

1. Frequently Asked Questions

Is regional exclusivity included with *F.I.R.E. Series* shows?

We do not offer regional exclusivity protection with the *F.I.R.E. Series*.

Do Alfred Music and Fannin Music provide customization services related to the *F.I.R.E. Series*?

No, all customization of a *F.I.R.E. Series* show is the purchaser's responsibility. Permission to arrange is included with purchase. You may edit any component of your purchase.

Can I alter or modify the music to fit the needs of my band?

Yes! We encourage you to make any changes necessary to help your students be successful.

A few sections of the show I purchased might be difficult for my band. Are there suggested edits and cues?

Yes! This instruction manual includes suggested changes to simplify some of the more challenging passages. There is also extensive cross-cueing throughout the score and the inclusion of optional lower parts for added flexibility.

I have a very small wind section. Will the *F.I.R.E. Series* work for my band?

Yes! The sample recordings are played by nine players: flute, clarinet, alto sax, mellophone, two trumpets, two trombones, and a tuba. The flex scoring options provide excellent opportunities for any instrumentation to work.

I do not have a pit. Will the *F.I.R.E. Series* work for my band?

Yes! We have designed the *F.I.R.E. Series* in such a way that it will work with **no** mallet players at all. The *F.I.R.E. Series* is also designed for bands with a full complement of pit performers and everything in between.

I have a very small percussion section. Will the *F.I.R.E. Series* work for my band?

Yes! We have designed the *F.I.R.E. Series* in such a way that it will work with just a snare and a single bass drum. The *F.I.R.E. Series* is also designed for bands with full drum lines and everything in between. There are also simpler and more advanced options for snare, tenors, and mallets. All parts will fit together and be a perfect fit for groups with students at different stages of development. We have even provided an optional drum set part.

Do I need to use sound effects (FX)?

No! The shows sound great without sound effects. Sound effects (FX) are optional. If you dislike one sound effect, leave it out.

I do not like narration in band shows. Do I have to use them with *F.I.R.E. Series* shows?

No! The shows sound great without narration. Narration is entirely optional. It is also easily scaled back by omitting some narration if you want to try it. A script is provided to use a live narrator. We have provided a female and male narrator option in each show.

Can I video record and post performance videos online, on social media, or on YouTube?

Yes! All permissions needed are included with the purchase of the show.

Does the cost of the show include flags and guard costumes?

No, however, we do provide guidance and suggestions for these items. The Band Shoppe has multiple flag designs and costumes available for purchase for the *F.I.R.E. Series* shows. Ordering information is included in this manual.



Does the cost of the show include props?

No, but we do include artwork for backdrops and front screens. You can work with any vendor and share the art we provide. We also have included instructions and guidance on how to use the props.

I don't want to use props; will the show still work?

Absolutely! The visual design is very flexible and does not require any props.

Can I make band shirts and other swag with the show logo?

Yes! We provide the vector file (art logo) for your local vendor to create shirts or any other item you wish to have.

Can I change the name of the show?

Sure!

Can we edit the drill provided?

Yes! You may edit the drill as your needs dictate. We provide detailed instructions on how to adjust the number of members. Pyware files are provided for your convenience. You must have Pyware version 7, 8, 9, 10, or 11 to use the Pyware files included. Pyware, FMP, and Alfred Music do not provide technical assistance using the Pyware files. You can also feel free to create your own drill.

Do you provide PDF drill charts and student coordinates?

Yes!

What are the band sizes provided with the Flex Drill?

10–110 Wind Players, 0–16 Guard, and percussion sections of any size (or pit only).

Can we edit the Musician Choreography provided?

Yes! Change whatever you like or create your own.

Can we edit the Color Guard Choreography provided?

Yes! Change whatever you like or create your own.

How will the Music, Audio, Drill, Video, Art, Choreography, and instructions be delivered?

Once you purchase the show, you will be provided a link to download all components of the show.

Is there proof of license I can share with Marching Band Show Sponsors?

YES!

What's the difference between *F.I.R.E. Series* Shows and Fannin Music's other show packages?

The *F.I.R.E. Series* is a joint project with Alfred Music and Fannin Music. You get almost everything you need for your marching show for one low price. Regional exclusivity and customization are not included with purchase.



A New World

Mvt. 1

By Antonín Dvorák
Arranged by Matt Hightower,
John Fannin, and Josh Powell

FULL SCORE
Duration - 2:30

Moderato ♩ = 132

The score is divided into five parts:

- Pt. 1 High Ww.**: C Inst. A, C Inst. (Optional) B, B♭ Inst. A, B♭ Inst. (Optional) B, E♭ Inst. (Optional).
- Pt. 2 High Br./Ww.**: B♭ Inst. A, B♭ Inst. (Optional) B, E♭ Inst. A, E♭ Inst. (Optional) B.
- Pt. 3 Middle Br./Ww.**: B♭ Inst., E♭ Inst., F Inst., C Inst.
- Pt. 4 Low Br./Low Ww.**: B♭ Inst., E♭ Inst., F Inst., C Inst.
- Pt. 5 Bass Line**: B♭ Inst. (High/Low), E♭ Inst., C Inst. (High), C Inst. (Low).

Additional parts include Mallet Percussion (Bells), Snare Drum, Tenor Drums (Optional), and Bass Drums (4 Pitches). The score includes dynamic markings (mp, f, p) and performance instructions like 'Opt. Vibes' and 'muffled'.

FULL SCORE - P.2

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Pt. 1
High Ww.

C Inst. A
C Inst. B
Bb Inst. A
Bb Inst. B
Eb Inst.

Pt. 2
High
Br./Ww.

Bb Inst. A
Bb Inst. B
Eb Inst. A
Eb Inst. B

Pt. 3
Middle
Br./Ww.

Bb Inst.
Eb Inst.
F Inst.
C Inst.

Pt. 4
Low Br./
Low Ww.

Bb Inst.
Eb Inst.
F Inst.
C Inst.

Pt. 5
Bass Line

Bb Inst. (High/Low)
Eb Inst.
C Inst. (High)
C Inst. (Low)

Mit. Perc.
S.D.
T.D.
B.D.

FULL SCORE - P.3

The musical score is organized into five parts:

- Pt. 1 High Ww.**: C Inst. A, C Inst. B, Bb Inst. A, Bb Inst. B, Eb Inst.
- Pt. 2 High Br/Ww.**: Bb Inst. A, Bb Inst. B, Eb Inst. A, Eb Inst. B
- Pt. 3 Middle Br/Ww.**: Bb Inst., Eb Inst., F Inst., C Inst.
- Pt. 4 Low Br/ Low Ww.**: Bb Inst., Eb Inst., F Inst., C Inst.
- Pt. 5 Bass Line**: Bb Inst. (High/Low), Eb Inst., C Inst. (High), C Inst. (Low)

Additional parts include Mlt. Perc., S.D., T.D., and B.D. The score spans measures 12 to 17. Dynamics include *mp*, *p*, and *mf*. Performance instructions like "Play" are present. A large red watermark "Preview Only - Legal Use Requires Purchase" is overlaid on the score.

Pt. 1 High Ww.

C Inst. A

C Inst. B

Bb Inst. A

Bb Inst. B

Eb Inst.

Pt. 2 High Br/Ww.

Bb Inst. A

Bb Inst. B

Eb Inst. A

Eb Inst. B

Pt. 3 Middle Br/Ww.

Bb Inst.

Eb Inst.

F Inst.

C Inst.

Pt. 4 Low Br./Low Ww.

Bb Inst.

Eb Inst.

F Inst.

C Inst.

Pt. 5 Bass Line

Bb Inst. (High/Low)

Eb Inst.

