

MYTH AND LEGEND

WHS 2014

TOMMY GODDARD (ASCAP)

OPENER

♩ = 69

6

10

The score is for an orchestral percussion ensemble. It begins with a tempo of 69 beats per minute. The key signature has one flat (B-flat). The score is divided into two systems, with measures 6 and 10 marked. The instruments and their parts are:

- Glockenspiel:** Silent throughout.
- Chimes:** LH: Wind Chimes, RH: Chimes/Triangle. Dynamics range from *pp* to *f*.
- Marimba:** Dynamics range from *pp* to *ff*.
- Vibraphone 1:** Thunder Drum. Dynamics range from *pp* to *ff*.
- Vibraphone 2:** Rain Stick. Dynamics range from *pp* to *ff*.
- Timpani:** Rain Stick, Triangle. Dynamics range from *pp* to *ff*.
- Percussion 1:** Soft Roll - Like Thunder. Dynamics range from *mf* to *f*.
- Percussion 2:** S.C. Wind Chimes, S.C. T.T. Dynamics range from *ppp* to *ff*.
- Cymbals:** Dynamics range from *ppp* to *f*.
- Snareline:** Dynamics range from *mf* to *ff*. Includes rhythmic notation like *mf* *ff* *r l r l r l*.
- Tenorline:** Dynamics range from *mf* to *ff*. Includes rhythmic notation like *mf* *ff* *r l r l r l*.
- Bass Drums:** Dynamics range from *mf* to *ff*. Includes rhythmic notation like *mf* *ff* *r l r l r l*.

Glk.

Chm.

Mrb.

Vib. 1

Vib. 2

Timp.

Perc. 1

Perc. 2

Cym.

S. Dr.

T. Dr.

B. Dr.

MYTH AND LEGEND

20

22

19 20 21 22

Glk. Chm. Mrb. Vib. 1 Vib. 2 Timp. Perc. 1 Perc. 2 Cym. S.Dr. T. Dr. B. Dr.

f *mf* *p* *sfz* *p* *ff* *f* *f* *f* *p* *mf* *mp* *p* *f* *p* *f* *p*

MYTH AND LEGEND

4
26

30

Glk. *fp*

Chm. *f*

Mrb. *mf*, *ff*, *mf*

Vib. 1 *sfz p*, *ff*, *f*, *f*, *mp*

Vib. 2 *sfz p*, *ff*, *f*, *f*, *mp*

Timp. *f*, *mf*, *f*

Perc. 1 *mf*, Marching Machine

Perc. 2

Cym.

S. Dr. *mf p*, *mf*, *mf*, *f*, *mf*, *rrL*

T. Dr. *mf p*, *mf*, *f*, *p*, *mf*

B. Dr. *mf*, *mf*, *f*

34 38

Glk.

Chm.

Mrb.

Vib. 1

Vib. 2

Timp.

Perc. 1

Perc. 2

Cym.

S.Dr.

T. Dr.

B. Dr.

mf p mf p mf p mf p mf p mf ff f ... R L R L R I I

50 52 54

Glk.
Chm.
Mrb.
Vib. 1
Vib. 2
Timp.
Perc. 1
Perc. 2
Cym.
S.Dr.
T. Dr.
B. Dr.

f *sfz* *f* *f* *ff* *ff* *ff* *ff* *ff* *ff* *ff* *ff* *mp* *f* *mp* *f* *mp* *f* *f* *f* *f* *f*

S.C. T.T. *mp* *f* *mp* *f* *mp* *f*

R|rl R l l rr ll rr ll r|l r l r l r ll rr ll R L ... R Lrrll R B B

l l l r r r l l l r l l R|rl R l l rr ll rr ll r|l r l r l r ll rr ll R L ... R B B B R Lrrll R B B

r l l r l r l r l r l R|rl R l l r l r l r l r l p R L ... *f*

56 58 61

Glk.

Chm.

Mrb.

Vib. 1

Vib. 2

Timp.

Perc. 1

Perc. 2

Cym.

S.Dr.

T. Dr.

B. Dr.

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

S.C. T.T. S.C. T.T. S.C. T.T.

r l r... R R r l r l r l R l R l R l r l r... l r l *ff* r l r l r l R R R L r l r l r l

PRODUCTION

Applause

67

= 72

69

72

Glk. —

Chm. *ff*

Mrb. *ff* *ff* *f* *f*

Vib. 1 *ff* *ff* *f* *f*

Vib. 2 *ff* *ff* *f* *f*

Timp. *ff* *ff* *p* Don't Roll *mf*

Perc. 1 —

Perc. 2 *ff* *ff* *ff* *mp* Wind Chimes S.C.

