

You arrr a pirate

Percussion ensemble

Duration: 6'06

Twan Cox

With suspense $\text{♩} = 86$ accel. -----

Glockenspiel *mf*

Vibraphone *mf*

Xylophone

Marimba *mf* *p*

Tubular Bells

Snare Drum 1 *pp* *mf*

Field Drum *p* *f* *mf*

Bass Drum 1
Marching B. Dr. *mf* *pp* *p*

Bass Drum 2
Concert B. Dr.
Marching B. Dr. *pp*

Tom Toms (4)

Percussion 1
Suspended Cymbal
Tambourine
Tam Tam
Shaker *p* S.C. *p*

Percussion 2
Anvil
Triangle
Chimes

15

1. 1.

Glk.

15

1. 1.

Vib.

15

1. 1.

Xyl.

15

1. 1.

Mrb.

15

1. 1.

T.B.

15

1. 1.

S.Dr. 1

15

1. 1.

Fld. Dr.

15

1. 1.

B. Dr. 1

15

1. 1.

B. Dr. 2

15

1. 1.

T.T.

15

1. 1.

Perc. 1

15

1. 1.

Perc. 2

The image shows a musical score for a piece titled "You arrr a pirate" on page 3. The score is arranged in a grand staff format with multiple staves for different instruments. A large, solid black silhouette of a pirate hat is centered over the middle of the score, partially obscuring the musical notation. The instruments listed on the left are: Glk. (Glockenspiel), Vib. (Vibraphone), Xyl. (Xylophone), Mrb. (Maracas), T.B. (Tambourine), S.Dr. 1 (Snare Drum 1), Fld. Dr. (Field Drum), B. Dr. 1 (Bass Drum 1), B. Dr. 2 (Bass Drum 2), T.T. (Tom Tom), Perc. 1 (Percussion 1), and Perc. 2 (Percussion 2). The score includes measure numbers (15) and first endings (1.) at the end of the piece.

You arrr a pirate

This musical score is for a percussion ensemble. The instruments listed on the left are: Glk. (Glockenspiel), Vib. (Vibraphone), Xyl. (Xylophone), Mrb. (Maracas), T.B. (Tambourine), S. Dr. 1 (Snare Drum 1), Fid. Dr. (Fiddle Drum), B. Dr. 1 (Bass Drum 1), B. Dr. 2 (Bass Drum 2), T.T. (Tom Tom), Perc. 1 (Percussion 1), and Perc. 2 (Percussion 2). The score is in 4/4 time and features a key signature of two flats. It includes first and second endings, indicated by '21' and '2'. Dynamics include *p* (piano), *mf* (mezzo-forte), and *f* (forte). A 'Triangle' is used in the Perc. 2 part. A large blacked-out section covers the middle of the score, obscuring the notation for S. Dr. 1, Fid. Dr., B. Dr. 1, B. Dr. 2, and T.T. in the second and third measures.

27 *ritenuto*

Glk.

Vib. *ff*

Xyl. *ff*

Mrb. *ff*

T.B. *ff*

S.Dr. 1 *f*

Fld. Dr. *f*

B. Dr. 1 *f*

B. Dr. 2 *f*

T.T. *f*

Perc. 1 *f* S.C. Tam Tam

Perc. 2 *ff*

The musical score is for a percussion ensemble. It features ten staves: Glockenspiel (Glk.), Vibraphone (Vib.), Xylophone (Xyl.), Maracas (Mrb.), Tom-toms (T.B.), Snare Drum 1 (S.Dr. 1), Field Drum (Fld. Dr.), Snare Drum 2 (B. Dr. 1), Snare Drum 3 (B. Dr. 2), Tom-toms (T.T.), and two Percussion parts (Perc. 1 and Perc. 2). A large, stylized graphic of a xylophone is superimposed over the middle of the score, spanning from the Vibraphone staff down to the Snare Drum 2 staff. The score begins at measure 27. The key signature has two flats (B-flat and E-flat), and the time signature is common time (C). The tempo marking *ritenuto* is placed above the first staff. Dynamic markings include *ff* (fortissimo) and *f* (forte). Percussion 1 includes a section marked *S.C.* (Soprano Cymbal) and *Tam Tam*. The score concludes with a double bar line and repeat dots.