C Inst. (High)

C Inst. (Low)

Mit. Perc.

S.D.

T.D.

B.D.

Pt. 1
High Ww.

C Inst. A
C Inst. B
B♭ Inst. A
B♭ Inst. B
E♭ Inst.

Pt. 2
High
Br./Ww.

B♭ Inst. A
B♭ Inst. B
E♭ Inst. A
E♭ Inst. B

Pt. 3
Middle
Br./Ww.

B♭ Inst.
E♭ Inst.
F Inst.
C Inst.

Pt. 4
Low Br/
Low Ww.

B♭ Inst.
E♭ Inst.
F Inst.
C Inst.

Pt. 5
Bass Line

B♭ Inst. (High/Low)
E♭ Inst.
C Inst. (High)
C Inst. (Low)

Mlt. Perc.
S.D.
T.D.
B.D.



FULL SCORE - P.6

Pt. 1 High Ww.

C Inst. A
C Inst. B
Bb Inst. A
Bb Inst. B
Eb Inst.

Pt. 2 High Br/Ww.

Bb Inst. A
Bb Inst. B
Eb Inst. A
Eb Inst. B

Pt. 3 Middle Br/Ww.

Bb Inst.
Eb Inst.
F Inst.
C Inst.

Pt. 4 Low Br./Low Ww.

Bb Inst.
Eb Inst.
F Inst.
C Inst.

Pt. 5 Bass Line

Bb Inst. (High/Low)
Eb Inst.
C Inst. (High)
C Inst. (Low)

Mlt. Perc.
S.D.
T.D.
B.D.

Dynamic markings: p, mf, ff, mp

Performance instructions: Play, (on rim)

Drum notation: R l r L r l r l r l

Drum notation: r r R r R R r R r R R r R r R

Drum notation: r r l r l r l r l r l r l r l r l r l r l r l

Drum notation: b b b b

FULL SCORE - P.7

Pt. 1
High Ww.

C Inst. A
C Inst. B
Bb Inst. A
Bb Inst. B
Eb Inst.

Pt. 2
High
Br/Ww.

Bb Inst. A
Bb Inst. B
Eb Inst. A
Eb Inst. B

Pt. 3
Middle
Br/Ww.

Bb Inst.
Eb Inst.
F Inst.
C Inst.

Pt. 4
Low Br/
Low Ww.

Bb Inst.
Eb Inst.
F Inst.
C Inst.

Pt. 5
Bass Line

Bb Inst. (High/Low)
Eb Inst.
C Inst. (High)
C Inst. (Low)

Mlt. Perc.
S.D.
T.D.
B.D.

Pt. 1
High Ww.

C Inst. A

C Inst. B

B \flat Inst. A

B \flat Inst. B

E \flat Inst.

Pt. 2
High Br./Ww.

B \flat Inst. A

B \flat Inst. B

E \flat Inst. A

E \flat Inst. B

Pt. 3
Middle Br./Ww.

B \flat Inst.

E \flat Inst.

F Inst.

C Inst.

Pt. 4
Low Br./
Low Ww.

B \flat Inst.

E \flat Inst.

F Inst.

C Inst.

Pt. 5
Bass Line

B \flat Inst. (High/Low)

E \flat Inst.

C Inst. (High)

C Inst. (Low)

Mlt. Perc.

S.D.

T.D.

B.D.



Pt. 1
High Ww.

C Inst. A

C Inst. B

B♭ Inst. A

B♭ Inst. B

E♭ Inst.

Pt. 2
High Br./Ww.

B♭ Inst. A

B♭ Inst. B

E♭ Inst. A

E♭ Inst. B

Pt. 3
Middle Br./Ww.

B♭ Inst.

E♭ Inst.

F Inst.

C Inst.

Pt. 4
Low Br./
Low Ww.

B♭ Inst.

E♭ Inst.

F Inst.

C Inst.

Pt. 5
Bass Line

B♭ Inst. (High/Low)

E♭ Inst.

C Inst. (High)

C Inst. (Low)

Mit. Perc.

S.D.

T.D.

B.D.



FULL SCORE - P.10

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Pt. 1
High Ww.

C Inst. A
C Inst. B
B♭ Inst. A
B♭ Inst. B
E♭ Inst.

Pt. 2
High
Br./Ww.

B♭ Inst. A
B♭ Inst. B
E♭ Inst. A
E♭ Inst. B

Pt. 3
Middle
Br./Ww.

B♭ Inst.
E♭ Inst.
F Inst.
C Inst.

Pt. 4
Low Br/
Low Ww.

B♭ Inst.
E♭ Inst.
F Inst.
C Inst.

Pt. 5
Bass Line

B♭ Inst. (High/Low)
E♭ Inst.
C Inst. (High)
C Inst. (Low)

Mlt. Perc.
S.D.
T.D.
B.D.

Pt. 1
High Ww.

C Inst. A
C Inst. B
Bb Inst. A
Bb Inst. B
Eb Inst.

Pt. 2
High
Br./Ww.

Bb Inst. A
Bb Inst. B
Eb Inst. A
Eb Inst. B

Pt. 3
Middle
Br./Ww.

Bb Inst. (Pt. 4)
Eb Inst. (Pt. 4)
F Inst. (Pt. 4)
C Inst. (Pt. 4)

Pt. 4
Low Br./
Low Ww.

Bb Inst.
Eb Inst.
F Inst.
C Inst.

Pt. 5
Bass Line

Bb Inst. (High/Low)
Eb Inst.
C Inst. (High)
C Inst. (Low)

Mlt. Perc.
S.D.
T.D.
B.D.

FULL SCORE - P.12

Pt. 1
High Ww.

C Inst. A

C Inst. B

B \flat Inst. A

B \flat Inst. B

E \flat Inst.

Pt. 2
High
Br./Ww.

B \flat Inst. A

B \flat Inst. B

E \flat Inst. A

E \flat Inst. B

Pt. 3
Middle
Br./Ww.

B \flat Inst.

E \flat Inst.

F Inst.

C Inst.

Pt. 4
Low Br./
Low Ww.

B \flat Inst.

E \flat Inst.

F Inst.

C Inst.

Pt. 5
Bass Line

B \flat Inst. (High/Low)

E \flat Inst.

C Inst. (High)

C Inst. (Low)

Mlt. Perc.

S.D.

T.D.

B.D.

Opt. Sus. Cym.

FULL SCORE - P.13

72

Pt. 1
High Ww.

C Inst. A

C Inst. B

B♭ Inst. A

B♭ Inst. B

E♭ Inst.

Pt. 2
High Br./Ww.

B♭ Inst. A

B♭ Inst. B

E♭ Inst. A

E♭ Inst. B

Pt. 3
Middle Br./Ww.

B♭ Inst.

E♭ Inst.

F Inst.

C Inst.

Pt. 4
Low Br./
Low Ww.

B♭ Inst.

E♭ Inst.

F Inst.

C Inst.

Pt. 5
Bass Line

B♭ Inst. (High/Low)

E♭ Inst.

C Inst. (High)

C Inst. (Low)

Mlt. Perc.

S.D.

T.D.

B.D.

FULL SCORE - P.14

Pt. 1
High Ww.

C Inst. A
C Inst. B
Bb Inst. A
Bb Inst. B
Eb Inst.

Pt. 2
High
Br./Ww.

Bb Inst. A
Bb Inst. B
Eb Inst. A
Eb Inst. B

Pt. 3
Middle
Br./Ww.

Bb Inst.
Eb Inst.
F Inst.
C Inst.

Pt. 4
Low Br./
Low Ww.

Bb Inst.
Eb Inst.
F Inst.
C Inst.

