

ALL-STATE PERCUSSION SET - B

ETUDE #1: SNARE DRUM

David Barr

(♩ = 120)

mf *f* *pp* *cresc.*

ff *p* *f*

Long Roll slow to fast

mp *mf* *cresc.*

p *mp*

mf *f*

(♩ = ♩)

f *fp* *pp*

f

p *f* *p* *mf* *f*

ALL-STATE PERCUSSION SET - B

ETUDE #2: TIMPANI

2 Drums Bb - Eb (29" & 26")

♩ = 110 Dampen drums on all rests

David Barr

The musical score is written for two drums (Bb and Eb) in a 3/4 time signature with a key signature of two flats (Bb and Eb). The tempo is marked as 110 beats per minute. The score consists of six staves of music, each containing various musical notations and dynamics.

Staff 1: Starts with a *mf* dynamic, followed by a *fp* dynamic, then a *fp* dynamic, and ends with a *f* dynamic. The notation includes eighth and sixteenth notes, rests, and a fermata.

Staff 2: Features a *mp* dynamic. Above the staff, the notes Eb to D, D to C, Bb to Ab, and Ab to G are indicated. The notation includes eighth notes, rests, and a fermata.

Staff 3: Features a *cresc.* dynamic. Above the staff, the notes G to F, C to D, F to G, G to Ab, and D to Eb are indicated. The notation includes eighth notes, rests, and a fermata.

Staff 4: Starts with a *p* dynamic, followed by a *cresc.* dynamic, and ends with a *f* dynamic. The notation includes eighth notes, rests, and a fermata.

Staff 5: Features a *mp* dynamic. Above the staff, the notes Ab to G are indicated. The notation includes eighth notes, rests, and a fermata.

Staff 6: Starts with a *f* dynamic, followed by a *p* dynamic, then a *mf* dynamic, and ends with a *ff* dynamic. The notation includes eighth notes, rests, and a fermata.

ALL-STATE PERCUSSION SET - B

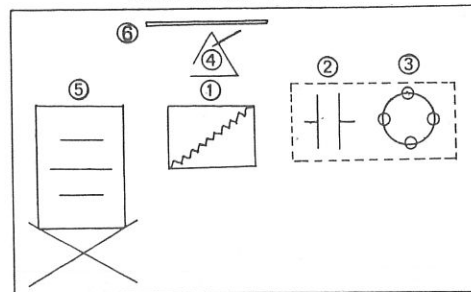
ETUDE #3: XYLOPHONE

$\text{♩} = 100$

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

Instrumentation

- ① Snare Drum
- ② Crash Cymbals
- ③ Tambourine
- ④ Triangle
- ⑤ Bass Drum
- ⑥ (Music Stand)

Instrument Placement

Allegro (♩=120)
Snare Drum

7 *f* *mf* *fp* — *f* *fp* — *f*

pp *p* *mf* *pp*

ff to Crash Cymbals 4

Crash Cymbals *mf*

to Tambourine 4 *f* *ff* *ff* *cresc.*

Tambourine 3 3 3 3

to Triangle 4 *pp* *ff*

Triangle *p*

to Bass Drum 4 *mf*

Bass Drum

to Snare Drum 4 *fp* *f* — *p* — *f*

Snare Drum *f* *fp* — *ff*