For the performance of part II In the Mist: use available players to strike randomly (but slowly) the kettle of a drum or timpani. You can add crackling of a plastic cup, moving of an iron chain for more sounds on a ship. Use a spring drum and whirlies (or place a cymbal upside down on a timpani) to create even more suspense.

II: In the Mist

33 **Adagio** ♩ = 60

Glk.

Vib.

Xyl. *soft mallets* *pp*

Mrb. *pp*

T.B. *(indication, hit freely without beat, like a ship's bell)* *mf*

S.Dr. 1 *rimshot* *f*

Fld. Dr. *rimshot* *f*

B. Dr. 1 *sfz* *pp* *sfz* *pp*

B. Dr. 2 *pp* *pp*

T.T.

Perc. 1 *pp*

Perc. 2 *Anvil* *mf* *(indication, hit freely without beat)*

43

Glk.

Vib.

Xyl.

Mrb.

T.B.

S.Dr. 1

Flid. Dr.

B. Dr. 1

B. Dr. 2

T.T.

Perc. 1

Perc. 2

sfz *pp*

sfz *pp*

sfz *pp*

sfz *pp*

The image shows a musical score for a piece titled "You arrr a pirate" on page 7. The score is arranged in a standard orchestral format with multiple staves. The instruments listed on the left are Glockenspiel (Glk.), Vibraphone (Vib.), Xylophone (Xyl.), Maracas (Mrb.), Trombone (T.B.), Snare Drum 1 (S.Dr. 1), Fluted Drum (Flid. Dr.), Bass Drum 1 (B. Dr. 1), Bass Drum 2 (B. Dr. 2), Tom Tom (T.T.), Percussion 1 (Perc. 1), and Percussion 2 (Perc. 2). The score begins at measure 43. The Xylophone part is the most prominent, featuring a large, detailed graphic of the instrument's frame and mallets. The other instruments have various rhythmic and melodic parts, with dynamic markings such as *sfz* (sforzando) and *pp* (pianissimo) visible in the Bass Drum 1 and 2 parts.

You arrr a pirate

8

The musical score is arranged in two systems. The first system includes parts for Glockenspiel (Glk.), Vibraphone (Vib.), Xylophone (Xyl.), Mallets (Mrb.), and Trombone (T.B.). The second system includes parts for Snare Drum 1 (S.Dr. 1), Field Drum (Fld. Dr.), Bass Drum 1 (B. Dr. 1), Bass Drum 2 (B. Dr. 2), Tom-Tom (T.T.), Percussion 1 (Perc. 1), and Percussion 2 (Perc. 2). A silhouette of a drum set is overlaid on the percussion staves. The score begins at measure 49. Dynamics include *pp*, *p*, *sfz*, and *mf*. The key signature has two flats, and the time signature is 4/4.

This musical score is for the piece "You arrr a pirate" and is page 9 of the score. It features a large, stylized black spider graphic overlaid on the woodwind and percussion staves. The spider's body is a large black oval, and its legs are thick black lines extending downwards. The score includes the following parts:

- Glk. (Glockenspiel)
- Vib. (Vibraphone)
- Xyl. (Xylophone)
- Mrb. (Maracas)
- T.B. (Tuba)
- S. Dr. 1 (Snare Drum 1)
- Fld. Dr. (Field Drum)
- B. Dr. 1 (Bass Drum 1)
- B. Dr. 2 (Bass Drum 2)
- T.T. (Tom Tom)
- Perc. 1 (Percussion 1)
- Perc. 2 (Percussion 2)

The score is written in 2/4 time and includes various musical notations such as notes, rests, and dynamic markings like *ff* (fortissimo). The spider graphic is positioned centrally, covering the woodwind and percussion staves from approximately measure 55 to the end of the page.

III: The Battle

Allegro con fuoco ♩ = 120

60

Glk.

Vib.

Xyl.

Mrb.

T.B.

S.Dr. 1

Fld. Dr.