Pt. 5
Bass Line

Bb Inst. (High/Low)
Eb Inst.
C Inst. (High)
C Inst. (Low)

Mlt. Perc.
S.D.
T.D.
B.D.

A New World

Mvt. 2

By Antonín Dvorák
Arranged by Matt Hightower,
John Fannin, and Josh Powell

FULL SCORE
Duration - 2:30

Allegro ♩ = 148

The score is divided into five parts:

- Pt. 1 High Ww.**: C Inst. A, C Inst. (Optional) B, B♭ Inst. A, B♭ Inst. (Optional) B, E♭ Inst. (Optional).
- Pt. 2 High Br./Ww.**: B♭ Inst. A, B♭ Inst. (Optional) B, E♭ Inst. A, E♭ Inst. (Optional) B.
- Pt. 3 Middle Br./Ww.**: B♭ Inst., E♭ Inst., F Inst., C Inst.
- Pt. 4 Low Br./Low Ww.**: B♭ Inst., E♭ Inst., F Inst., C Inst.
- Pt. 5 Bass Line**: B♭ Inst. (High/Low), E♭ Inst., C Inst. (High), C Inst. (Low).

Additional parts include Mallet Percussion (Instrument), Snare Drum, Tenor Drums (Optional), and Bass Drums (4 Pitches). Dynamics range from *p* to *mf*. A large red watermark 'Preview Only' is overlaid on the score.

8 FULL SCORE - P.2
Half time ♩ = 74

Pt. 1
High Ww.

C Inst. A
C Inst. B
Bb Inst. A
Bb Inst. B
Eb Inst.

Pt. 2
High
Br./Ww.

Bb Inst. A
Bb Inst. B
Eb Inst. A
Eb Inst. B

Pt. 3
Middle
Br./Ww.

Bb Inst.
Eb Inst.
F Inst.
C Inst.

Pt. 4
Low Br./
Low Ww.

Bb Inst.
Eb Inst.
F Inst.
C Inst.

Pt. 5
Bass Line

Bb Inst. (High/Low)
Eb Inst.
C Inst. (High)
C Inst. (Low)

Mlt. Perc.
S.D.
T.D.
B.D.

FULL SCORE - P.3

16 Allegro ♩ = 148

Legal Use Requires Purchase

Pt. 1 High Ww.
 C Inst. A
 C Inst. B
 B♭ Inst. A
 B♭ Inst. B
 E♭ Inst.

Pt. 2 High Br./Ww.
 B♭ Inst. A
 B♭ Inst. B
 E♭ Inst. A
 E♭ Inst. B

Pt. 3 Middle Br./Ww.
 B♭ Inst.
 E♭ Inst.
 F Inst.
 C Inst.

Pt. 4 Low Br./Low Ww.
 B♭ Inst.
 E♭ Inst.
 F Inst.
 C Inst.

Pt. 5 Bass Line
 B♭ Inst. (High/Low)
 E♭ Inst.
 C Inst. (High)
 C Inst. (Low)

Mit. Perc.
 S.D.
 T.D.
 B.D.

mf, f, mp, p, Play, 3, (Pt. 1), r l rlr RlrLR

FULL SCORE - P.4

Pt. 1 High Ww.

C Inst. A
C Inst. B
B \flat Inst. A
B \flat Inst. B
E \flat Inst.

Pt. 2 High Br./Ww.

B \flat Inst. A
B \flat Inst. B
E \flat Inst. A
E \flat Inst. B

Pt. 3 Middle Br./Ww.

B \flat Inst.
E \flat Inst.
F Inst.
C Inst.

Pt. 4 Low Br./Low Ww.

B \flat Inst.
E \flat Inst.
F Inst.
C Inst.

Pt. 5 Bass Line

B \flat Inst. (High/Low)
E \flat Inst.
C Inst. (High)
C Inst. (Low)

Mit. Perc.
S.D.
T.D.
B.D.

Play mp f

Opt. Sus. Cym. p f

FULL SCORE - P.5

25 Half time ♩ = 74

Pt. 1
High Ww.

C Inst. A
C Inst. B
B♭ Inst. A
B♭ Inst. B
E♭ Inst.

Pt. 2
High
Br./Ww.

B♭ Inst. A
B♭ Inst. B
E♭ Inst. A
E♭ Inst. B

Pt. 3
Middle
Br./Ww.

B♭ Inst.
E♭ Inst.
F Inst.
C Inst.

Pt. 4
Low Br./
Low Ww.

B♭ Inst.
E♭ Inst.
F Inst.
C Inst.

Pt. 5
Bass Line

B♭ Inst. (High/Low)
E♭ Inst.
C Inst. (High)
C Inst. (Low)

Mlt. Perc.
S.D.
T.D.
B.D.

Pt. 1
High Ww.

C Inst. A
C Inst. B
B♭ Inst. A
B♭ Inst. B
E♭ Inst.

f *mf* *f* *mf*

Pt. 2
High Br./Ww.

B♭ Inst. A
B♭ Inst. B
E♭ Inst. A
E♭ Inst. B

f *mf* *f* *p* *mf* (Pt. 1) *mf* (Pt. 1)

Pt. 3
Middle Br./Ww.

B♭ Inst.
E♭ Inst.
F Inst.
C Inst.

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

Pt. 4
Low Br./
Low Ww.

B♭ Inst.
E♭ Inst.
F Inst.
C Inst.

f *mf* *f* *p*

Pt. 5
Bass Line

B♭ Inst. (High/Low)
E♭ Inst.
C Inst. (High)
C Inst. (Low)

f *mf* *f* *p*

Mlt. Perc.
S.D.
T.D.
B.D.

mf

FULL SCORE - P.7

The score is divided into five parts:

- Pt. 1 High Ww.**: C Inst. A, C Inst. B, Bb Inst. A, Bb Inst. B, Eb Inst.
- Pt. 2 High Br/Ww.**: Bb Inst. A, Bb Inst. B, Eb Inst. A, Eb Inst. B
- Pt. 3 Middle Br/Ww.**: Bb Inst., Eb Inst., F Inst., C Inst.
- Pt. 4 Low Br./Low Ww.**: Bb Inst., Eb Inst., F Inst., C Inst.
- Pt. 5 Bass Line.**: Bb Inst. (High/Low), Eb Inst., C Inst. (High), C Inst. (Low)

Additional parts include:

- Mlt. Perc.**: Multiple percussion parts with dynamics *mp* and *f*.
- S.D.**: Snare Drum with rhythmic notation and dynamics *mp* and *f*.
- T.D.**: Tom Drum with rhythmic notation and dynamics *mp* and *f*.
- B.D.**: Bass Drum with rhythmic notation and dynamics *mp* and *f*.

Dynamic markings include *mf*, *p*, *mp*, and *f*. Performance instructions include *Play* and *mf*. A large red watermark "Preview Requires Purchase" is overlaid on the score.

FULL SCORE - P.8
44 Allegro ♩ = 148

Pt. 1
High Ww.

C Inst. A
C Inst. B
B♭ Inst. A
B♭ Inst. B
E♭ Inst.

Pt. 2
High Br./Ww.

B♭ Inst. A
B♭ Inst. B
E♭ Inst. A
E♭ Inst. B

Pt. 3
Middle Br./Ww.

B♭ Inst.
E♭ Inst.
F Inst.
C Inst.

Pt. 4
Low Br./
Low Ww.

B♭ Inst.
E♭ Inst.
F Inst.
C Inst.

Pt. 5
Bass Line

B♭ Inst. (High/Low)
E♭ Inst.
C Inst. (High)
C Inst. (Low)

Mlt. Perc.
S.D.
T.D.
B.D.

