

# The Great Divide

Percussion Ensemble for 11 Players

Drew Morris

Commissioned for the Pea Ridge High School Percussion Ensemble,  
Kevin Hume & Matt McCool, Directors. Pea Ridge, Arkansas

## *Instrumentation*

*Glockenspiel (2), Xylophone, Vibraphone, Marimba (4.3 octave), Synthesizer, Bass Guitar,  
Snare Drum (2), Concert Toms (4), Floor Tom, Drum Set Bass Drum (2), Concert Bass Drum,  
Suspended Cymbal (2), Hi-hat, Splash Cymbal, China Cymbal, Tam-tam, Triangle.*

*The Great Divide was inspired by two things.  
First, the title came from my love of hiking.  
The Continental Divide Trail runs from Mexico to Canada over the Rocky Mountains.  
I know the title isn't "The Continental Divide", but it was close, and  
I was thinking a lot about long distance hiking when I started this piece,  
having just gotten off a short trip on the Appalachian Trail.*

*The second part of inspiration came from the divide between a pair of stereo speakers.  
I tried to borrow some "stereophonic" effects to keep the listener following their ears from  
the left side of the stage to the right and back again over the course of the piece.*

*Even though I've been away from this piece for several months now, I still find it popping into my brain.  
The 4/4 and 7/8 section at "B" in particular likes to creep into my day all the time.*

*I had a lot of fun writing this piece and I hope you enjoy listening to it and playing it!*

*-Drew Morris  
July 19, 2018*

You can find "7/8 Q3", a supplemental technical exercise with an electronic backing track,  
written to help reinforce the techniques found in this composition at [www.drewmorrismusic.com/digbeets](http://www.drewmorrismusic.com/digbeets)

# The Great Divide

Drew Morris  
(ASCAP)

Right side  
"melodic choir"

Center  
"shared choir"

Left side  
"rhythmic choir"

**Glockenspiel,**  
(Melodic Choir Side)  
Triangle, and Snare Drum

**Xylophone,**  
Suspended cymbal (snare sticks)  
Vibraphone 2 (shared with vibraphone 1)

**Vibraphone 1**  
(shared with Vibraphone 2)  
and Floor Tom

**Marimba 1**  
and Wood Block

**Marimba 2**  
and Drum Set Bass Drum

**Synthesizer**

**Bass Guitar**  
and Tam-tam

**Percussion 1**  
Snare

**Percussion 2**  
Toms

**Percussion 3**  
Cymbals  
Glockenspiel  
(Rhythmic Choir Side)

**Percussion 4**  
Drumset Bass Drum  
or horizontal marching bass

$\text{♩} = 90$

If your synth has "cut off", "resonance", or any type of effect knob, it would be cool to slowly turn them to tweak the sound in the first 7 measures of the piece.

Glock. (S.D.)  
 Xyl. (Cym, Vibe)  
 Vib. 1 (F. Tom)  
 Mar. 1 (W.B.)  
 Mar. 2 (B.D.)  
 Synth  
 Bass G. (Tam-tam)  
 Perc. 1 S.D.  
 Perc. 2 Toms  
 Perc. 3 Cym. (Glock)  
 Perc. 4 D.S.B.D.

Snare Drum  
 Floor Tom  
 Bass Drum (drum set bass on its side)  
 Glockenspiel  
 Vibraphone  
 Marimba

*f* *ff* *mp* *f* *mp*  
*f* *ff*  
*f* *pp* *ff*  
*f* *pp* *ff*  
*f* *ff*  
*p* *mf* *pp* *f*  
*pp* *ff*  
*f* *f*  
*p* *mf* *pp* *f*

like a crash cymbal  
 splash  
 hi-hat  
 china

7 8 9 10 11

**A**

Glock. *f* *8va* *p* *f* Triangle To Glock. 3

Xyl. (Cym, Vibe) *p*

Vib. 1 (F.Tom) *ff* *Lead.* *p*

Mar. 1 (W.B.) *ff* *mp*

Mar. 2 (B.D.) *ff* *ppp*

Synth *mf* *f*

Bass G. (Tam-tam) *f* To Bass Guitar Bass Guitar Drop D Tuning *mp*

Perc. 1 S.D.

Perc. 2 Toms

Perc. 3 Cym. (Glock) *ff* *mf* snare stick on suspended cymbal

Perc. 4 D.S.B.D. *ff*

12 13 14 15 16

Glock.

Xyl. (Cym, Vibe) <sup>(8)</sup>  
*p*

Vib. 1 (F.Tom)

Mar. 1 (W.B.)  
*f*

Mar. 2 (B.D.)

Synth  
*ppp*  
fade to nothing

Bass G.