B. Dr. 1

B. Dr. 2

T.T.

Perc. 1

Perc. 2

mp

ff

Marching B. Dr.

mf

Tambourine

mf

2nd x only

3

64

Glk.

Vib.

Xyl.

Mrb.

T.B.

S. Dr. 1 *mf* on rim

Fl. Dr. *f*

B. Dr. 1 *ff*

B. Dr. 2 *ff*

T.T.

Perc. 1 *f* Shaker

Perc. 2 *f* Triangle

The score consists of ten staves for various percussion instruments: Glockenspiel (Glk.), Vibraphone (Vib.), Xylophone (Xyl.), Maracas (Mrb.), Tom-toms (T.B.), Snare Drum 1 (S. Dr. 1), Floor Drum (Fl. Dr.), Bass Drum 1 (B. Dr. 1), Bass Drum 2 (B. Dr. 2), Tom-toms (T.T.), Percussion 1 (Perc. 1), and Percussion 2 (Perc. 2). The music is in 4/4 time and features a variety of rhythmic patterns, including eighth and sixteenth notes, rests, and triplets. Dynamics range from *mf* to *ff*. A large, stylized black silhouette of a pirate ship is overlaid on the percussion staves, extending from the Snare Drum 1 staff down to the Percussion 2 staff. The ship is oriented vertically, with its bow pointing towards the right. The score begins at measure 64.

IV: Aftermath & Victory

Moderato ♩=85

The musical score is arranged in a standard orchestral layout with the following parts from top to bottom:

- Glk. (Glockenspiel)
- Vib. (Vibraphone)
- Xyl. (Xylophone)
- Mrb. (Maracas) - split into two staves
- T.B. (Tuba)
- S. Dr. 1 (Snare Drum 1)
- Fld. Dr. (Field Drum)
- B. Dr. 1 (Bass Drum 1)
- B. Dr. 2 (Bass Drum 2)
- T.T. (Tom Tom)
- Perc. 1 (Percussion 1) - includes Tam Tam
- Perc. 2 (Percussion 2)

The score begins at measure 85. The key signature has two flats (B-flat and E-flat), and the time signature is 4/4. The tempo is marked 'Moderato' with a quarter note equal to 85 beats per minute. The dynamics range from *f* (forte) to *ff* (fortissimo) and *p* (piano). The percussion parts feature complex rhythmic patterns, including triplets and sixteenth-note runs. A large black silhouette of a pirate hat is superimposed over the center of the score, partially obscuring the middle sections.

92

Glk.

Vib.

Xyl.

Mrb.

T.B.

92

S.Dr. 1

Fld. Dr.

B. Dr. 1

B. Dr. 2

T.T.

92

Perc. 1

92

Perc. 2

The image shows a musical score for a piece titled "You arrr a pirate". The score is arranged in a standard orchestral format with multiple staves. The instruments listed on the left are: Glk. (Glockenspiel), Vib. (Vibraphone), Xyl. (Xylophone), Mrb. (Maracas), T.B. (Tambourine), S.Dr. 1 (Snare Drum 1), Fld. Dr. (Field Drum), B. Dr. 1 (Bass Drum 1), B. Dr. 2 (Bass Drum 2), T.T. (Tom Tom), Perc. 1 (Percussion 1), and Perc. 2 (Percussion 2). The score begins at measure 92. The Vibraphone part has a dynamic marking of *mf*. The Maracas part has a dynamic marking of *pp*. A large black silhouette of a pirate ship's hull and rigging is overlaid on the percussion staves, starting from the beginning of the page and extending across several measures.

This musical score is for the piece "You arrr a pirate" on page 18. It features a variety of instruments and includes dynamic markings such as *pp*, *f*, and *mf*. The score is organized into systems, with the first system containing Glk., Vib., Xyl., Mrb., and T.B. The second system contains S.Dr. 1, Fld. Dr., B. Dr. 1, B. Dr. 2, and T.T. The third system contains Perc. 1 and Perc. 2. The Perc. 1 and Perc. 2 staves are heavily obscured by a large black redaction mark that covers the musical notation and extends downwards into the page.