FULL SCORE - P.9

51 Half time ♩ = 74

Pt. 1
High Ww.

C Inst. A

C Inst. B

B \flat Inst. A

B \flat Inst. B

E \flat Inst.

mp *p* *ppp*

(Bells)

Pt. 2
High Br./Ww.

B \flat Inst. A

B \flat Inst. B

E \flat Inst. A

E \flat Inst. B

mp *mf* *mp*

Play

(Bells)

Pt. 3
Middle Br./Ww.

B \flat Inst.

E \flat Inst.

F Inst.

C Inst.

mf *mp*

(Synth.)

Pt. 4
Low Br./
Low Ww.

B \flat Inst.

E \flat Inst.

F Inst.

C Inst.

mf *mp*

(Synth.)

Pt. 5
Bass Line

B \flat Inst. (High/Low)

E \flat Inst.

C Inst. (High)

C Inst. (Low)

mf *mp*

(Synth.)

Mlt. Perc.

S.D.

T.D.

B.D.

mf *p*

R l r L r r l R l r L R r l R l r L R r l R l r L R r l R l r L R r l

A New World

Mvt. 3

By Antonín Dvorák
Arranged by Matt Hightower,
John Fannin, and Josh Powell

FULL SCORE
Duration - 1:55

Moderato ♩ = 132

The score is organized into five parts (Pt. 1 to Pt. 5) and includes a Mallet Percussion section. Each part contains staves for different instruments, with some parts having optional staves. The percussion section includes Snare Drum, Tenor Drums (Optional), and Bass Drums (4 Pitches). The score includes dynamic markings such as *mp*, *f*, and *mf*, and includes a large red watermark reading "Preview Only - Legal Use Requires Purchase".

Pt. 1 High Ww.
C Inst. A
C Inst. (Optional) B
B \flat Inst. A
B \flat Inst. (Optional) B
E \flat Inst. (Optional)

Pt. 2 High Br./Ww.
B \flat Inst. A
B \flat Inst. (Optional) B
E \flat Inst. A
E \flat Inst. (Optional) B

Pt. 3 Middle Br./Ww.
B \flat Inst.
E \flat Inst.
F Inst.
C Inst.

Pt. 4 Low Br./Low Ww.
B \flat Inst.
E \flat Inst.
F Inst.
C Inst.

Pt. 5 Bass Line
B \flat Inst. (High/Low)
E \flat Inst.
C Inst. (High)
C Inst. (Low)

Mallet Percussion (Instrument)
Snare Drum
Tenor Drums (Optional)
Bass Drums (4 Pitches)

Opt. Vibes

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

1 2 3 4 5

FULL SCORE - P.2

Pt. 1 High Ww.
C Inst. A
C Inst. B
Bb Inst. A
Bb Inst. B
Eb Inst.

Pt. 2 High Br/Ww.
Bb Inst. A
Bb Inst. B
Eb Inst. A
Eb Inst. B
Bb Inst.
Eb Inst.
F Inst.
C Inst.

Pt. 3 Middle Br/Ww.
Bb Inst.
Eb Inst.
F Inst.
C Inst.

Pt. 4 Low Br./ Low Ww.
Bb Inst. (High/Low)
Eb Inst.
C Inst. (High)
C Inst. (Low)

Pt. 5 Bass Line
Mlt. Perc.
S.D.
T.D.
B.D.

50105S

6 7 8 9 10 11

FULL SCORE - P.3
14 Allegro ♩ = 144

Pt. 1
High Ww.

C Inst. A
C Inst. B
B♭ Inst. A
B♭ Inst. B
E♭ Inst.

Pt. 2
High
Br/Ww.

B♭ Inst. A
B♭ Inst. B
E♭ Inst. A
E♭ Inst. B

Pt. 3
Middle
Br/Ww.

B♭ Inst.
E♭ Inst.
F Inst.
C Inst.

Pt. 4
Low Br/
Low Ww.

B♭ Inst.
E♭ Inst.
F Inst.
C Inst.

Pt. 5
Bass Line

B♭ Inst. (High/Low)
E♭ Inst.
C Inst. (High)
C Inst. (Low)

Mlt. Perc.

S.D.
r r l r l r l r l R l R l r R L R l r R R L R R L L R R R l r l R l r l R l l R R l R L R L R L

T.D.
r r l r l r l r l R l R l r R L R l r R R L R R L L R R R l r l R l r l R l l R R l R L R L R L

B.D.

FULL SCORE - P.4

PT. 1 High Ww.

C Inst. A

C Inst. B

B \flat Inst. A

B \flat Inst. B

E \flat Inst.

PT. 2 High Br/Ww.

B \flat Inst. A

B \flat Inst. B

E \flat Inst. A

E \flat Inst. B

PT. 3 Middle Br/Ww.

B \flat Inst.

E \flat Inst.

F Inst.

C Inst.

PT. 4 Low Br/ Low Ww.

B \flat Inst.

E \flat Inst.

F Inst.

C Inst.

PT. 5 Bass Line

B \flat Inst. (High/Low)

E \flat Inst.

C Inst. (High)

C Inst. (Low)

Mlt. Perc.

S.D.

T.D.

B.D.

mf

f

mp

R R l r L r l

R l r L r l r l r l

R r R r R

R r R r R

R r R r R

R

18 19 20 21 22 23

Pt. 1
High Ww.

C Inst. A
C Inst. B
B \flat Inst. A
B \flat Inst. B
E \flat Inst.

Pt. 2
High Br./Ww.

B \flat Inst. A
B \flat Inst. B
E \flat Inst. A
E \flat Inst. B

Pt. 3
Middle Br./Ww.

B \flat Inst.
E \flat Inst.
F Inst.
C Inst.

Pt. 4
Low Br./
Low Ww.

B \flat Inst.
E \flat Inst.
F Inst.
C Inst.

Pt. 5
Bass Line

B \flat Inst. (High/Low)
E \flat Inst.
C Inst. (High)
C Inst. (Low)

Mtt. Perc.
S.D.
T.D.
B.D.

FULL SCORE - P.6

This musical score page, titled "FULL SCORE - P.6", is divided into five parts (Pt. 1 to Pt. 5) and includes percussion parts. The instruments and their parts are as follows:

- Pt. 1 High Ww.**: C Inst. A, C Inst. B, Bb Inst. A, Bb Inst. B, Eb Inst.
- Pt. 2 High Br./Ww.**: Bb Inst. A, Bb Inst. B, Eb Inst. A, Eb Inst. B
- Pt. 3 Middle Br./Ww.**: Bb Inst., Eb Inst., F Inst., C Inst.
- Pt. 4 Low Br./Low Ww.**: Bb Inst., Eb Inst., F Inst., C Inst.
- Pt. 5 Bass Line**: Bb Inst. (High/Low), Eb Inst., C Inst. (High), C Inst. (Low)
- Percussion**: Mt. Perc., S.D., T.D., B.D.

The score features dynamic markings such as *f* (forte), *mf* (mezzo-forte), and *mp* (mezzo-piano). A large red watermark reading "Legal Use Requires Purchase" is overlaid diagonally across the page. At the bottom, there are measure numbers 30, 31, 32, 33, 34, and 35, with dynamic markings *mp* and *mf* positioned above and below the lines.

FULL SCORE - P.7

To Coda $\text{\textcircled{C}}$
for Regular Ending 38

Pt. 1
High Ww.

C Inst. A

C Inst. B

B \flat Inst. A

B \flat Inst. B

E \flat Inst.

Pt. 2
High
Br./Ww.