Cym. *f* *f* *f* *pp* *mf*

S. Dr. *ff* *ff* *f*

T. Dr. *ff* *ff* *f*

B. Dr. *ff* *ff* *f*

76 80 84



Glk.

Chm.

Mrb.

Vib. 1

Vib. 2

Timp.

Perc. 1 Triangle

Perc. 2

Cym.

S.Dr.

T. Dr.

B. Dr.

mf, *mp*, *f*, *ff*, *pp*, *mf*, *f*, *mf*, *ff*, *mf*, *mp*, *f*, *ff*, *mf*, *ff*, *mf*, *ff*, *mp*, *mf*, *fp*, *ff*, *f*, *mp*, *f*

88 *rit.* 89 $\text{♩} = 156$ 91 95

Glk.
Chm.
Mrb. *mf* *ff* *ff*
Vib. 1 *mf* *ff* *f*
Vib. 2 *mf* *ff* *f*
Timp. *mf* *ff* *f*
Perc. 1 *mf*
Perc. 2 *p* *f* *ff*
Cym. *p* *f* *ff* Mar Vibe Mar Vibe Mar Vibe Mar Vibe *mf* China Cym/ Tam-Tam *f* Vibe
S.Dr. *ff* *p* *ff*
T.Dr. *ff* *p* *ff*
B.Dr. *ff* *p* *ff*

97
Glk.
Chm.
Mrb.
Vib. 1
Vib. 2
Timp.
Perc. 1
Perc. 2
Cym.
S.Dr.
T. Dr.
B. Dr.

The musical score is arranged for a large ensemble. It features 13 staves: Glk. (Glockenspiel), Chm. (Chimes), Mrb. (Maracas), Vib. 1 & 2 (Vibraphone), Timp. (Tympani), Perc. 1 & 2 (Percussion), Cym. (Cymbals), S. Dr. (Snare Drum), T. Dr. (Tom Drum), and B. Dr. (Bass Drum). The score begins at measure 106 and includes two rehearsal marks: [107] and [111]. The time signature changes from 4/4 to 3/4 and then to 4/4. The S. Dr. and T. Dr. parts include drum notation with stick patterns such as 'R || r r l R || r r l', 'B', 'R L r r l l', 'R l', and 'r r l l'. A 'Float Arms' instruction is present above the S. Dr. staff. The notation includes various note values, rests, and dynamic markings.

115 118 122

Glk.

Chm.

Mrb.

Vib. 1

Vib. 2

Timp.

Perc. 1

Perc. 2

Cym.

S.Dr.

T. Dr.

B. Dr.

fp *ff* *f* *mf* *p* *ff* *f* *mp* *mf* *f*

CLOSER

125 126 133 *♩* = 72 Applause 135

Glk.

Chm. Wind Chimes

Mrb.

Vib. 1 Thunder Drum

Vib. 2 Rain Stick

Timp.

Perc. 1 Rain Stick

Perc. 2 Soft Roll - Like Thunder

Cym. *ppp* S.C. *pp* *ppp* S.C. *pp* *ppp* S.C. Wind Chimes

S.Dr. *ppp* *mp* *ppp* *mp* *ppp*

T. Dr. *f* R L R r r

B. Dr. R B B r r *f* L R ... r r l r l R L R L R L R L R B

f R L L ... r l r l r l R L r r r r r r R

Tempo: ♩ = 144

Rehearsal marks: 140, 143, 147, 151

Instrumentation: Glk., Chm., Mrb., Vib. 1, Vib. 2, Timp., Perc. 1, Perc. 2, Cym., S. Dr., T. Dr., B. Dr.

Dynamic markings: *mp*, *mf*, *f*, *pp*, *ppp*, *p*

Performance instructions: Edge, To Center

Drum notation: R r l r L r l r/l, r l r l R l R l, L r l, r l r l r l, R r l r L r l r/l, r l r l R l R l, R r l r L r l R l, r L r l r r l l r r l l, R r l 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

152 155 160

Glk.

Chm. To Marimba 1

Mrb. *mf*

Vib. 1 *mf*

Vib. 2 *mf*

Timp.

Perc. 1 Triangle *mf*
To Marimba 2

Perc. 2 *mp*

Cym. *p* *f*

S. Dr. *mp* *f*

T. Dr. *f*

B. Dr. *f* *mf*

161 168

Glk. Play Highest Marimba 1

Chm.