106

Glk.

Vib.

Xyl.

Mrb.

T.B.

S. Dr. 1

Fld. Dr.

B. Dr. 1

B. Dr. 2

T.T.

Perc. 1

Perc. 2

mf

mf

mf

mp

mp

mp

mf

mf

Tambourine

V: A Pirate is Free

112 *ritenuto* **Allegro con spirito** ♩ = 126

Glk. 112

Vib. 112 *ff*

Xyl. 112

Mrb. 112 *ff*

T.B. 112 *f*

S. Dr. 1 112 *f*

Fld. Dr. 112 *mp* *f*

B. Dr. 1 112 *f*

B. Dr. 2 *Concert B. Dr.* *mp* *f*

T.T. 112 *f*

Perc. 1 112 *f*

Perc. 2 112 *f*

Detailed description: This is a page of a musical score for a percussion ensemble. The title is 'V: A Pirate is Free'. The score is in 12/8 time and begins at measure 112. It features a variety of percussion instruments: Glockenspiel (Glk.), Vibraphone (Vib.), Xylophone (Xyl.), Maracas (Mrb.), Tom-toms (T.B.), Snare Drum 1 (S. Dr. 1), Field Drum (Fld. Dr.), Snare Drum 2 (B. Dr. 1), Concert Snare Drum (B. Dr. 2), and two sets of Percussion 1 and 2. The music includes triplets and dynamic markings such as *mp*, *f*, and *ff*. A large, solid black silhouette of a pirate hat is superimposed over the center of the score, partially obscuring the musical staves. The tempo is marked 'Allegro con spirito' with a quarter note equal to 126 beats per minute. The key signature has two flats.

The musical score is arranged in a grand staff format with the following parts from top to bottom:

- Glk.** (Glockenspiel): Treble clef, starting at measure 124 with a forte (*f*) dynamic. The melody consists of eighth and sixteenth notes.
- Vib.** (Vibraphone): Treble clef, mirroring the Glockenspiel melody.
- Xyl.** (Xylophone): Treble clef, mirroring the Glockenspiel melody.
- Mrb.** (Maracas): Treble and Bass clefs, playing a steady eighth-note accompaniment.
- T.B.** (Tuba): Treble clef, mostly silent with occasional notes.
- S.Dr. 1** (Snare Drum 1): Snare clef, playing a rhythmic pattern of eighth notes with accents (>).
- Fld. Dr.** (Field Drum): Snare clef, mostly silent.
- B. Dr. 1** (Bass Drum 1): Snare clef, playing a pattern of eighth notes with a mezzo-forte (*mf*) dynamic.
- B. Dr. 2** (Bass Drum 2): Snare clef, playing a pattern of eighth notes with a mezzo-forte (*mf*) dynamic.
- T.T.** (Tom Tom): Snare clef, playing a pattern of eighth notes with accents (>).
- Perc. 1** (Percussion 1): Snare clef, playing a pattern of eighth notes with a dynamic marking of *S.C.* (with tip of drumstick).
- Perc. 2** (Percussion 2): Snare clef, playing a pattern of eighth notes with a dynamic marking of *Shaker*.

A large, solid black silhouette of a pirate hat is centered over the middle of the score, overlapping the Maracas, Tuba, Snare Drum 1, Field Drum, Bass Drum 1, and Bass Drum 2 staves.

Musical score for 'You arrr a pirate', page 23. The score includes parts for Glockenspiel (Glk.), Vibraphone (Vib.), Xylophone (Xyl.), Maracas (Mrb.), Tenor Bass (T.B.), Snare Drum 1 (S.Dr. 1), Field Drum (Fld. Dr.), Bass Drum 1 (B. Dr. 1), Bass Drum 2 (B. Dr. 2), Tom Tom (T.T.), Percussion 1 (Perc. 1), and Percussion 2 (Perc. 2). A large black silhouette of a grand piano is overlaid on the score. The score begins at measure 128. Dynamics include *ff*, *mf*, and *f*. The percussion parts feature various rhythmic patterns, including snare and tom patterns.