

The Great Divide

Percussion Ensemble for 11 Players

(2017)

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

Drew Morris

*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*

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.

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

The Great Divide

Drew Morris
(ASCAP)

Right side "melodic 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

Center "shared choir"

- Synthesizer
- Tam-tam
- Bass Guitar and Tam-tam

Left side "rhythmic choir"

- Percussion 1 Snare
- Percussion 2 Toms
- Percussion 3 Cymbals Glockenspiel (Rhythmic Choir Side)
- Percussion 4 Drumset Bass Drum or horizontal marching bass

♩ = 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.

2 3 4 5 6

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

like a crash cymbal
 splash
 hi-hat
 china

7 8 9 10 11

A

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

Xyl. (Cym, Vibe) *p*

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

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*

Glock.

Xyl.
(Cym, Vibe)
p

Vib. 1
(F.Tom)

Mar. 1
(W.B.)
f

Mar. 2
(B.D.)

Synth
fade to nothing
ppp

Bass G.

Perc. 1
S.D.
<mf *<mf pp* *f* *<mf* *<mf* *f*

Perc. 2
Toms

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

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

Glockenspiel

B

Glock. (S.D.) *f*

Xyl. (Cym, Vibe) *f*

Perc. Floor Tom *ff* / Vibraphone *ff* *Ped.*

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

Perc. Bass Drum *ff* / Marimba *mf*

Synth *f*

Bass G. *mf*

Perc. 1 S.D. *<mf*

Perc. 2 Toms *mf*

Perc. 3 Cym. (Glock) *mf* *China cymbal*

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

These are all octaves until 40

add concert bass on "X" notes below staff

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

ff

pp

ff

pp

ff

pp

ff

pp

ff

f

mf

mf

f

f

mf

f

like a crash cymbal

mf

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.

Switch to Concert Bass Drum
let tam-tam ring

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

Back To Cymbals sus cym. with snare stick

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

46 47 48 49 50 51 52 53 54 55 56

For perusal purposes only

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.

mp

pp

Hi-hat (Closed) *p*

Light Stick-Shot *p*

mf

57 58 59 60 61 62 63

For Sample Score purposes only

This musical score page contains the percussion section for measures 69 through 73. The instruments and their parts are as follows:

- Glock. (S.D.):** Melodic line in treble clef with a key signature of one flat.
- Xyl. (Vibe 2, Sus. Cym):** Melodic line in treble clef, featuring a suspended cymbal effect.
- Vib. 1 (F. Tom):** Melodic line in treble clef, including a *Ped.* (pedal) marking.
- Mar. 1 (W.B.):** Melodic line in treble clef, playing a continuous sixteenth-note pattern.
- Mar. 2 (B.D.):** Melodic line in bass clef, playing a continuous eighth-note pattern.
- Synth:** Accompaniment in grand staff (treble and bass clefs) with chords and bass notes.
- Bass G.:** Melodic line in bass clef, providing a harmonic foundation.
- Perc. 1 (S.D.):** Snare drum part with various rhythmic patterns and accents.
- Perc. 2 (Toms):** Tom-tom part with a dynamic marking of *f* (forte).
- Perc. 3 (Cym.):** Cymbal part using 'x' and 'o' symbols to denote different playing techniques.
- Perc. 4 (D.S.B.D.):** Double-bass drum part with a simple rhythmic pattern.

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*

f

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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

lower octave if possible on your instrument.

Switch to Drumset Bass Drum

let ring

f

ff

p

mf

f

mf

p

mf

p

mf

f

mf

f

mf

ff

f

79 80 81 82 83 84

For perusal purposes only

This musical score page, numbered 16, features a variety of percussion and synthetic instruments. The instruments are arranged in staves from top to bottom: 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.), and Perc. 4 (D.S.B.D.). The score spans measures 90 to 94. A large red watermark reading "For Sample Score Purposes Only" is oriented diagonally across the page. The music includes dynamic markings such as *f* and *ff*, and performance instructions like "Play out" and "Back to Concert Bass Drum". The Synth part is written in a grand staff with a key signature of one sharp (F#) and a common time signature. The percussion parts use standard notation with stems and flags to indicate rhythmic patterns.

This musical score page contains 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 divided into four measures: 99, 100, 101, and 102. Measure 99 is in 4/4 time, measure 100 is in 7/8 time, and measures 101 and 102 are in 4/4 time. A large red watermark 'Sample Score For Perusal Purposes Only' is overlaid diagonally across the page. The Perc. 1 part includes dynamic markings such as <f> and <f>. The Perc. 3 part uses 'x' symbols to denote cymbal hits. The Perc. 4 part includes a 'Ped.' marking. The Synth part features a melodic line in the right hand and a bass line in the left hand.

This musical score is for a percussion ensemble and a synthesizer. The instruments listed on the left are 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 divided into four measures, numbered 103, 104, 105, and 106 at the bottom. The key signature has one flat (B-flat). The tempo and dynamics are marked with *ff* (fortissimo) and *fff* (fortississimo). The percussion parts feature various rhythmic patterns, including eighth and sixteenth notes, and rests. The synth part features a melodic line with a long sustain. A large red watermark "For Perusal Purposes Only" is overlaid diagonally across the score.