Mrb. *mf* *mf*

Vib. 1 *mf* *f*

Vib. 2 *mf* *f*

Timp. *mf*

Perc. 1 Play Lowest Marimba 2

Perc. 2

Cym.

S.Dr. *mf* *p* *f*

T. Dr. *mf* *f*

B. Dr. *mf* *f*

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

173 $\text{♩} = 156$ 177

Glk. *mf*

Chm.

Mrb. *f*

Vib. 1 *ff*

Vib. 2 *ff*

Timp. *ff* *fp* *ff*

Perc. 1

Perc. 2 *p* *f*

Cym.

S.Dr. *mf* *f*

T.Dr. *mf* *f*

B.Dr. *mf* *f*

Musical score for MYTH AND LEGEND, page 20, measures 179-186. The score includes staves for Glockenspiel (Glk.), Chimes (Chm.), Maracas (Mrb.), Vibraphone 1 (Vib. 1), Vibraphone 2 (Vib. 2), Tympani (Timp.), Percussion 1 (Perc. 1), Percussion 2 (Perc. 2), Cymbal (Cym.), Snare Drum (S.Dr.), Tom Drum (T. Dr.), and Bass Drum (B. Dr.).

Measures 179, 184, and 186 are boxed. A tempo marking of ♩ = 146 is present at measure 186.

Dynamic markings include *fp*, *ff*, *mf*, *f*, *p*, and *ff*.

Rhythmic notation includes accents (>) and specific drum patterns for S.Dr., T. Dr., and B. Dr. such as *R RLRLR*, *R R RLRLRL r r l l*, *R R LR RL RL*, *r r r r r r r*, *R L*, *r r l r*, *R r r L l l r l*, and *ff R LR LR l l r r l l*.

188 192

Glk. Chm. Mrb. Vib. 1 Vib. 2 Timp. Perc. 1 Perc. 2 Cym. S.Dr. T. Dr. B. Dr.

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196 200

Glk.
Chm.
Mrb.
Vib. 1
Vib. 2
Timp.
Perc. 1
Perc. 2
Cym.
S.Dr.
T. Dr.
B. Dr.

p *mf* *f* *ff*

Edge To Center

Musical score for 'Myth and Legend' featuring various instruments and percussion. The score is divided into measures 202, 204, 208, and 210. The instruments and parts include:

- Glk. (Glockenspiel):** Starts at measure 202 with a *p* dynamic, then *f* at measure 204.
- Chm. (Chimes):** Starts at measure 202 with a *p* dynamic, then *ff* at measure 204.
- Mrb. (Maracas):** Starts at measure 202 with a *p* dynamic, then *ff* at measure 204.
- Vib. 1 (Vibraphone 1):** Starts at measure 202 with a *fp* dynamic, then *ff* at measure 204.
- Vib. 2 (Vibraphone 2):** Starts at measure 202 with a *fp* dynamic, then *ff* at measure 204.
- Timp. (Timpani):** Starts at measure 202 with a *fp* dynamic, then *ff* at measure 204.
- Perc. 1 (Percussion 1):** Starts at measure 202 with a *fp* dynamic, then *f* at measure 204.
- Perc. 2 (Percussion 2):** Starts at measure 202 with a *fp* dynamic, then *f* at measure 204.
- Cym. (Cymbal):** Starts at measure 202 with a *fp* dynamic, then *f* at measure 204.
- S.Dr. (Snare Drum):** Starts at measure 202 with a *fp* dynamic, then *f* at measure 204. Includes dynamic markings *mp*, *f*, *mf*, and *p*.
- T.Dr. (Tom Drum):** Starts at measure 202 with a *fp* dynamic, then *f* at measure 204. Includes dynamic markings *pp* and *mf*.
- B.Dr. (Bass Drum):** Starts at measure 202 with a *fp* dynamic, then *f* at measure 204. Includes dynamic markings *pp* and *mf*.

The score includes various musical notations such as dynamics (*p*, *fp*, *f*, *ff*, *mp*, *mf*, *pp*), articulation marks (>), and performance instructions like 'To Edge', 'Tenor', and 'Both Tenors'. Measure 208 includes a tempo marking of $\text{♩} = 80$.

214

♩ = 76

Glk.

Chm.

Mrb.

Vib. 1

Vib. 2

Timp.

Perc. 1

Perc. 2

Cym.

S. Dr.

T. Dr.

B. Dr.

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

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* *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* *r l r l* *r l r l*

6 *3* *3* *3* *3* *3* *3* *3* *6* *6* *6* *6* *3* *3* *3* *3* *6* *6* *6* *6*

