

GRENSENADA

TOMMY GODDARD (ASCAP)

1 $\text{♩} = 120$ 5 7

The score is for a percussion ensemble in 4/4 time with a tempo of 120 beats per minute. It consists of ten staves. The first five staves are melodic instruments: Xylophone, Marimba, Vibraphone, Timpani, and Cymbals. The last five staves are rhythmic instruments: Percussion 1 (Bass Drum/Tam-Tam), Percussion 2 (Bass Drum/Crash Cymbals), Percussion 3, Snareline, and Tenorline. The Bass Drums staff includes a rhythmic pattern: ff L R L R R mf L R L ff L R L R R f L R L L R L R L. The score includes various dynamics such as ff and f , and includes first and second endings marked with 1 and 5. The key signature has two flats.

GRENSENADA

Xyl. ⁸ ₉ ₁₀ ¹¹ ₁₂ ₁₃ ₁₄ ¹⁵ *rit.* = 112
TO BASS MARIMBA

Mrb. ⁸ ₉ ₁₀ ₁₁ ₁₂ ₁₃ ₁₄ ₁₅ *mf*

Vib. ⁸ ₉ ₁₀ ₁₁ ₁₂ ₁₃ ₁₄ ₁₅ *mp*

Timp. ⁸ ₉ ₁₀ ₁₁ ₁₂ ₁₃ ₁₄ ₁₅

Cym. ⁸ ₉ ₁₀ ₁₁ ₁₂ ₁₃ ₁₄ ₁₅
p *f*

Perc. 1 ⁸ ₉ ₁₀ ₁₁ ₁₂ ₁₃ ₁₄ ₁₅
f

Perc. 2 ⁸ ₉ ₁₀ ₁₁ ₁₂ ₁₃ ₁₄ ₁₅
f

Perc. 3 ⁸ ₉ ₁₀ ₁₁ ₁₂ ₁₃ ₁₄ ₁₅

S. Dr. ⁸ ₉ ₁₀ ₁₁ ₁₂ ₁₃ ₁₄ ₁₅
mp *f* CROSSOVER FLOAT R ARM

T. Dr. ⁸ ₉ ₁₀ ₁₁ ₁₂ ₁₃ ₁₄ ₁₅
mf *f* R l l l r R l r R R L R

B. Dr. ⁸ ₉ ₁₀ ₁₁ ₁₂ ₁₃ ₁₄ ₁₅
mp *mf* *f* *mf* *f* R B B B B R r l R R L R

GRENSENADA

16 17 18 19 20 21 22 23 24

Xyl.

Mrb.

Vib.

Timp.

Cym.

Perc. 1

Perc. 2

Perc. 3

S. Dr.

T. Dr.

B. Dr.

ff 1...

GRENSENADA

25 26 27 28 29 $\text{♩} = 86$ *accel.* 30 31 32 $\text{♩} = 86$ 33 $\text{♩} = 144$ 34

Xyl.

Mrb.

Vib.

Timp.

Cym.

Perc. 1

Perc. 2

Perc. 3

S.Dr.

T. Dr.

B. Dr.

f *mp* *f* *mp* *f* *mf* *f* *mf*

p *f* *mp*

TAMBOURINE SOLO

TAMBOURINE

mp

mp *f* *mf*

CROSSOVER

B B B I I R R I R I R I

R I I R L R

B B B I I R R I R I R I

R I I R L R

f R L L r r r r R R L R r l r l r *mp* *f* r r I R L L L R *mf* R I R I R I ...

UNMUTE L MUTE L

35 36 37 38 39 40 41 42 43 44

Xyl. *mf* *ff*

Mrb. *ff*

Vib. *f*

Timp. *ff*

Cym. *pp* TRIANGLE *f*

Perc. 1 *mf* *f*

Perc. 2 *f*

Perc. 3

S.Dr. *f* *ff* *f* *ff*

T. Dr. *p* *mf* *p* *mf* *f* *p* *f* *R r l r r L l R r L R* *R l l r r L l l R r r L l R*

B. Dr. *f* *ff* *f* *ff*

45 46 TO BASS MARIMBA 47 48 50 51 52 53 54 55 56

Xyl.

Mrb. *mf* XYLO PLAYER *mf*

Vib. *mf*

Timp. *mf*

Cym.

Perc. 1 TO XYLO

Perc. 2 TAMBOURINE *p*

Perc. 3

S. Dr. BRUSHES *pp* PUFFS

T. Dr. *p* l r l B l r l r B r l r l B

B. Dr. *f* R *p* r ...

62

rit.

PERC PLAYER

57 58 59 60 61 62 63 64 65 66 67 68

Xyl.

Mrb.

Vib.

Timp.

Cym.

Perc. 1

Perc. 2

Perc. 3

S. Dr.

T. Dr.

B. Dr.

mp

f

f

mf

p

mf

mp

TRIANGLE

UNMUTE L MUTE L UNMUTE L

r l r l l ...

l r l r B l r l B l r l r B r l r l B r l r l r l

84

81 82 83 84 85 86 87 88 89 90

Xyl. *E*

Mrb.

Vib.

Timp.

Cym. *p* *f*

Perc. 1

Perc. 2

Perc. 3

S.Dr.

T. Dr. *f* *r l l r B B* *r l r l r l r l r l* *r l l r r l l r l* *R l l r r l L l* *R l l r r l l R r L* *r r L r l l l* *R l r l l r l l r l l r* *L* *CROSSOVER*

B. Dr. *f* *R* *r l l* *R* *r l l* *R* *r r l r l* *f* *R* *L R* *R r l r l r l R L* *r l R* *R L L* *r l r l r l l r l* *R* *R L L* *r l r l r l* *r l R* *R L*

91 92 93 94 95 96 97 98 99 100 101

Xyl. *rit.* C E C $\text{♩} = 86$

Mrb. *sfz* *mf*

Vib. *sfz* *mf*

Timp. *sfz* *mf*

Cym. *p* *ff* *p*

Perc. 1 *mp* *p*

Perc. 2 *p*

Perc. 3

S. Dr. *mf* *fp* *f* *mp* *mf* *f* *ff* *p*

T. Dr. *ff* *f* *mp* *mf* *f* *ff* *p*

B. Dr. *ff* *f* *mp* *mf* *f* *ff* *p*

102 $\text{♩} = 144$ *rit.* 106 $\text{♩} = 144$ 112

Xyl. *f* *ff*

Mrb. *f* *ff*

Vib. *f* *ff*

Timp. *f* *ff*

Cym. *mf* *p* *f* *ff* *mf* *ff* *mf* *ff*

Perc. 1 *mf* *f* *ff*

Perc. 2 *mf* *f* *ff*

Perc. 3

S.Dr. *f* *mp* *f* *ff* *f* *ff* *ff*

T. Dr. *f* *mp* *f* *ff* *f* *ff* *ff*

B. Dr. *f* *mp* *f* *ff* *f* *ff* *ff*

PERCUSSION PATTERNS:
S.Dr.: L R || rr || rr || r l r l R L R L R l l R l l *mp* f L R *ff* r r l l l R r r l l l R l l r r l l rr || rr || rr || rr || rr || rr || R r l R L R L *ff* B
T. Dr.: L R || rr || rr || r l r l R L R L R l l R l l *mp* f L R *ff* r r l l l R r r l l l R l l r r l l rr || rr || rr || rr || rr || rr || R r l R L R L *ff* B
B. Dr.: L R || rr || rr || r l r l R L R L R l l R l l *mp* f L R *ff* R R R R R R L r l r l r l r l r l R r l R L R L *ff* R