Perc. 1 S.D.  
Stay low. It doesn't need to be loud to be tasty!  
*<mf* *<mf pp* *f* *<mf* *<mf* *f*

Perc. 2 Toms

Perc. 3 Cym. (Glock)  
Hi-hat  
*mf*  
China  
Splash choke  
sus cym  
tip of drumstick  
let ring

Perc. 4 D.S.B.D.  
*mf*

Glock.

Xyl.  
(Cym, Vibe)

Vib. 1  
(F.Tom)

Mar. 1  
(W.B.)

Mar. 2  
(B.D.)

Synth

Bass G.

Perc. 1  
S.D.

Perc. 2  
Toms

Perc. 3  
Cym.  
(Glock)

Perc. 4  
D.S.B.D.

*mf*

*mp*

*mf*

*mf*

*mp*

*mf*

stick on stick  
click

choke

Crash

(8)

Stay under concert toms

Glockenspiel

**B**

Glock. (S.D.)

Musical staff for Glockenspiel (S.D.) in treble clef. It features a melodic line with dynamics *f* and *mf*. A circled '8' is present in the first measure.

Xyl. (Cym, Vibe)

Musical staff for Xyl. (Cym, Vibe) in treble clef, featuring a rhythmic pattern of eighth notes with accents.

Perc.

Musical staff for Perc. (Floor Tom and Vibraphone) in treble clef. It includes dynamics *ff* and *ff Ped.*

Mar. 1 (W.B.)

Musical staff for Mar. 1 (W.B.) in treble clef, featuring a melodic line with dynamics *f* and *Ped.*

Perc.

Musical staff for Perc. (Bass Drum and Marimba) in bass clef. It includes dynamics *ff* and *mf*.

Synth

Musical staff for Synth in grand staff (treble and bass clefs). It includes dynamics *f* and *mf*.

These are all octaves until 40

Bass G.

Musical staff for Bass G. in bass clef, featuring a melodic line with dynamics *mf*.

Perc. 1 S.D.

Musical staff for Perc. 1 S.D. in treble clef, featuring a rhythmic pattern with dynamics *<mf*.

Perc. 2 Toms

Musical staff for Perc. 2 Toms in treble clef, featuring a rhythmic pattern with dynamics *mp*.

Perc. 3 Cym. (Glock)

Musical staff for Perc. 3 Cym. (Glock) in treble clef, featuring a rhythmic pattern with dynamics *mf* and a circled '3'.

add concert bass on "X" notes below staff

Perc. 4 D.S.B.D.

Musical staff for Perc. 4 D.S.B.D. in treble clef, featuring a rhythmic pattern with dynamics *mf*.



Glock. (S.D.)

Xyl. (Cym, Vibe)

Vib. 1 (F. Tom)

Mar. 1 (W.B.)

Mar. 2 (B.D.)

Synth

Bass G.

Perc. 1 S.D.

Perc. 2 Toms

Perc. 3 Cym. (Glock)

Perc. 4 D.S.B.D.

(8)

*f*

*pp*

*f*

*pp*

*ff*

*pp*

*ff*

*pp*

*ff*

*pp*

*ff*

*f*

*f*

*f*

*mf*

*mf*

*f*

*f*

*f*

*f*

*mf*

*f*

like a crash cymbal

*f*

*f*



Glock. (S.D.)

Xyl. (Vibe 2, Sus. Cym)

Vib. 1 (F. Tom)

Mar. 1 (W.B.)

Mar. 2 (B.D.)

Synth

Bass G.

Perc. 1 S.D.

Perc. 2 Toms

Perc. 3 Cym. (Glock)

Perc. 4 D.S.B.D.

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*f*

*pp*

*pp*

*pp*

*pp*

*p*

*f*

*mp*

*pp*

Switch to Concert Bass Drum

let tam-tam ring

"X" notes on 2nd space = tam-tam

Back To Cymbals

46 47 48 49 50 51 52 53 54 55

**D**

Glock. (S.D.) *mp*

Xyl. (Vibe 2, Sus. Cym)

Vib. 1 (F. Tom) *mp*  
*Lead*

Mar. 1 (W.B.) *mp*

Mar. 2 (B.D.) *mp*

Synth (8)\_..1

Bass G. *pp*

Perc. 1 S.D. Light Stick-Shot *p*

Perc. 2 Toms

Perc. sus cym. with snare stick *p*  
Hi-hat (Closed) *p*

Perc. 4 D.S.B.D. *mf*

Glock. (S.D.)  
 Xyl. (Vibe 2, Sus. Cym)  
 Vib. 1 (F. Tom)  
 Mar. 1 (W.B.)  
 Mar. 2 (B.D.)  
 Synth  
 Bass G.  
 Perc. 1 S.D.  
 Perc. 2 Toms  
 Perc. 3 Cym.  
 Perc. 4 D.S.B.D.

