

MERCURY RISING

Nathan Daughtrey

♩ = 60 *With Anticipation*

5

Musical score for measures 1-6 of Mercury Rising. The score is for seven players and includes the following parts and dynamics:

- Player 1:** bells. Dynamics: *mf* (measures 1-2), *pp* (measures 3-6). Includes triplets in measures 1, 2, and 5.
- Player 2:** vibraphone. Dynamics: *mf* (measures 1-2), *pp* (measures 3-6). Includes triplets in measures 1, 2, and 5.
- Player 3:** marimba (shared w/ Player 4). Dynamics: *mp* (measures 1-2), *mf* (measures 3-6).
- Player 4:** marimba (share w/ Player 3). Dynamics: *mp* (measures 1-2), *mp* (measures 3-4), *mf* (measures 5-6).
- Player 5:** tam-tam (normal beater). Dynamics: *mf* (measures 1-2), *p* (measures 3-4), *mf* (measures 5-6). Includes triplets in measures 3 and 5.
- Player 6:** 4 concert toms (yarn mallets) and suspended cymbal. Dynamics: *mp* (measures 1-2), *pp* (measures 3-4), *mp* (measures 5-6).
- Player 7:** timpani soft mallets. Dynamics: *mp* (measures 1-2), *pp* (measures 3-4), *mp* (measures 5-6). Includes triplets in measures 1, 3, and 5.

Musical score for measures 7-9 of Mercury Rising. The score is for seven players and includes the following parts and dynamics:

- Player 1:** bells. Dynamics: *mf* (measures 7-8), *pp* (measure 9). Includes triplets in measures 7, 8, and 9.
- Player 2:** vibraphone. Dynamics: *mf* (measures 7-8), *pp* (measure 9). Includes triplets in measures 7, 8, and 9.
- Player 3:** marimba (shared w/ Player 4). Dynamics: *mp* (measures 7-8), *mf* (measure 9).
- Player 4:** marimba (share w/ Player 3). Dynamics: *mp* (measures 7-8), *mf* (measure 9).
- Player 5:** tam-tam (normal beater). Dynamics: *mf* (measures 7-8), *pp* (measure 9). Includes triplets in measures 8 and 9.
- Player 6:** 4 concert toms (yarn mallets) and suspended cymbal. Dynamics: *mp* (measures 7-8), *pp* (measure 9).
- Player 7:** timpani soft mallets. Dynamics: *mp* (measures 7-8), *pp* (measure 9). Includes triplets in measures 7, 8, and 9.

12 13

1 *pp mp*

2 *pp < mf mp mf f ff ffp*

3 *mp mf mp ffp*

4 *mp mf mp ffp*

5 *p mp mf f*
strike w/ normal tam-tam beater

6 *pp mp*
to hard felt mallets

7 *mp mf f ffp*
w/ hard felt mallets

ffp

18 *♩ = 120 With Increasing Tension* 22

1 *ff dampen to xylophone*

2 *ff dampen*

3 *ff mf*

4 *ff dampen to bass drum*

5 *ff dampen to snare drum*

6 *ff to hard felt mallets*

7 *ff mp*

25 *xylophone*

1 *mf*

2

3 *mp*

4

5

6

7 *mf*

31

32

1 *ff mp*

2 *f no ped.*

3 *ff mp*

4

5

6

7 *ff mp*

36

1 *ff*

2 *ff*

3 *ff*

4 *f*
bass drum
snare drum
x = rim shot (throughout)

5 *ff*

6 *f*
toms

7 *ff*

41

1 *fff* ————— *ppp*

2 *fff* ————— *ppp*

3 *fff* ————— *ppp*

4 *ff* ————— *ppp*

5 *ff* ————— *ppp*
sus. cym.

6 *ff* ————— *ppp*

7 *ppp*

MERCURY RISING

46

50

to bells

1

2

3 *mf*
to marimba (w/ Player 3)

4 *mp*
marimba

5 *f*
snare drum

6

7

51

54

1

2

3 *mp*

4

5 *mf* *mp*
3 3 3

6 *f*
4 concert toms

7

Musical score for measures 55-61. The score consists of seven staves. Staves 2, 3, 4, and 5 contain rhythmic patterns with accents. Staves 6 and 7 have sparse notes. Dynamics include *ff* and *f*.

62

Musical score for measures 60-65. The score consists of seven staves. Staff 1 is labeled "bells" and has a melodic line. Staff 2 has a melodic line with dynamics *mf*, *mp*, *p*, and *f*. Staff 3 has a rhythmic pattern with dynamics *mf* and *mp*. Staff 4 has a rhythmic pattern with dynamics *mf* and *mp*. Staff 5 has a rhythmic pattern with dynamics *mf* and *mp*. Staff 6 has a rhythmic pattern with dynamics *mf* and *mp*. Staff 7 has a rhythmic pattern with dynamics *ff*.

