

A Midsummer Night's Dream

Percussion

Music by: Max Shinn

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Percussion Reference

Instruments:

- Vibraphone
- Glockenspiel
- Drum set
 - Suspended Cymbal
 - Snare
 - High hat
 - Two toms
 - Bass
- Vibraslap
- Flexatone
- Temple blocks

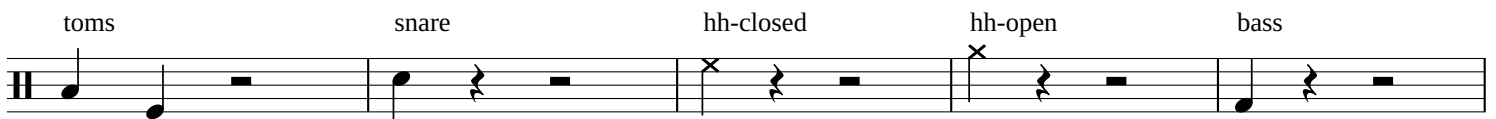


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1.1.1 Main Theme

Percussion

Max Shinn

slow, rubato, follow piano

2

sus. cymb.

soft mallets

2

hard mallets

A piu mosso

9

15

Glockenspiel

B vamp piu mosso

Vibraphone

meno mosso

14

18

22

Snare

25

Toms

3

The score is written for a percussion ensemble in 4/4 time. It begins with a slow, rubato tempo. The first staff shows a 2-measure rest followed by a suspended cymbal (sus. cymb.) and soft mallets. The second staff shows a 2-measure rest followed by hard mallets. The third staff starts at measure 9 with a 'piu mosso' tempo change, marked with a box 'A'. It features a Glockenspiel and a Vibraphone. The fourth staff continues the Vibraphone part, marked with a box 'B' and 'vamp piu mosso'. The fifth staff is marked 'meno mosso' and shows a melodic line. The sixth staff continues the melodic line. The seventh staff starts at measure 22 with a 'Snare' drum. The eighth staff starts at measure 25 with 'Toms' and a triplet of eighth notes.

1.1.2 Lovers' Theme

Percussion

Adagio
Vibraphone

4

7

A

3

Sus. cymb.

13

2

Glockenspiel

B

15

19

C

3

Vibes

23

Detailed description: This musical score is for the Percussion part of 'Lovers' Theme', marked 'Adagio'. It is written for Vibraphone, Suspended Cymbal, and Glockenspiel. The score is in 4/4 time and consists of 23 measures. The key signature has three sharps (F#, C#, G#). The Vibraphone part (measures 1-23) features a melodic line with various rhythms, including eighth and sixteenth notes, and rests. The Suspended Cymbal (measures 13-15) and Glockenspiel (measures 13-15) parts provide harmonic support with sustained notes and rhythmic patterns. The score is divided into sections A, B, and C. Section A (measures 7-10) includes a triplet of eighth notes. Section B (measures 13-15) includes a triplet of eighth notes. Section C (measures 19-23) includes a triplet of eighth notes. The score is written on a grand staff with a treble clef and a key signature of three sharps.

1.1.3 Hell in a Song

Percussion

15 Glockenspiel

A 3 2 3

13 15 B 6 C Temple Blocks

24 D molto rit. 5

E subito piu mosso

40 F

44 15 Glockenspiel G 10 H 8

I 15 Glockenspiel

71 Toms J 7

1.2.1 Enter the Rude Mechanicals

Percussion

Musical notation for Percussion, featuring Toms and Flexatone. The notation is written on a single staff with a key signature of two flats (B-flat and E-flat) and a 4/4 time signature. The piece consists of eight measures. Measures 1 and 3 are marked with a '2' above the staff, indicating a double bar line. Measures 2 and 4 are marked with a '2' above the staff, indicating a double bar line. Measures 5 and 7 are marked with a '2' above the staff, indicating a double bar line. Measures 6 and 8 are marked with a '2' above the staff, indicating a double bar line. The notation includes various rhythmic values: quarter notes, eighth notes, and rests. The piece ends with a double bar line in measure 8.

2 Toms 2 Flexatone

2.1.1 Enter the Forest

Percussion

Temple blocks

(Enter Puck)

7

13

16

The musical score for Percussion is written in 4/4 time. It consists of four staves. The first staff is labeled 'Temple blocks' and contains a rhythmic pattern of eighth and sixteenth notes. The second staff is labeled '(Enter Puck)' and contains a melodic line starting with a double bar line and a repeat sign. The third staff contains a melodic line with eighth and sixteenth notes. The fourth staff contains a melodic line with eighth and sixteenth notes, ending with a double bar line and a repeat sign. The score is numbered 7, 13, and 16 at the beginning of the second, third, and fourth staves respectively.