B \flat Inst. A

B \flat Inst. B

E \flat Inst. A

E \flat Inst. B

Pt. 3
Middle
Br./Ww.

B \flat Inst.

E \flat Inst.

F Inst.

C Inst.

Pt. 4
Low Br./
Low Ww.

B \flat Inst.

E \flat Inst.

F Inst.

C Inst.

Pt. 5
Bass Line

B \flat Inst. (High/Low)

E \flat Inst.

C Inst. (High)

C Inst. (Low)

Mit. Perc.

S.D.

T.D.

B.D.

Opt. Sus. Cym.

f *p* *f* *f* *f*

FULL SCORE - P.8

Optional Ending @ Coda

Pt. 1
High Ww.

C Inst. A

C Inst. B

B♭ Inst. A

B♭ Inst. B

E♭ Inst.

Pt. 2
High Br/Ww.

B♭ Inst. A

B♭ Inst. B

E♭ Inst. A

E♭ Inst. B

Pt. 3
Middle Br/Ww.

B♭ Inst.

E♭ Inst.

F Inst.

C Inst.

Pt. 4
Low Br./
Low Ww.

B♭ Inst.

E♭ Inst.

F Inst.

C Inst.

Pt. 5
Bass Line

B♭ Inst. (High/Low)

E♭ Inst.

C Inst. (High)

C Inst. (Low)

Mlt. Perc.

S.D.

T.D.

B.D.

FULL SCORE - P.9

49

Pt. 1
High Ww.

C Inst. A
C Inst. B
B♭ Inst. A
B♭ Inst. B
E♭ Inst.

Pt. 2
High
Br./Ww.

B♭ Inst. A
B♭ Inst. B
E♭ Inst. A
E♭ Inst. B

Pt. 3
Middle
Br./Ww.

B♭ Inst.
E♭ Inst.
F Inst.
C Inst.

Pt. 4
Low Br./
Low Ww.

B♭ Inst.
E♭ Inst.
F Inst.
C Inst.

Pt. 5
Bass Line

B♭ Inst. (High/Low)
E♭ Inst.
C Inst. (High)
C Inst. (Low)

Mt. Perc.
S.D.
T.D.
B.D.

Pt. 1 High Ww.

C Inst. A

C Inst. B

B♭ Inst. A

B♭ Inst. B

E♭ Inst.

Pt. 2 High Br./Ww.

B♭ Inst. A

B♭ Inst. B

E♭ Inst. A

E♭ Inst. B

Pt. 3 Middle Br./Ww.

B♭ Inst.

E♭ Inst.

F Inst.

C Inst.

Pt. 4 Low Br./ Low Ww.

B♭ Inst.

E♭ Inst.

F Inst.

C Inst.

Pt. 5 Bass Line

B♭ Inst. (High/Low)

E♭ Inst.

C Inst. (High)

C Inst. (Low)

Mlt. Perc.

S.D.

T.D.

B.D.



FULL SCORE - P.11

Pt. 1 High Ww.
C Inst. A
C Inst. B
Bb Inst. A
Bb Inst. B
Eb Inst.

Pt. 2 High Br/Ww.
Bb Inst. A
Bb Inst. B
Eb Inst. A
Eb Inst. B

Pt. 3 Middle Br/Ww.
Bb Inst.
Eb Inst.
F Inst.
C Inst.

Pt. 4 Low Br/ Low Ww.
Bb Inst.
Eb Inst.
F Inst.
C Inst.

Pt. 5 Bass Line
Bb Inst. (High/Low)
Eb Inst.
C Inst. (High)
C Inst. (Low)

Mit. Perc.
S.D.
T.D.
B.D.

50105S

60 61 62 63 64 65

FULL SCORE - P.12

Pt. 1
High Ww.

C Inst. A
C Inst. B
B \flat Inst. A
B \flat Inst. B
E \flat Inst.

Pt. 2
High
Br./Ww.

B \flat Inst. A
B \flat Inst. B
E \flat Inst. A
E \flat Inst. B

Pt. 3
Middle
Br./Ww.

B \flat Inst.
E \flat Inst.
F Inst.
C Inst.

Pt. 4
Low Br./
Low Ww.

B \flat Inst.
E \flat Inst.
F Inst.
C Inst.

Pt. 5
Bass Line

B \flat Inst. (High/Low)
E \flat Inst.
C Inst. (High)
C Inst. (Low)

Mlt. Perc.
S.D.
T.D.
B.D.



A New World

Mvt. 1

By Antonín Dvorák
Arranged by Matt Hightower,
John Fannin, and Josh Powell

ENHANCED PERCUSSION SCORE

Duration - 2:30

Moderato $\text{♩} = 132$

Sting Ensemble

The score is for a percussion ensemble and includes the following parts:

- Synthesizer:** Bass clef, 4/4 time. Starts with a *p* dynamic. Includes annotations: "Sample 1.1 should be triggered 12 counts before measure 1." and "Sample N1 should be triggered 8 counts before measure 1."
- Sound FX:** Treble clef, 4/4 time. Includes annotations: "1.1", "N1", and "N2".
- Mallets:** Treble clef, 4/4 time. Includes annotation: "Chimes" with a *mp* dynamic.
- Vibraphone:** Treble clef, 4/4 time. Dynamics range from *mp* to *p*.
- Marimba:** Bass clef, 4/4 time. Dynamics range from *mp* to *p*.
- Timpani:** Bass clef, 4/4 time. Includes annotation: "Tune: B \flat , C, E \flat ". Dynamics range from *mp* to *p*.
- Drum Set (Optional):** Drum notation, 4/4 time. Dynamics range from *mp* to *p*.
- Auxiliary Percussion 1:** Drum notation, 4/4 time. Includes annotation: "Sizzle Cym." with a *p* dynamic.
- Auxiliary Percussion 2:** Drum notation, 4/4 time. Includes annotation: "Mark Tree" with a *mp* dynamic.
- Snare Drum (Advanced):** Drum notation, 4/4 time. Dynamics range from *mp* to *p*.
- Tenor Drums (Advanced):** Drum notation, 4/4 time. Dynamics range from *mp* to *p*.
- Bass Drums (5 Pitches):** Drum notation, 4/4 time. Includes annotation: "muffled" with a *mp* dynamic.
- Bass Drums (3 Pitches):** Drum notation, 4/4 time. Dynamics range from *mp* to *p*.
- Bass Drums (2 Pitches):** Drum notation, 4/4 time. Dynamics range from *mp* to *p*.
- Bass Drums (1 Pitch):** Drum notation, 4/4 time. Dynamics range from *mp* to *p*.

The score is divided into five measures, numbered 1 through 5 at the bottom.

ENHANCED PERCUSSION SCORE - P.2

Synth. *mf* *pp*

S. FX

Mlts. *mf*

Vibes *mp* *p* *mf* *mp*

Mar. *mp* *p* *mf* *pp*

Timp. *mf* *pp*

D.S. *mp* *p* *mf* *mp*

Aux. Perc. 1

Aux. Perc. 2 Tam-Tam *p* *mf*

S.D. *p* *mf* *mp*

T.D. *mp* *p* *mf* *mp*

B.D. (5) *mp* *p* *mf*

B.D. (3) *mp* *p* *mf*

B.D. (2) *mp* *p* *mf*

B.D. (1) *mp* *p* *mf*

6 7 8 9 10 11

ENHANCED PERCUSSION SCORE - P.3

Synth.

S. FX

Mlts.

Vibes

Mar.

Timp.

D.S.

Aux. Perc. 1

Aux. Perc. 2

S.D.

T.D.

B.D. (5)

B.D. (3)

B.D. (2)

B.D. (1)

12 13 14 15 16 17

ENHANCED PERCUSSION SCORE - P.4

21

Synth.

