

SUNDOWN

Arranged by Don Barrett (BMI)

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Grade: Medium (A Class Movement)

Total Duration: 4 Minutes 35 Seconds

I. BADLANDS

II. AMONG THE WILLOWS

III. DEAD OR ALIVE

INSTRUMENTATION

Bells/Chimes

Vibraphone 1 (3 Octave)

Vibraphone 2 (3 Octave)

Marimba 1 (4 $\frac{1}{3}$ Octave)

Marimba 2 (4 $\frac{1}{3}$ Octave)

Marimba 3 (4 $\frac{1}{3}$ Octave)

Synth 1/FX

Synth 2/FX

Bass Guitar

Tympani

Percussion 1 (Flexatone, Mark Tree, Concert Bass Drum, Tam Tam, Sleigh Bells, Vibraslap, High Hat, Tambourines, Shakers, Wood Block)

Percussion 2 (Suspended Cymbal, Tambourines, Mark Tree, Ride Cymbal, Vibraslap, Sleigh Bells)

Battery Snare

Battery Tenor Drums

Battery Bass Drums (4)

Battery Cymbals

GLOSSARY

Opt. = Optional

Pl. = Player

Sim. = Simile

Sus. = Sustain

Pizz. = Pizzicato

CBD = Concert Bass Drum

SC = Suspended Cymbal with Mallets

Spl. = Splash

L.R. = Let Ring (Resonate)

Mtd. Str. = Muted Stroke

Sm. = Small

15

19

♩ = 152

Chimes

Bells

Vibe 1

Vibe 2

Mar. 1

Mar. 2

Mar. 3

S1

S2

BG

Tymp.

This block contains the musical notation for measures 15 through 19. It includes staves for Chimes, Bells, Vibe 1, Vibe 2, Maracas 1, 2, and 3, Snare 1, Snare 2, Bongos, and Tympani. The notation features various rhythmic patterns, including eighth and sixteenth notes, and rests. Dynamics are marked as *ff* (fortissimo). A large watermark 'FOR DEMONSTRATION USE ONLY' is overlaid diagonally across the score.

15

16

17

18

19

Tam Tam

CBD

Perc. 1

Perc. 2

SN

TN

BD

Cym.

Open

Smash

This block contains the musical notation for measures 15 through 19, measures 4 through 6 of the Percussion section. It includes staves for Tam Tam, CBD, Snare 1, Snare 2, Bongos, and Cymbals. The notation features complex rhythmic patterns with many sixteenth notes and rests. Dynamics are marked as *ff*. Specific instructions like 'Open' and 'Smash' are present. A large watermark 'FOR DEMONSTRATION USE ONLY' is overlaid diagonally across the score.

SUNDOWN

II. AMONG THE WILLOWS

Segue From Part One

5

♩ = 108

The score is for a conductor and includes the following parts:

- Bells/Chimes:** Treble clef, 4/4 time. Enters in measure 5 with a *mf* dynamic.
- Vibraphone:** Treble clef, 4/4 time. Enters in measure 5 with a *mf* dynamic.
- Marimba 1, 2, 3:** Treble and Bass clefs, 4/4 time. Play a rhythmic pattern starting in measure 3. Dynamics range from *f* to *p*, with *sim.* markings.
- Flute/Oboe:** Treble clef, 4/4 time. Enters in measure 5 with a *f* dynamic.
- Synth 1:** Treble and Bass clefs, 4/4 time. Enters in measure 5 with a *f* dynamic.
- Synth 2:** Treble and Bass clefs, 4/4 time. Plays sustained chords. Dynamics include *mp*.
- Strings:** Treble and Bass clefs, 4/4 time. Play sustained chords. Dynamics include *mp*.
- Bass Guitar/Bass Synth:** Bass clef, 4/4 time. Enters in measure 5 with a *mf* dynamic.
- Tympani:** Bass clef, 4/4 time. Plays a rhythmic pattern. Dynamic is *mf*.
- Percussion:** Treble clef, 4/4 time. Includes Small Shakers (measures 3-4, *p* to *ff*) and SC (measures 3-4, *mf*).
- Snare Drum, Tenor Drum, Bass Drum, Cymbals:** Treble clef, 4/4 time. Remain silent.

Measures 1-6 are indicated by numbered boxes at the bottom of the score.

11

Musical score for SUNSET SCORES ONLY, page 11. The score includes staves for Bells, Vibe (1 & 2), Mar. 1, 2, & 3, S1, S2, BG, Tymp., Perc. (1 & 2), SN, TN, BD, and Cym. The score is divided into measures 9, 10, 11, and 12. Performance instructions include 'No Ped. Muted Stroke' and 'Muted Stroke' for various instruments. Percussion parts include triplets and specific rhythmic patterns. Dynamics include *mp* and *mf* with *cresc.* markings.