Dynamics: *f*, *mf*, *pp*, *p*, *mf*  
 Ped.  
 stick-click

64

65

66

67

68

This musical score page contains the following parts and measures:

- Glock. (S.D.)**: Mallets, Treble Clef, measures 69-73.
- Xyl. (Vibe 2, Sus. Cym)**: Mallets, Treble Clef, measures 69-73.
- Vib. 1 (F. Tom)**: Mallets, Treble Clef, measures 69-73. Includes *Ped.* markings.
- Mar. 1 (W.B.)**: Mallets, Treble Clef, measures 69-73.
- Mar. 2 (B.D.)**: Mallets, Bass Clef, measures 69-73.
- Synth**: Synthesizer, Treble and Bass Clefs, measures 69-73.
- Bass G.**: Bass Guitar, Bass Clef, measures 69-73.
- Perc. 1 S.D.**: Snare Drum, Mallets, measures 69-73.
- Perc. 2 Toms**: Tom-toms, Mallets, measures 69-73.
- Perc. 3 Cym.**: Cymbals, Mallets, measures 69-73.
- Perc. 4 D.S.B.D.**: Double Bass Drum, Mallets, measures 69-73.

Measures 69, 70, 71, 72, and 73 are indicated at the bottom of the score.

Glock. (S.D.)

Xyl. (Vibe 2, Sus. Cym)

Vib. 1 (F. Tom)

Mar. 1 (W.B.)

Mar. 2 (B.D.)

Synth

Bass G.

Perc. 1 S.D.

Perc. 2 Toms

Perc. 3 Cym.

Perc. 4 D.S.B.D.

One long buzz on each note

left buzz press to set up stick shot

*f* *mp* *p* *mp*

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

The musical score is arranged in a grand staff format with multiple staves. The top five staves are for Glockenspiel (S.D.), Xylophone (Vibe 2, Suspended Cymbal), Vibraphone 1 (Floor Tom), Maracas 1 (Winged Bells), and Maracas 2 (Beaded Drums). The sixth staff is for Synthesizer, showing chords and sustained notes. The seventh staff is for Bass Guitar. The bottom four staves are for Percussion: Percussion 1 (S.D.) with dynamics *f*, *mp*, and *mp*; Percussion 2 (Toms) with dynamic *p*; Percussion 3 (Cymbal) with 'x' marks indicating cymbal hits; and Percussion 4 (D.S.B.D.). Annotations include 'One long buzz on each note' and 'left buzz press to set up stick shot' above the Percussion 1 staff. A large yellow watermark 'www.drewmorrismusic.com' is overlaid diagonally across the page.

rit. . . . . **F** ♩=90

Stick clicks throughout this section should be very visual

Glock. (S.D.)  
 Xyl. (Vibe 2, Sus. Cym)  
 Vib. 1 (F. Tom)  
 Mar. 1 (W.B.)  
 Mar. 2 (B.D.)  
 Synth  
 Bass G.  
 Perc. 1 (S.D.)  
 Perc. 2 (Toms)  
 Perc. 3 (Cym.)  
 Perc. 4 (D.S.B.D.)

Suspended Cymbal with Snare Stick  
 Ped.  
 lower octave if possible on your instrument.  
 Switch to Drumset Bass Drum

*f*  
*ff*  
*p*  
*mf*  
*mf*  
*p*  
*mf*  
*mf*  
*p*  
*mf*  
*f*  
*f*  
*mf*  
*mf*  
*f*  
*f*  
*mf*  
*ff*  
*f*

79 80 81 82 83 84



Glock. (S.D.)

Xyl. (Sus. Cym)

Vib. (F. Tom)

Mar. 1 (W.B.)

Mar. 2 (B.D.)

Synth

Bass G.

Perc. 1 S.D.

Perc. 2 Toms

Perc. 3 Cym.

Perc. 4 D.S.B.D.

Stick-Click

*ff*

*f*

*ff*

*f*

*ff*

*f*

*ff*

*f*

*ff*

*f*

85 86 87 88 89

This musical score page contains the following parts and markings:

- Glock. (S.D.):** Glockenspiel (Snare Drum) part, starting with a *f* dynamic in measure 92.
- Xyl. (Sus. Cym):** Xylophone (Snare/Cymbal) part, starting with a *f* dynamic in measure 92.
- Vib. (F. Tom):** Vibraphone (Floor Tom) part, starting with a *f* dynamic in measure 92.
- Mar. 1 (W.B.):** Marimba (Wood Block) part, starting with a *f* dynamic in measure 92.
- Mar. 2 (B.D.):** Marimba (Bass Drum) part, starting with a *f* dynamic in measure 92.
- Synth:** Synthesizer part, starting with a *f* dynamic in measure 92.
- Bass G.:** Bass Guitar part, starting with a *ff* dynamic in measure 92 and a "Play out" instruction.
- Perc. 1 S.D.:** Percussion 1 (Snare Drum) part, starting with a *f* dynamic in measure 92.
- Perc. 2 Toms:** Percussion 2 (Toms) part, starting with a *f* dynamic in measure 92.
- Perc. 3 Cym.:** Percussion 3 (Cymbal) part, starting with a *f* dynamic in measure 92.
- Perc. 4 D.S.B.D.:** Percussion 4 (Drum Set Bass Drum) part, starting with a *f* dynamic in measure 92 and a "Back to Concert Bass Drum" instruction.