S. FX
N4 N5 1.2

Mlts.
Bells
f

Vibes
f

Mar.
f

Timp.
mp *f* *ff*

D.S.
f

Aux. Perc. 1
Sus. Cym.
p *f*

Aux. Perc. 2
Bass Drum & Tam-Tam
f

S.D.
f

T.D.
f

B.D. (5)
f

B.D. (3)
f

B.D. (2)
f

B.D. (1)
f

18 19 20 21 22 23

ENHANCED PERCUSSION SCORE - P.5

27 Allegro ♩ = 148

Synth.

S. FX

Mlts.

Vibes

Mar.

Timp.

D.S.

Aux. Perc. 1

Aux. Perc. 2

S.D.

T.D.

B.D. (5)

B.D. (3)

B.D. (2)

B.D. (1)

1.3 N6OPT N7 Xylophone

Sus. Cym.

China Cym.

opt. top note

ff *p* *f* *mp* *f*

24 25 26 27 28 29

ENHANCED PERCUSSION SCORE - P.6

Synth. *mp* *p*

S. FX 1.4

Mlts. *mp*

Vibes *mp*

Mar. *mp* *p*

Timp. *mp*

D.S. *mp* *p*

Aux. Perc. 1 *p* *mf*

Aux. Perc. 2 *mf* *mp* (on tim)

S.D. *mp* *p* *mf* *p* *mf* *p*

T.D. *mp* *p* *mf* *mp* *mf*

B.D. (5) *mp*

B.D. (3) *mp*

B.D. (2) *mp*

B.D. (1) *mp*

30 31 32 33 34 35

ENHANCED PERCUSSION SCORE - P.7

Synth.

S. FX

Mlts.

Vibes

Mar.

Timp.

D.S.

Aux. Perc. 1

Aux. Perc. 2

S.D.

T.D.

B.D. (5)

B.D. (3)

B.D. (2)

B.D. (1)

36 37 38 39 40 41

1.5

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

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ENHANCED PERCUSSION SCORE - P.8

43

Synth. *f*

S. FX

Mlts. *f*

Vibes *f*

Mar. *f*

Timp. *f*

D.S. *mp* *f*

Aux. Perc. 1 *f*

Aux. Perc. 2 *f*

S.D. *mp* *f*

T.D. *mp* *f*

B.D. (5) *mp* *f*

B.D. (3) *mp* *f*

B.D. (2) *mp* *f*

B.D. (1) *f* *mp* *f*

42 43 44 45 46 47

ENHANCED PERCUSSION SCORE - P.9

52

Synth.

S. FX

Mlts.

Vibes

Mar.

Timp.

D.S.

Aux. Perc. 1

Aux. Perc. 2

S.D.

T.D.

B.D. (5)

B.D. (3)

B.D. (2)

B.D. (1)

1.6

Sus. Cym.

p

f

Sus. Cym.

p

f

ff

Brake Drum

p

f

Drum notation section including S.D., T.D., B.D. (5), B.D. (3), B.D. (2), and B.D. (1). Each staff contains rhythmic notation with stick directions (R/L) and dynamics.

48

49

50

51

52

53

ENHANCED PERCUSSION SCORE - P.10

56

Synth. *pp*

S. FX

Mlts.

Vibes *mp* *p*

Mar. *mp*

Timp. *mp* *p*

D.S. *mp*

Aux. Perc. 1 *p* *mf*

Aux. Perc. 2

S.D. *mp* *p*

T.D. *mp*

B.D. (5) *mp*

B.D. (3) *mp*

B.D. (2) *mp*

B.D. (1) *mp*

54 55 56 57 58 59



ENHANCED PERCUSSION SCORE - P.11

64

Synth. *f* *mf* *f*

S. FX

Mlts. *mp* *f*

Vibes *mp* *f*

Mar. *p* *mp* *f*

Timp. *mf* *f* Tune: B♭ to G♭, C to D♭

D.S. *f*

Aux. Perc. 1 *p* *f*

Aux. Perc. 2 *f*

S.D. *mp* *f*

T.D. *mp* *f*

B.D. (5) *mp* *f*

B.D. (3) *mp* *f*

B.D. (2) *mp* *f*

B.D. (1) *mp* *f*

60 61 62 63 64 65

ENHANCED PERCUSSION SCORE - P.12

Synth.

S. FX

Mlts.

Vibes

Mar.

Timp.

D.S.

Aux. Perc. 1

Aux. Perc. 2

S.D.

T.D.

B.D. (5)

B.D. (3)

B.D. (2)

B.D. (1)

66 67 68 69 70 71

ENHANCED PERCUSSION SCORE - P.13

72

Synth. *ff*

S. FX

Mlts. *f* Chimes

Vibes *f* *mp* *f*

Mar. *f* *mp* *f*

Timp. *ff*

D.S. *f* *mp*

Aux. Perc. 1 *f* *p*

Aux. Perc. 2

72

S.D. *f* *mp*

T.D. *f* *mp*

B.D. (5) *f* *mp*

B.D. (3) *f* *mp*

B.D. (2) *f* *mp*

B.D. (1) *f* *mp*

72 73 74 75 76 77

ENHANCED PERCUSSION SCORE - P.14

Synth.

S. FX
N8OPT 1.7

Mlts.

Vibes
Sus. Cym.
p *f*

Mar.
Sus. Cym.
p *f*

Timp.

D.S.
f

Aux. Perc. 1
f

Aux. Perc. 2

S.D.
f
R R l r r l R l r r l R l r r l R L R R l r r l l r r l l R l R l r r l l r r l l

T.D.
f
R R l r r l R l r r l R l r r l l R L R R l r r l l r r l l R l R l r r l l r r l l

B.D. (5)
f
R R L L R R L L R R L R

B.D. (3)
f
R R L L R R L L R R L R

B.D. (2)
f
R R L L R R L L R R L R

B.D. (1)
f

78 79 80 81



ENHANCED PERCUSSION SCORE - P.15

Synth.

S. FX

Mlts.

Vibes

Mar.

Timp.

D.S.

Aux. Perc. 1

Aux. Perc. 2

S.D.

T.D.

B.D. (5)

B.D. (3)

B.D. (2)

B.D. (1)

82 83 84 85

50105

A New World

Mvt. 2

By Antonín Dvorák
Arranged by Matt Hightower,
John Fannin, and Josh Powell

ENHANCED PERCUSSION SCORE

Duration - 2:30

Allegro ♩ = 148

Sting Ensemble

Synthesizer

p
Sample 1.8 should be triggered
8 counts before measure 1.

Sound FX

1.8 N10
Chimes

N11

Mallets

Bells

Vibraphone

mf

Marimba

p
Tune: G, C, Eb

Timpani

p

Drum Set
(Optional)

p

Auxiliary
Percussion 1

Sus. Cym.

Auxiliary
Percussion 2

Mark Tree

Snare Drum
(Advanced)

(on rim)

mp

Tenor Drums
(Advanced)

mp

Bass Drums
(5 Pitches)

mp

Bass Drums
(3 Pitches)

mp

Bass Drums
(2 Pitches)

mp

Bass Drums
(1 Pitch)

mp

1

2

3

4

5

ENHANCED PERCUSSION SCORE - P.2

8 Half time ♩ = 74

Synth.

S. FX
N12

Mlts.

Vibes
mp

Mar.
pp *mp*

Timp.
pp

D.S.
pp *mp*

Aux. Perc. 1
Sizzle Cym.
p *mf*

Aux. Perc. 2
pp

S.D.
pp *mp*

T.D.
pp

B.D. (5)
pp

B.D. (3)
pp

B.D. (2)
pp

B.D. (1)
pp

6 7 8 9 10



ENHANCED PERCUSSION SCORE - P.3

Synth.