2.1.2 Oberon's Evil Deeds

Percussion

Drum set

5

fill

The musical score for Percussion is written in 4/4 time. The first staff, labeled 'Drum set', features a key signature of one sharp (F#) and a time signature of 4/4. It contains a series of eighth notes and quarter notes, with a 'fill' indicated at the end. The second staff, labeled '5', also features a key signature of one sharp (F#) and a time signature of 4/4. It contains a series of eighth notes and quarter notes, with a 'fill' indicated at the end. The score is written in a standard musical notation style with a treble clef and a key signature of one sharp (F#).

2.2.1 Titania's Lulla Lulla Lullaby

Percussion

15 4 Glockenspiel

6 15

9 15 A 4 Vibes

16 B

18 C

20 3 D

25 2 Glockenspiel

28 E

32 Vibes 8 pp

2.2.2 Good Night, Hermia

Percussion

Oberon: Wake when something vile is near.

Vibes

The musical score for Percussion is written on three staves. The first staff, in 4/4 time, begins with a box labeled 'Vibes' above the first measure. The melody consists of eighth and quarter notes, with a key signature of one flat. The second staff, starting at measure 9, is marked with a box labeled 'A' above the first measure and a '2' above the second measure. It continues the melody with various note values and rests. The third staff, starting at measure 19, features a key signature change to one sharp and includes time signature changes to 5/4, 4/4, 5/4, and 4/4. Above the first measure of this staff are the lyrics 'Puck: Near this lack-love, this kill-courtesy' and above the second measure is 'Helena: Lysander if you live, good sir, awake.' The staff concludes with a double bar line.

9

A

2

19

Puck: Near this lack-love, this kill-courtesy

Helena: Lysander if you live, good sir, awake.

Percussion

Musical score for Glockenspiel. The score begins with a treble clef and a 5/4 time signature. After a whole rest, the time signature changes to 4/4. Following another whole rest, there is a double bar line. The piece then starts with a 4-measure rest, indicated by a '4' above a thick horizontal line. The melody consists of eighth and quarter notes, some with accents, and ends with a double bar line.

3.1.4 Titania's True Love (Part I Finale)

Percussion

The musical score for Percussion is written on five staves. The first staff is in treble clef with a key signature of two flats and a 4/4 time signature. It begins with a whole rest, followed by a half note G4, a quarter note F4, and a half note E4. A box labeled "Vibes" is placed above the staff. The second staff continues the melody with a quarter note D4, a quarter note C4, a quarter note B3, a quarter note A3, a quarter note G3, a quarter note F3, a quarter note E3, and a quarter note D3. The third staff is in treble clef with a key signature of two flats and a 4/4 time signature. It begins with a whole rest, followed by a half note G4, a quarter note F4, and a half note E4. A box labeled "A" is placed above the staff. The fourth staff is in treble clef with a key signature of two flats and a 4/4 time signature. It begins with a whole rest, followed by a half note G4, a quarter note F4, and a half note E4. A box labeled "B" is placed above the staff. The fifth staff is in treble clef with a key signature of two flats and a 4/4 time signature. It begins with a whole rest, followed by a half note G4, a quarter note F4, and a half note E4. A box labeled "B" is placed above the staff. The score includes various musical notations such as rests, notes, and accidentals.

3.2.1 Part II Introduction

Percussion

Snare

ff

3

fp

A freely 4

Tom

pp

B

C

11

Sus. cymb.

