a half note G4 and moving through various intervals. The Percussion 1 (Perc. 1) part features a rhythmic pattern in the right hand, starting with a half note G4 and moving through various intervals. The Percussion 2 (Perc. 2) part features a rhythmic pattern in the right hand, starting with a half note G4 and moving through various intervals. The Conga (Cym.) part features a rhythmic pattern in the right hand, starting with a half note G4 and moving through various intervals. The Snare Drum (S.Dr.) part features a rhythmic pattern in the right hand, starting with a half note G4 and moving through various intervals. The Tenor Drum (T. Dr.) part features a rhythmic pattern in the right hand, starting with a half note G4 and moving through various intervals. The Bass Drum (B. Dr.) part features a rhythmic pattern in the right hand, starting with a half note G4 and moving through various intervals. The score includes dynamic markings such as *mp*, *mf*, *f*, and *p*. It also includes performance instructions such as "Crash Stick on Cym", "To Xylo", "Xylo", "Ride Cym", "Outer Rims", "R Stick on L Stick", and "R".

72 "A Bug's Life Suite"
Broadly ♩ = 100

The musical score is arranged in a standard orchestral format with multiple staves. The instruments and their parts are as follows:

- Glk. (Glockenspiel):** Silent throughout the piece.
- Chm. (Chimes):** Silent until measure 72, where it plays a melodic line starting with a *mf* dynamic.
- Xyl. (Xylophone):** Plays a rhythmic pattern of eighth notes, starting with a *mf* dynamic.
- Mrb. (Maracas):** Plays a steady eighth-note accompaniment.
- Vib. (Vibraphone):** Plays chords and single notes, primarily in a *mf* dynamic.
- Timp. (Timpani):** Features a *fp* (fortissimo piano) roll in measures 66-71, followed by a *f* (forte) roll starting at measure 72.
- Perc. 1 (Percussion 1):** Plays a *f* (forte) pattern of eighth notes.
- Perc. 2 (Percussion 2):** Plays a *mf* (mezzo-forte) pattern of eighth notes.
- Cym. (Cymbal):** Features a *p* (piano) roll in measures 66-71 and a *ff* (fortissimo) roll starting at measure 72.
- S. Dr. (Snare Drum):** Plays a complex rhythmic pattern with accents and triplets, starting with a *fp* dynamic.
- T. Dr. (Tom Drum):** Plays a rhythmic pattern with accents and triplets, starting with a *fp* dynamic.
- B. Dr. (Bass Drum):** Plays a rhythmic pattern with accents and triplets, starting with a *p* dynamic.

The score includes various musical notations such as dynamics (*mf*, *f*, *fp*, *p*, *ff*), articulation (accents, slurs), and performance instructions like *Sus Cym* (sustaining cymbal) and *Broadly*. The key signature has one flat (B-flat major or F minor), and the tempo is marked as *Broadly* with a quarter note equal to 100 beats per minute.

80

Glk.

Chm.

Xyl.

Mrb.

Vib.

Timp.

Perc. 1

Perc. 2

Cym.

S.Dr.

T. Dr.

B. Dr.

ff

ff

p

ff

ff *r l r l ...*

ff *r l r r R r l r r*

r l l R l l r l l R l l

R L L R l r l

R L L R l r l R R L R

R L L R

R R L R

L L

R L L R

R R L R