64

1 *ff*

2 *ff*

3 *ff*

4 *ff* to bass drum

5 *ff*

6 *ff*

7 *ff*

68

70

1

2

3

4 *ff* *p* *ff* to marimba (w/ Player 3)

5 *p* *ff* quickly pick up tam-tam beater

6 *p* *ff*

7 *p* *ff*

72 *Free Time* (approx. 10")

1 *fff* Play random notes until vibes enter in m.73 *ppp*

2 *fff* Play random notes until m.73 *ppp*

3 *fff* Play random notes until vibes enter in m.73 *ppp*

4 *ff* *to marimba*

5 *ff* *tam-tam (normal beater) to brushes*

6 *ff*

7 *ff* Play random notes until vibes enter in m.73 *ppp*

73 $\text{♩} = 132$ *A Little Quicker*

1 *xylophone* *mf* *f*

2 *mp* *to xylophone*

3 *mf* *f*

4 *marimba* *mf* *f*

5 *snare drum (w/ brushes)* *mp* *mp*

6 *p*

7 *mf* *mf*

81

1 *to bells*

2 *f* *mp* *f*

3 *mf*

4 *f*

5

6 *p* *mf* *to brushes*

7 *mp* *mf*

88

1 *bells* *mp*

2 *p*

3

4

5 *p*

6 *w/ brushes* *p* *to brushes*

7 *mf*

95

Musical score for measures 95-102. The score consists of seven staves. Staff 1 (Melody) starts with a treble clef and a key signature of one flat. Staff 2 (Piano) has a treble clef. Staff 3 (Piano) has a treble clef. Staff 4 (Piano) has a bass clef. Staff 5 (Drums) has a double bar line. Staff 6 (Drums) has a double bar line. Staff 7 (Bass) has a bass clef. Dynamics include *mf*, *f*, and *p*. Performance instructions include "w/ brushes" for the drums.

105

Musical score for measures 103-109. The score consists of seven staves. Staff 1 (Melody) starts with a treble clef and a key signature of one flat. Staff 2 (Piano) has a treble clef. Staff 3 (Piano) has a treble clef. Staff 4 (Piano) has a bass clef. Staff 5 (Drums) has a double bar line. Staff 6 (Drums) has a double bar line. Staff 7 (Bass) has a bass clef. Dynamics include *ppp*, *ff*, and *mf*. Performance instructions include "gradually no pedal" and "no ped."

110

Musical score for measures 110-115. The score consists of seven staves. Staff 1 is a treble clef with a whole rest. Staff 2 is a treble clef with a melodic line starting at measure 110, marked *ppp*, and ending at measure 115 with a *f p* dynamic. Staff 3 is a treble clef with a melodic line starting at measure 115, marked *f p*. Staff 4 is a bass clef with a melodic line starting at measure 115, marked *f p*. Staff 5 is a snare drum with a rhythmic pattern of eighth notes, marked *ffp*. Staff 6 is a hi-hat with a rhythmic pattern of eighth notes, marked *ffp*. Staff 7 is a bass drum with a rhythmic pattern of eighth notes, marked *ffp*.

116

Musical score for measures 116-121. The score consists of seven staves. Staff 1 is a treble clef with a melodic line starting at measure 116, marked *f*, and ending at measure 121 with a *f* dynamic. Staff 2 is a treble clef with a melodic line starting at measure 116, marked *f*, and ending at measure 121 with a *f p* dynamic. Staff 3 is a treble clef with a melodic line starting at measure 116, marked *f*, and ending at measure 121 with a *f p* dynamic. Staff 4 is a bass clef with a melodic line starting at measure 116, marked *f*, and ending at measure 121 with a *f p* dynamic. Staff 5 is a snare drum with a rhythmic pattern of eighth notes. Staff 6 is a hi-hat with a rhythmic pattern of eighth notes. Staff 7 is a bass drum with a rhythmic pattern of eighth notes.

121

1 *ff* *pp* *mp*

2 *f* *pp* *p*

3 *f* *pp* *p*

4 *f* *pp* *p*

5 to sticks

6 to sticks

7 to hard mallets

126

1 *mf*

2 *mf*

3 *mf*

4 *mf*

5 (w/ sticks) Gradually overtake keyboard percussion

6 (w/ mallets) Gradually overtake keyboard percussion

7 (w/ mallets) Gradually overtake keyboard percussion

Musical score for measures 130-134. The score is in 4/4 time and consists of seven staves. Staves 1, 2, and 3 are in treble clef, while staves 4, 5, 6, and 7 are in bass clef. The music is marked with a forte (*ff*) dynamic. Staff 4 includes the instruction "to bass drum" and "bass drum". Staff 5 includes the instruction "mf" and "on bell of sus. cym.". Staff 6 includes the instruction "mf". Staff 7 includes the instruction "mf".

Musical score for measures 135-139. The score is in 4/4 time and consists of seven staves. Staves 1, 2, and 3 are in treble clef, while staves 4, 5, 6, and 7 are in bass clef. The music is marked with a forte (*ff*) dynamic. Staff 1 includes the instruction "ff". Staff 3 includes the instruction "ff".

140

1 *ff*

2 *ff*

3 *ff*

4 *ff* snare drum
x = rim shot (throughout)

5 *f* toms w/ sticks (or hard mallets)

6 *ff*

7 *ff*

145

1

2

3

4

5

6

7

149

1 *ff*

2 *ff*

3 *ff*

4 *ff*

5 *ff*

6 *ff*

7 *ff*

153

1 *ff p* *fff*

2 *ff p* *fff*

3 *ff p* *fff*

4 *p* *ff*

5 *p* *ff*

6 *p* *ff*

7 *p* *ffp* *fff*