

# Percussion

Xylophone  
Crash Cymbals  
Snare Drum



CUE 2

Link Up/Moves

## Orchestra Families

Thomas Cabaniss

1 **Maestoso** ♩ = 76

String player introduces section

Vn. 1

5

Wind player introduces section

Fl. 1

Brass player introduces section

Tbn. 1

### PERCUSSIONIST:

"Hi, my name is [NAME] and I play percussion. Percussion instruments are really only limited by your imagination because it's anything that you can strike, scrape, or shake.. The percussion family!"

11

Perc. player introduces section

Xylophone

Crash Cymbals

Snare Drum

13

Percussion 3  
Snare Drum

CUE 3

Link Up/Moves

**OPEN 2 PAGES**

**Come to Play**

Thomas Cabaniss

Steadily ♩ = 92

Snare Drum

1

4

5

8

Audience Cue

Moving forward ♩ = 96

As before ♩ = 92

11

12-15      16-17

18

mp

21

23

Subito pp

24

27

30

*mf* *p*

33

Freely; out of time

2

36-37

38

rit. Maestoso ♩ = 72

*mf*

42

45

Moving forward ♩ = 80

Tpt. 1

*mp*

50

Audience Cue

3

50-52

*mf*

55

59

Con moto ♩ = 126

*p*

62

rit.

*p* *f*

**Percussion**

Triangle  
Small Snare Drum

3

CUE 4

Link Up/Moves

**Blue Danube**

Johann Strauss, Jr.  
arr. Thomas Cabaniss

Tempo di valse  $\text{♩} = 60$  **9** Vn. 1 Triangle

1-8 *p* 14-21

**23** Vn. 1 Small Snare Drum

*pp*

32

**40**

*f*

48

*ff*

**56** **15** 1. 2.

56-70

**73** Vn. 1 (S.D.)

*pp*

82

**90**

*f*

98

*ff*

Percussion 3  
Bass Drum

CUE 5

Link Up/Moves

**OPEN 2 PAGES**

**Danzón No. 2**

Arturo Márquez

Danzón  $\text{♩} = 116$

10 11 8 19

1-10 11-18

22 23 11 34 8 42

23-33 34-41

43 Hn. 1

47 Tpt. 1

Bass Drum

f

52 Poco più mosso  $\text{♩} = 124$  accel.

56  $\text{♩} = 132$  accel.

60  $\text{♩} = 136$  accel.

65 66  $\text{♩} = 144$  accel. (B.D.)

5

67-71

74 **Con fuoco** ♩ = 160

75-81 82 88 6

94 100 106 6

112 Cl. 1 4 116-119

120 Picc. 3

123 f

127

131

135

139 146 6 6 140-145 146-151

152 mf ff fff

Percussion

Triangle

TACET

CUE 6 [ ] [ ] [ ] [ ] [ ]

Link Up/Moves

Barcarolle

Jacques Offenbach

1 Allegro moderato

Fl. 1

7-9

10

2 Cl. 1

10-11

15-17

18

8

26 Bn. 1

18-25

2

2

30 rit. Moderato

34 Triangle

4

8

pp

42

4

8

50

4

57

4

rit.

58-61

63 a tempo

4

pp

71

8

79

8

87

4

71-78

79-86

87-90

Percussion

Triangle

TACET

CUE 7

Link Up/Moves

# Toreador Chorus & Variations

**OPEN 2 PAGES**

Georges Bizet  
arr. Thomas Cabaniss

## CHORUS

$\text{♩} = 112$   
Vn. 1

2 Triangle

*f*

4

6

7

6-12

*ff*

## Var. A

Presto; terrified  $\text{♩} = 144$

TACET

1-14

## Var. B

Adagio; bored  $\text{♩} = 80$  No swing  
(with a little swing)

2

3

4

7 Vn. 1

1-2

3-6

3

Fl. 1

3

9-11

*mf*



**Var. C**

1 Triste; sad; sorrowful ♩ = 120

3 8 11 3 Ob. 1

mf 3-10 11-13

3 19 colla voce 6 Vn. 1

16-18 19-24 pp

**Var. D**

1 Joyously; a dance ♩ = 126

3 4 7 Hn. 3

mf 3-6

9

f ff

Percussion

Triangle

TACET

CUE 8

Link Up/Moves

**Toreador Song**

Georges Bizet  
arr. Thomas Cabaniss

Allegro molto moderato ♩ = 108

Triangle

Musical staff 1: Triangle part, measures 1-4. Includes a first ending bracket and a fortissimo (ff) dynamic marking.

Musical staff 2: Triangle part, measures 5-8. Includes a triplet of eighth notes in measure 8.

Musical staff 3: Triangle part, measures 9-35. Includes measure numbers 9, 17, 25 and bar counts 8, 7, 11.

Musical staff 4: Triangle part, measures 36-39. Includes a measure number 4 and a bar count 4.

Musical staff 5: Triangle part, measures 44-47. Includes dynamics "colla voce" and "a tempo", and instrument markings "Hn. 3" and "Vn. 1".

Musical staff 6: Triangle part, measures 48-51. Includes a fortissimo (f) dynamic marking.

Musical staff 7: Triangle part, measures 52-58. Includes a first ending bracket, a fortissimo (ff) dynamic marking, and a second ending bracket.

Percussion 3

Drum Set

Ossia  
Djembe

CUE 11

Link Up/Moves

OPEN 2 PAGES

Cidade Maravilhosa

André Filho  
arr. Thomas Cabaniss & David Rosenmeyer

Tempo di samba ♩ = 126

4

1-4

5 Drum Set S.D.

B.D./ Cym. mp

9

4 8

17

4

21

24 solo

24-25 f Tambourine solo mf

29

32 S.D.

B.D./ Cym.

4

36

40 7

40-46 mp

47 48

4

52

56

*f*

4 8

64

4

68

*pp*

72

*f*

76

4

81

*ff* *mp*

84

*f* *ff*