

THE RHYTHM OF OUR GAME

By Don Barrett

"The Rhythm Of Our Game" By Don Barrett (BMI).
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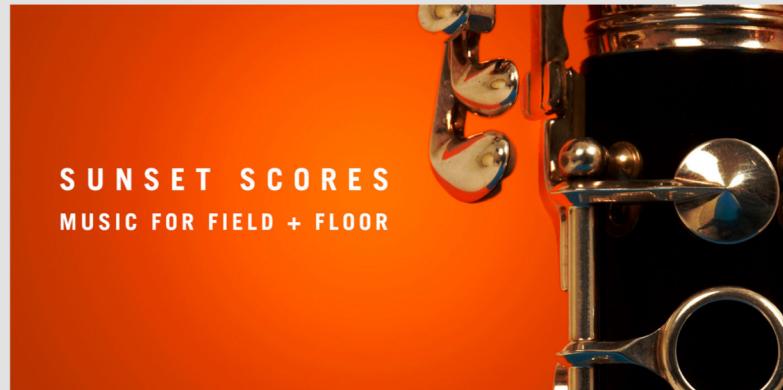
GRADE: MEDIUM-ADVANCED

DURATION: 6m 08s

- I. PHASE ONE
II. PHASE TWO
III. PHASE THREE

INSTRUMENTATION

Bells/Chimes
Vibraphone 1/2 (3 Octave)
Xylophone (3.5 Octave)
Marimba 1/2/3 (4.3 Octave)
Synth 1/2
Extra FX 1/2
Bass Guitar/Bass Synth
Tympani
Kick Drums



Percussion 1	COMBINED LIST: High Hat, Suspended Cymbal, Concert Bass Drum, Tam Tam, Mark Tree, Ribbon Crash, Vibraphone, Tambourines, Brake Drum, Concert Toms, World Drum
Percussion 2	

Battery Snare
Battery Tenor
Battery Bass Drums (5)
Battery Cymbals

GLOSSARY

One Player, Two Players, Three Players	A1, A2, A
Choke	Chk.
Crescendo	Cresc.
Diminuendo	Dim.
Left Hand	LH
Optional	Opt.
Right Hand	RH
Simile	Sim
Splash	Spl.
Concert Bass Drum	CBD
Concert	Cone.
Cymbal	Cym.
High Hat	H.H.
Let Resonate	L.R.
Marcato	Marc.
Pedal	Ped.
Pizzicato	Pizz.
Player	Pl.
Suspended Cymbal with Mallets	SC
Small	Sm.
Staccato	Stacc.

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DON BARRETT
(BMI)

— FULL SCORE —

DURATION 2:40

I. PHASE ONE

♩ = 172

5

A musical score page with 16 staves. The staves are labeled from top to bottom: Bells/Chimes, Vibraphone 1, Vibraphone 2, Xylophone, Marimba 1, Marimba 2, Marimba 3, Synth 1, Synth 2, FX 1, FX 2, Bass Guitar/Bass Synth, Tympani, Kick Drum, Percussion 1, Percussion 2, Snare Drum, Tenor Drum, Bass Drum, and Cymbals. The score features a large '4' at the beginning of each staff. A diagonal watermark reads "FOR DEMONSTRATION PURPOSES ONLY". The vocal parts include "Vocal 1" and "Opt. Vocal 2".

RHYTHM_I - CONT.

9

13

Bells Muted
f
No Ped.

Vibes
f
No Ped.

Xylo
f

Mar. 1
f

Mar. 2
f

Mar. 3
f

S1 *f*
Piano *x*

S2 Tube Bass
Vocal 3
ff

FX 1
ff

BG 2 *f*

Tym. *ff*

KD

Perc. 1
SC

SN

TN *f*
R l r L r L R L

BD

CYMR

18

sim.

f

ff

sc

H.H. Choke

17 18 19 20 21 22 23

THE RHYTHM OF OUR GAME

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— FULL SCORE —

DURATION 1:45

II. PHASE TWO

RHYTHM II - *CONT.*

12

Bells

Vibes

Xylo

Mar. 1

Mar. 2

Mar. 3

S1

S2

FX

BG

Tym.

KD

Perc.

SN

TN

BD

CYM. 1

CYM. 2

3

4

3

4

FOR DEMONSTRATION USE ONLY

SUNSET SCORES

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— FULL SCORE —

DURATION 1:43

III. PHASE THREE

Segue From Part Two

$\text{♩} = 180$

5

Chimes No Ped.

Segue From Part Two

$\text{♩} = 180$

5

Chimes No Ped.

Bells/Chimes

Vibraphone 1 & 2

Xylophone

Marimba 1

Marimba 2

Marimba 3

Synth 1 & 2

Piano $\frac{4}{4}$

ff Opt. 8VA/8VB Triggers

Strings Marc. $\frac{2}{2}$

Strings Marc. $\frac{2}{2}$ Opt. 8VA/8VB Triggers

Kick Helpers 1 2 Claps > > > > > > >

Queen Kicks > > > > > > >

Queen Claps ff

FX

FX Kick Drum

Bass Guitar/Bass Synth

Tympani

Kick Drum

ff

1 2 3 4 5 6 7 8

(+Ribbon Crasher) ff CBD

(+Tambourine W/ Stick) ff World Drum

Spare Drum

ff R l r L r l r L r L r l R p

Tenor Drum

ff

Bass Drum

ff

Crunch

Cymbals ff

RHYTHM III - *CONT.*

14

A page from a musical score for orchestra and percussion. The score includes parts for Bells, Vibes, Xylo, Mar. 1, Mar. 2, Mar. 3, S1, S2, FX 1, FX 2, BG, Tym., KD, Perc. 1, Perc. 2, SN, TN, BD, and CYM. The score features various rhythmic patterns, dynamics (e.g., f, ff, mp), and performance instructions (e.g., Div., Loco, Drop 1, Drop 2, High Hat). A large watermark reading "FOR DEMONSTRATION PURPOSES ONLY" is overlaid across the page.