21

p

3.2.2 Puck's Report

Percussion

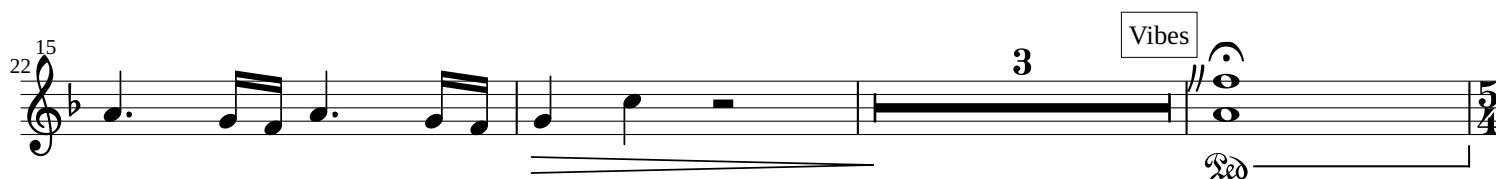
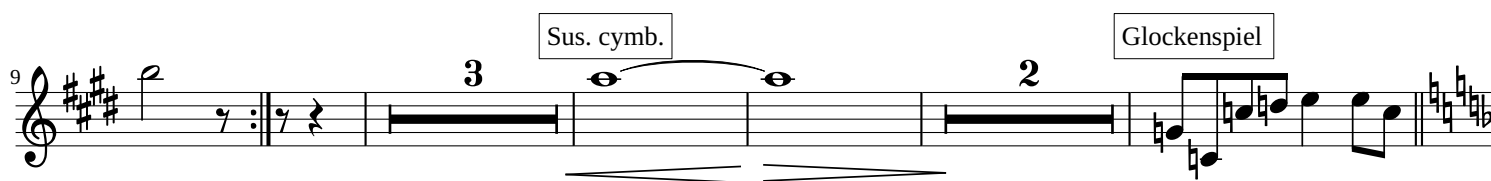
Vibes

The musical score for Vibes consists of two staves. The first staff is in 4/4 time and contains a melody of eighth and sixteenth notes with various accidentals. The second staff, starting at measure 5, contains a bass line with a double bar line and a '2' above it, followed by a sequence of notes and rests.

3.2.3 Demetrius and Hermia's Meeting

Percussion

Adagio

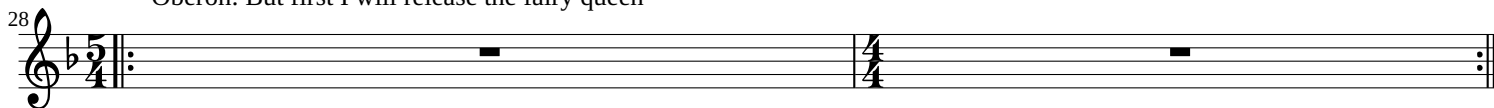


3x

Hermia: See me no more, whether he be dead or no &

Lysander: Demetrius loves her, and he loves not you &

Oberon: But first I will release the fairy queen



4.2.1 Rude Mechanicals' Lament

Percussion

Vibes

very slowly

A

B **Briskly**

Quince: Bottom! O most courageous day!

14

5.1.1 Enter Theseus

Percussion

Snare

Toms

The musical notation is written on a single staff in 6/8 time. The key signature has one sharp (F#). The notation consists of four measures of eighth-note patterns, followed by a measure with a dotted quarter note and an eighth rest, and a final measure with a quarter note and an eighth rest. The notation is marked with *fp* and a wedge. The Toms part is marked with a 3.

5.1.2 Dance of the Mechanicals

Percussion

Max Shinn

Moderato

4 11 Glockenspiel

19 15 Vibraslap

7 Vibraphone To Coda 3 Temple blocks

34 Cowbell

40 6 Toms *molto rit. adagio, molto rubato* 4 Snare Drum D.C. al Coda

58 3

5.1.3 Finale

Percussion

The percussion score is written on four staves. The first staff is in 4/4 time and contains measures 1 through 15. It includes a 'rit.' (ritardando) marking, a 'sus. cymb.' (suspended cymbal) marking, an 'a tempo' marking, and a 'Glockenspiel' marking. The second staff, labeled 'A' and 'vamp', contains measures 6 through 15. The third staff contains measures 10 through 15. The fourth staff, labeled 'B', contains measures 14 through 15 and includes a 'sus. cymb.' marking, a 'molto rit' (molto ritardando) marking, and a 'toms' (toms) marking. The score concludes with a double bar line.

sus. cymb.
rit.
a tempo
Glockenspiel
A
vamp
B
sus. cymb.
molto rit
toms

5.1.4 Exit Music

Percussion

Musical score for Percussion Exit Music, measures 1-32. The score is written in 4/4 time and features a variety of rhythmic patterns and rests.

Measures 1-6: Traps (measures 1-2), fill (measures 3-4), fill (measures 5-6).

Measures 7-13: fill (measures 7-8), A (measures 9-10), fill (measures 11-12), fill (measures 13-14).

Measures 15-22: fill (measures 15-16), B solo (measures 17-18), 4 (measures 19-22).

Measures 23-28: C (measures 23-24), 8 (measures 25-28).

Measures 29-32: 29 (measures 29-30), 32 (measures 31-32).

5.1.5 More Exit Music

Percussion

