

Drum Machine

by Wayne Lytle (Animusic)
arr. by David Steinquest

♩ = 122

Percussion 1
Small Crash Cymb.
Hi-Hat

Percussion 2
Snare Drum
Bass Drum

Percussion 3
Large Crash Cymbal
Cowbell
Small Metal Shaker

Percussion 4
(8) Toms
Large Metal Shaker

Percussion 5
(4) Timbales
Small Metal Shaker

Percussion 6
(4) Wood Blocks
Large Metal Shaker

Percussion 7
(4) Timpani
Guiro

Percussion 8
Vibraslap
Agogo Bells
Ratchet

Percussion 9
Chimes
Glass Bottle

Percussion 10
(2) Tam Tams
Chain / Bucket
Sizzle Cymb.

The musical score for "Drum Machine" is written for 10 percussion parts. The tempo is 122 BPM, indicated by a quarter note equal to 122. The time signature is 4/4, which changes to 2/4 at measure 5. The score is divided into measures 1 through 5, with a key signature change to 2/4 at measure 5. The parts are as follows:

- Percussion 1:** Small Crash Cymb., Hi-Hat. Rests in measures 1-4, then plays in measure 5.
- Percussion 2:** Snare Drum, Bass Drum. Rests in measures 1-4, then plays in measure 5.
- Percussion 3:** Large Crash Cymbal, Cowbell, Small Metal Shaker. Rests in measures 1-4, then plays in measure 5.
- Percussion 4:** (8) Toms, Large Metal Shaker. Rests in measures 1-4, then plays in measure 5.
- Percussion 5:** (4) Timbales, Small Metal Shaker. Plays a continuous eighth-note pattern in measures 1-4, then plays in measure 5. Dynamics: *mf*, crescendo.
- Percussion 6:** (4) Wood Blocks, Large Metal Shaker. Plays a continuous eighth-note pattern in measures 1-4, then plays in measure 5. Dynamics: *mf*, crescendo.
- Percussion 7:** (4) Timpani, Guiro. Plays a continuous eighth-note pattern in measures 1-4, then plays in measure 5. Dynamics: *mf*, crescendo.
- Percussion 8:** Vibraslap, Agogo Bells, Ratchet. Plays a continuous eighth-note pattern in measures 1-4, then plays in measure 5. Dynamics: *mf*, crescendo.
- Percussion 9:** Chimes, Glass Bottle. Plays a continuous eighth-note pattern in measures 1-4, then plays in measure 5. Dynamics: *mf*, crescendo.
- Percussion 10:** (2) Tam Tams, Chain / Bucket, Sizzle Cymb. Plays a continuous eighth-note pattern in measures 1-4, then plays in measure 5. Dynamics: *mf*, crescendo.

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Drum Machine

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Percussion 1
Crash Cymb.
Hi-Hat

Percussion 2
Snare Drum
Bass Drum

Percussion 3
Crash Cymb.
Cowbell
Shaker

Percussion 4
(8) Toms
Shaker

Percussion 5
(4) Timbales
Shaker

Percussion 6
(4) Wood Blocks
Shaker

Percussion 7
(4) Timpani
Guero

Percussion 8
Vibraslap
Agogo Bells
Ratchet

Percussion 9
Chimes
Glass Bottle

Percussion 10
(2) Tam Tams
Chain/Bucket
Sizzle Cymb.

34 35 36 37

Drum Machine

pg. 15

♩ = 182

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Percussion 1
Crash Cymb.
Hi-Hat

Percussion 2
Snare Drum
Bass Drum

Percussion 3
Crash Cymb.
Cowbell
Shaker

Percussion 4
(8) Toms
Shaker

Percussion 5
(4) Timbales
Shaker

Percussion 6
(4) Wood Blocks
Shaker

Percussion 7
(4) Timpani
Guero

Percussion 8
Vibraslap
Agogo Bells
Ratchet

Percussion 9
Chimes
Glass Bottle

Percussion 10
(2) Tam Tams
Chain/Bucket
Sizzle Cymb.

58 59 60

f

small metal shaker

mp

large metal shaker

mp

timbales

f

mp

mp