S. FX

Mlts. *Crotales* *Bells*

Vibes

Mar.

Timp.

D.S.

Aux. Perc. 1

Aux. Perc. 2

S.D.

T.D.

B.D. (5)

B.D. (3)

B.D. (2)

B.D. (1)

11 12 13 14 15

ENHANCED PERCUSSION SCORE - P.4

16 Allegro ♩ = 148

Synth. *p*

S. FX

Mlts. *Crotales mp*

Vibes *mf p mp*

Mar. *p mp*

Timp. *p*

D.S. *p*

Aux. Perc. 1 *p mf*

Aux. Perc. 2 *mp mp*

16 S.D. *mp*

T.D. *mp*

B.D. (5) *mp*

B.D. (3) *mp*

B.D. (2) *mp*

B.D. (1) *mp*

16 17 18 19 20



ENHANCED PERCUSSION SCORE - P.5

25 Half time ♩ = 74

Synth.

S. FX

Mlts.

Vibes

Mar.

Timp.

D.S.

Aux. Perc. 1

Aux. Perc. 2

S.D.

T.D.

B.D. (5)

B.D. (3)

B.D. (2)

B.D. (1)

21 22 23 24 25

ENHANCED PERCUSSION SCORE - P.6

Synth.

S. FX

Mlts.

Vibes

Mar.

Timp.

D.S.

Aux. Perc. 1

Aux. Perc. 2

S.D.

T.D.

B.D. (5)

B.D. (3)

B.D. (2)

B.D. (1)

mp

p

mp

p

mp

26

27

28

29

30

ENHANCED PERCUSSION SCORE - P.7

33

Synth.

S. FX

Mlts.

Vibes

Mar.

Timp.

D.S.

Aux. Perc. 1

Aux. Perc. 2

S.D.

T.D.

B.D. (5)

B.D. (3)

B.D. (2)

B.D. (1)

mf

p

N13OPT

Bells

mp

p

mp

p

mp

p

p

mp

mp

p

mp

mp

33

31 32 33 34 35

ENHANCED PERCUSSION SCORE - P.8

Synth.

S. FX

Mlts.

Vibes

Mar.

Timp.

D.S.

Aux. Perc. 1

Aux. Perc. 2

S.D.

T.D.

B.D. (5)

B.D. (3)

B.D. (2)

B.D. (1)

mp

p

mf

r l r l

36 37 38 39 40

ENHANCED PERCUSSION SCORE - P.9

44 Allegro ♩ = 148

Synth. *f* *ff* *mf*

S. FX 2.2 N14OPT N15OPT N16OPT N17OPT

Mlts. *f*

Vibes *f* Sus. Cym. *p* *ff*

Mar. *f* Sus. Cym. *p* *ff*

Timp. Tune: B♭ to G *f* *ff*

D.S. *f* *mp* *ff* *mp*

Aux. Perc. 1 *f* *p* *ff* *p*

Aux. Perc. 2 *p* *ff*

S.D. *f* *mf* *ff*

T.D. *mf* *ff*

B.D. (5) *f* *mf* *ff* *mf*

B.D. (3) *f* *mf* *ff* *mf*

B.D. (2) *f* *mf* *ff* *mf*

B.D. (1) *f* *mf* *ff* *mf*

41 42 43 44 45



ENHANCED PERCUSSION SCORE - P.10

Synth. *p* *mp*

S. FX
N18OPT

Mlts. Chimes *mp* Bells *mp* *mf*

Vibes *mf*

Mar. *p* *mp* *mf*

Timp. *p*

D.S. *p* *mf*

Aux. Perc. 1 *mf* *p* *mf*
Mark Tree

Aux. Perc. 2 *mp*

S.D. *mp* *mf*
R l r L r l R l R l r L r l R l R l r L R l r l R l l r r L R r l

T.D. *mp* *mf*
R l r l R l r r l l R l l l R l r r l l R l r l R l r r l l R l l r r L R r l

B.D. (5) *mp* *mf*

B.D. (3) *mp* *mf*

B.D. (2) *mp* *mf*

B.D. (1) *mp* *mf*

46 47 48 49 50

ENHANCED PERCUSSION SCORE - P.11

51 Half time ♩ = 74

Synth.

S. FX

Mlts.

Vibes

Mar.

Timp.

D.S.

Aux. Perc. 1

Aux. Perc. 2

S.D.

T.D.

B.D. (5)

B.D. (3)

B.D. (2)

B.D. (1)

N19OPT 2.3

Crotales

(just top note if bottom note not available)

mf *p* *pp* *ppp* *mf* *pp* *p*

51 52 53 54 55

A New World

Mvt. 3

By Antonín Dvorák
Arranged by Matt Hightower,
John Fannin, and Josh Powell

ENHANCED PERCUSSION SCORE

Duration - 1:55

Moderato ♩ = 132

Sting Ensemble

The score is written for a variety of percussion instruments. The Synthesizer part (bass clef, 4/4) features a sustained low note marked *mf*. Sound FX includes a 'N20' effect. Mallets (treble clef, 4/4) play a rhythmic pattern marked *mf*. Vibraphone (treble clef, 4/4) plays a melodic line marked *mf*. Marimba (treble and bass clefs, 4/4) plays a rhythmic pattern marked *mf*, with a 'Tune: Gb, C, D' instruction. Timpani (bass clef, 4/4) plays a rhythmic pattern marked *mf*. Drum Set (Optional) (snare clef, 4/4) includes snare, tom, and cymbal parts with dynamics *mp* and *mf*. Auxiliary Percussion 1 (snare clef, 4/4) includes 'Sus. Cym.' and 'Mark Tree' parts with dynamics *p* and *f*. Auxiliary Percussion 2 (snare clef, 4/4) plays a rhythmic pattern marked *mf*. Snare Drum (Advanced) (snare clef, 4/4) features a complex rhythmic pattern with dynamics *mp*, *f*, and *mf*. Tenor Drums (Advanced) (snare clef, 4/4) play a rhythmic pattern marked *mp* and *f*. Bass Drums (5 Pitches) (snare clef, 4/4) play a rhythmic pattern marked *mp* and *f*. Bass Drums (3 Pitches) (snare clef, 4/4) play a rhythmic pattern marked *mp* and *f*. Bass Drums (2 Pitches) (snare clef, 4/4) play a rhythmic pattern marked *mp* and *f*. Bass Drums (1 Pitch) (snare clef, 4/4) play a rhythmic pattern marked *mp* and *f*. The score is divided into five measures, numbered 1 through 5 at the bottom.

ENHANCED PERCUSSION SCORE - P.2

Synth.

S. FX

Mlts.

Vibes

Mar.

Timp.

D.S.

Aux. Perc. 1

Aux. Perc. 2

S.D.

T.D.

B.D. (5)

B.D. (3)

B.D. (2)

B.D. (1)

6 7 8 9 10 11

mp mf p mf mp (on rim) mp mf mp mp mp

Sizzle Cym.

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ENHANCED PERCUSSION SCORE - P.3

14 Allegro ♩ = 144

Synth.

S. FX

Mlts.

Vibes

Mar.

Timp.

D.S.

Aux. Perc. 1

Aux. Perc. 2

S.D.

T.D.

B.D. (5)

B.D. (3)

B.D. (2)

B.D. (1)

N21OPT

Tune: D to Eb

China Cym.

Brake Drum

Tam-Tam

f *ff* *mp* *f*

12 13 14 15 16 17



ENHANCED PERCUSSION SCORE - P.4

Synth.