Measures 90, 91, 92, 93, and 94 are indicated at the bottom of the page.

# G

**Glock. (S.D.)**  $ff$

**Xyl.** Xylophone  $f$   $8va$

**Vib.**  $ff$  Ped.

**Mar. (8).I**  $ff$

**Mar. 2 (B.D.)**  $ff$

**Synth**  $ff$

**Bass G.**  $ff$

**Perc. 1 S.D.**  $f$

**Perc. 2 Toms**  $f$

**Perc. 3 Cym.**  $f$   
\* notes on 2nd space - Tam-tam

**Perc. 4 D.S.B.D.**  $f$

Musical score for Percussion and other instruments including Glock, Xyl, Vib, Mar, Mar 2, Synth, Bass G, Perc 1-4. The score is written for measures 95-98. The instruments listed on the left are Glock (S.D.), Xyl. (Xylophone), Vib., Mar. (8).I, Mar. 2 (B.D.), Synth, Bass G., Perc. 1 (S.D.), Perc. 2 (Toms), Perc. 3 (Cym.), and Perc. 4 (D.S.B.D.). Dynamics such as  $ff$  and  $f$  are indicated throughout. Performance markings like 'Ped.' and '8va' are also present. The score includes various rhythmic patterns and rests across different time signatures.

This musical score is for a percussion ensemble and synthesizer. It consists of ten staves, each with a specific instrument or part label. The score is divided into four measures, numbered 99, 100, 101, and 102 at the bottom. The time signature changes from 4/4 to 7/8 and back to 4/4. The percussion parts include various drums and cymbals, with dynamic markings like *f* and *<f*. The synthesizer part has a treble and bass clef. A large yellow watermark 'www.drewmorrismusic.com' is overlaid diagonally across the score.

Glock. (S.D.)

Xyl. (Sus. Cym)

Vib. 1 (F. Tom)

Mar. 1 (W.B.)

Mar. 2 (B.D.)

Synth

Bass G.

Perc. 1 S.D.

Perc. 2 Toms

Perc. 3 Cym.

Perc. 4 D.S.B.D.

99 100 101 102

Musical score for Percussion and Synthesizer, measures 103-107. The score includes parts for Glock. (S.D.), Xyl. (Sus. Cym), Vib. 1 (F. Tom), Mar. 1 (W.B.), Mar. 2 (B.D.), Synth, Bass G., Perc. 1 (S.D.), Perc. 2 (Toms), Perc. 3 (Cym.), and Perc. 4 (D.S.B.D.). The score is marked with dynamics such as *ff* and *fff*. A large yellow watermark "www.perusalonly.com" is overlaid diagonally across the page.

Score for Percussion section, measures 108-111. The score includes the following parts and markings:

- Glock. (S.D.):** Treble clef, notes with rests, dynamics *ppp* and *ff*.
- Xyl. (Sus. Cym.):** Treble clef, eighth-note patterns, dynamics *ppp* and *ff*.
- Vib. 1 (F. Tom):** Treble clef, quarter notes, dynamics *ppp* and *ff*.
- Mar. 1 (W.B.):** Treble clef, sixteenth-note patterns, dynamics *ppp* and *ff*.
- Mar. 2 (B.D.):** Bass clef, triplet eighth notes, dynamics *ppp* and *ff*.
- Synth:** Treble and Bass clefs, sustained notes, dynamic *ppp*.
- Bass G.:** Bass clef, sustained notes, dynamics *ppp* and *ff*.
- Perc. 1 S.D.:** Snare drum, eighth-note patterns, dynamics *ppp* and *ff*.
- Perc. 2 Toms:** Tom-toms, eighth-note patterns, dynamics *ppp* and *ff*.
- Perc. 3 Cym.:** Cymbal, eighth-note patterns, dynamics *ppp* and *ff*.
- Perc. 4 D.S.B.D.:** D.S.B.D. (Double Snare/Bass Drum), eighth-note patterns, dynamics *ppp* and *ff*.

Dynamic markings *ppp* and *ff* are used throughout the score to indicate volume levels.