S. FX
N22OPT N23OPT 3.1

Mlts.
Bells
f *mp*

Vibes
f *mp*

Mar.
f *mp*

Timp.
f *mp*

D.S.
mp

Aux. Perc. 1
p *mf*

Aux. Perc. 2
f

S.D.
mp

T.D.
mp

B.D. (5)
mp

B.D. (3)
mp

B.D. (2)
mp

B.D. (1)
mp

18 19 20 21 22 23

The musical score for Enhanced Percussion (P.5) on page 28 features the following instruments and parts:

- Synth.:** Bass clef staff with sustained chords and dynamics *ff*.
- S. FX:** Treble clef staff with sparse notes, including a triplet marked 3.2 and a note labeled N24OPT.
- Mlts.:** Treble clef staff with melodic lines, dynamics *mf* and *ff*, and a triplet.
- Vibes:** Treble clef staff with rhythmic patterns and dynamics *ff*.
- Mar.:** Treble and bass clef staves for Maracas, with dynamics *ff*.
- Timp.:** Bass clef staff with rhythmic patterns and dynamics *mp* and *ff*.
- D.S.:** Drum set staff with various drum hits and dynamics *f*.
- Aux. Perc. 1:** Auxiliary percussion staff with dynamics *p* and *f*.
- Aux. Perc. 2:** Auxiliary percussion staff with dynamics *f*.
- S.D. (Snare Drums):** Staff with rhythmic patterns, dynamics *f*, and snare notation (R, r).
- T.D. (Tom Drums):** Staff with rhythmic patterns and dynamics *f*, including snare notation (R, L, r, l).
- B.D. (Bass Drums):** Four staves (5, 3, 2, 1) with rhythmic patterns and dynamics *f*, including snare notation (R, L, r, l).

Rehearsal marks 24, 25, 26, 27, 28, and 29 are indicated at the bottom of the page.

ENHANCED PERCUSSION SCORE - P.6

Synth. *mp*

S. FX Only play if using short ending.
N25OPT SHORT

Mlts.

Vibes *mp*, *mf*, *mp*, *mf*, *mp*

Mar. *mp*, *mf*, *mp*, *mf*, *mp*

Timp. *mp*

D.S. *mp*, *mf*, *mp*, *mf*, *mp*

Aux. Perc. 1 *mf*, *p*

Aux. Perc. 2

S.D. *mp*, *mf*, *mp*, *mf*, *mp*

T.D. *mp*, *mf*, *mp*, *mf*, *mp*

B.D. (5) *mp*, *mf*, *mp*, *mf*, *mp*

B.D. (3) *mp*, *mf*, *mp*, *mf*, *mp*

B.D. (2) *mp*, *mf*, *mp*, *mf*, *mp*

B.D. (1) *mp*, *mf*, *mp*, *mf*, *mp*

30 31 32 33 34 35

ENHANCED PERCUSSION SCORE - P.7

To Coda 38 *for Regular Ending*

Synth. *ff*

S. FX N26 SHORT 3.3

Mlts. *ff* Chimes

Vibes *ff* Sus. Cym. *p* *ff*

Mar. *ff* *p* *ff* *p*

Timp. *ff*

D.S. *f*

Aux. Perc. 1 *f* Brake Drum *p*

Aux. Perc. 2 Bass Drum & Tam-Tam

S.D. *f* R rrlrrlrl RL rllrllrlRL RL RlrRIRIL R Rlrrllrrll RIRlrrllrrll RlrrlRlrrlRL

T.D. *f* R rrlrrlrl RL rllrllrlRL RL RlrRIRRL R Rlrrllrrll RIRlrrllrrll RlrrlRlrrlRL

B.D. (5) *f* R RL RLRL R L LRL R R R RL

B.D. (3) *f* R L RLRL R L LRL R R R RL

B.D. (2) *f* R L RLRL R L LRL R R R RL

B.D. (1) *f* R L RLRL R L LRL R R R RL

36 37 38 39 40 41

ENHANCED PERCUSSION SCORE - P.8

Optional Ending ◊ Coda

Synth.

S. FX
N27 SHORT

Mlts.

Vibes
ff *p* *ff* *ff*

Mar.
ff *p* *ff* *ff*

Timp.
f *ff*

D.S.
mp *f* *ff*

Aux. Perc. 1
f *ff* *f*

Aux. Perc. 2
ff *f*

S.D.
mp *f* *ff* *f*

T.D.
mp *f* *ff* *f*

B.D. (5)
mp *f* *ff* *f*

B.D. (3)
mp *f* *ff* *f*

B.D. (2)
mp *f* *ff* *f*

B.D. (1)
mp *f* *ff* *f*

42 43 44 45 46 47



ENHANCED PERCUSSION SCORE - P.9

49

Synth.

S. FX
N26 LONG 3.4
Chimes

Mlts.

Vibes

Mar.

Timp.

D.S.

Aux. Perc. 1

Aux. Perc. 2

S.D.

T.D.

B.D. (5)

B.D. (3)

B.D. (2)

B.D. (1)

mp f p mf

48 49 50 51 52 53

ENHANCED PERCUSSION SCORE - P.10

57

The score consists of the following parts:

- Synth.**: Bass clef, starting with a fortissimo (*ff*) dynamic.
- S. FX**: Treble clef, marked with "N27 LONG" and a duration of "3.5".
- Mlts.**: Treble clef, mostly silent.
- Vibes**: Treble clef, playing a melodic line with a forte (*f*) dynamic.
- Mar.**: Treble and Bass clefs, playing a rhythmic accompaniment with a forte (*f*) dynamic.
- Timp.**: Bass clef, playing a rhythmic accompaniment.
- D.S.**: Snare drum, playing a complex rhythmic pattern with a forte (*f*) dynamic.
- Aux. Perc. 1**: Auxiliary percussion 1, playing a rhythmic pattern with a forte (*f*) dynamic.
- Aux. Perc. 2**: Auxiliary percussion 2, playing a rhythmic pattern with a piano (*p*) dynamic.
- S.D.**: Snare drum, playing a complex rhythmic pattern with a forte (*f*) dynamic.
- T.D.**: Tom drum, playing a complex rhythmic pattern with a forte (*f*) dynamic.
- B.D. (5)**: Bass drum 5, playing a complex rhythmic pattern with a forte (*f*) dynamic.
- B.D. (3)**: Bass drum 3, playing a complex rhythmic pattern with a forte (*f*) dynamic.
- B.D. (2)**: Bass drum 2, playing a complex rhythmic pattern with a forte (*f*) dynamic.
- B.D. (1)**: Bass drum 1, playing a complex rhythmic pattern with a mezzo-piano (*mp*) dynamic.

The score is divided into measures 54 through 59. A large red watermark "Preview Only" is overlaid on the score.

ENHANCED PERCUSSION SCORE - P.11

Synth.

S. FX

Mlts.

Vibes

Mar.

Timp.

D.S.

Aux. Perc. 1

Aux. Perc. 2

S.D.

T.D.

B.D. (5)

B.D. (3)

B.D. (2)

B.D. (1)

60 61 62 63

ENHANCED PERCUSSION SCORE - P.12

Synth.

S. FX

Mlts.

Vibes

Mar.

Timp.

D.S.

Aux. Perc. 1

Aux. Perc. 2

S.D.

T.D.

B.D. (5)

B.D. (3)

B.D. (2)

B.D. (1)

choke

p *ff*

ff *mp* *f* *ff*

ff *mp* *f* *ff*

ff *mp* *f* *ff*

ff *mp* *f* *ff*

ff *mp* *f* *ff*

64 65 66 67 68