

for David Bobroff

Sasquatch

Scene for
Contrabass Trombone* and Percussion

Brian Fennelly

Musical score for Percussion 1, Percussion 2, and Contrabass Trombone. The score includes parts for Vib., T. Blks, Conga Dr., Mar., and Tromb. The tempo is indicated as $\text{♩} = 72$, Brash. The score shows various rhythmic patterns and dynamics (mf, p, f) across three staves.

Musical score for Tenor Dr. and Mar. The Tenor Dr. part features a dynamic *f subito*. The Mar. part includes a dynamic *p* followed by *mp*. The score consists of two staves with various rhythmic patterns and dynamics.

Musical score for Vib., Conga Dr., B. Wind Ch., and Mar. The Vib. part includes dynamics *mp*, *cresc.*, *mf*, and *p*. The Conga Dr. part includes a dynamic *mp*. The B. Wind Ch. part includes a dynamic *f*. The Mar. part includes dynamics *f* and *mp*.

*The trombone part can be adapted to bass trombone by judicious transposition and adjustment of glissandi.

2

8

Tenor Dr.

f subito

mf — *f*

10

f subito — *p* <> *p*

Timpani (tune)

(30" 28" 25" 23") *p* *mp* — *poco*

f *dim.* *mp*

13

Lion Roar**Conga Dr.**

mp *p* <>

mf — *f* —

gliss.

poco *fl.* *f*

16 **Bell Tree** **Tam-Tam**
 metal beater, rim soft mallets l. v.

16 **drums**

19 **T. Blks** **Tenor Dr.**

19 **Mar.**

19 **cresc.** **10:12**

22 **Tam-Tam** metal beater, rim **Vib.** (hand damp)

22 **7:8** **7:8**

22 **cresc.** **mf**

4

24

24

24

26

26

26

29

29

29

33

33

33

33

p

36

36

36

giocoso

espr.

p

39

motor off

39

p

cresc.

mp

p

dim.

39

p

cresc.

mp

dim.

6

42

p

cresc.

mp

cresc. *p*

42

p

mp

cresc.

45

mf

mp

p

cresc.

45

45

mf

mp

p

cresc.

48

mf

48

mf

48

51

51

mp *mf*

p *sfz* *f* *p*

51

mp *mf*

f

54

dim. *mf*

mp *p*

Glock.

p

54

mf *dim.* *mp*

d. = = 96, Blazing

57

cresc. *P*

cresc. *mp*

57

3 *4*

60

mf

dim.

mp *p subito*

60

dim.

p

60

p

63

a piacere

gliss. 3

cres.

mp

1. v.

p

66

Tam-Tam 1. v. drums

Mar. *mf*

tr. 3

mp subito

mf

p

3

mp

69

69

poco

mp

3

69

69

72

dim.

med. sus. cym.

pp

72

mf

mp

p

72

dim.

p

75 $\text{♩} = 48$; Song of Sasquatch

75

low sus. cym.

75

75 with longing

poco

p

espr.

poco

p

10

79

Vib. (bowed)

79 1. v.

high sus. cym.

poco

cresc.

mp

dim.

79

83

Crotales

Timpani

snare drum sticks

poco

piu p

83

87

drums crisply

gliss.

p

pp

pp

p

dim.

87

90

90

p dim. *pp* *poco*

Crotales *pp*

90

90

90

90

molto rit. A Tempo $\text{♪} = \text{♩}$

93

p *gliss.* *p* *p*

93

gliss. retune C# to Eb hard sticks

93

p *p* *pp* *mp* *poco cresc.*

$\text{♪} = \text{♩}$ Scherzando

95 T. Blks

T. Blks *pp*

95

p *gliss.*

95

p *gliss.*

Conga Dr. T. Blks

pp *p*

pp *gliss.*

p *mp*

99

99 *gliss.*

poco *mf* *subito*

99 *gliss.*

gliss.

gliss.

mf

mp

pp

gliss.

gliss.

gliss.

mf

mp

mp

mp

Wood block

p

103

T. Blks

mf

103 28''

gliss.

mp

30'' cresc.

mf

103 *fl.*

mf

mf

Conga Dr.

mf

106

T. Blks

p

mp

106

p *sim.*

mp

106

p

mp

mp

3

3

mp

mp

109 Conga Dr.

Wood block

109

mp *mf*

crisply

gliss.

mf

p

p

112

mp

gliss.

cresc.

mf subito

gliss.

mp

115 drums

mp *mf*

mf

f

115 tune F# to A

mf

f

gliss.

mf

f

mp *mf*

14

118

Wood block T. Blks Lion Roar

118

T. Blks Lion Roar

118

T. Blks Lion Roar

121

T. Blks Lion Roar T. Blks

121

gliss. gliss.

121

gliss. gliss.

124

Lion Roar Tenor Dr. Conga Dr. Tamb.

124

Tam-Tam l. v.

124

gliss.

124

cresc. cresc.

127 *Lion Roar*

mf *mf* *cresc.*

Timpani
tune F to Eb, A to Bb, G# to F

poco *cresc.*

127 *fl.* *3* *3*

gliss. *poco* *sim.*

poco sffz

131 **drums** **dramatic** **Lion Roar** **drums**

mp *f* *ff* *ff*

131 **dramatic** *3* *3*

f *ff* *3* *3*

131

134 *Lion Roar* $\text{J}^3 = \text{J} = 144; \text{J} = 72; \text{Dramatically}$

play erratically, annoy *trombonist* intimidated, scurry
over to Vibes

ff

134 *3* *f* *= mf*

134 *react to Lion Roar-* stand and threaten
the offending player with an angry fist

16

138 Vib. motor on

138

Vib. motor on

mp

dim.

mp

p

138

141

poco

gliss.

tune D to F

gliss.

poco

with authority

30'

141

p

144

cresc.

mf

mp

28'

144

gliss.

mp

cresc.

mp

144

147

147 med. sus. cym.

147 low sus. cym.

p *poco*

147

150

150

cresc.

150 l. v.

high sus. cym.

mp *poco*

150

cresc.

mf

153

153

mf-f *p* *p*

153 Timpani tune Ab to G

fp *mp*

153

boldly

sfz *mf*

18

156

156

156

156

Conga Dr.

mp < *f*

159

Tenor Dr.

159

low sus. cym.

soft sticks l. v.

Tam-Tam

dampen

159

mf

f

p

mf

a piacere

mf

cresc.

mf

f

dim.

mp

dim.

p

p

sing upper notes (diamonds)

espr.

163 (sing diamonds) 6 gliss. 6

164 as a laugh 5:4 3 3 dim. 8^{vb}

$\text{♩} = 72$; "Farewell, Sasquatch"

B. Wind Ch.

165 *tremolo sempre*

165 *tremolo sempre*

165 *cresc.*

165 *p*

(8^{vb}) *pp*

165 *8^{vb}* *p*

165 *p*

p

(gentle continual rustle)

169 *pp*

169 *pp subito*

169 *pp subito*

169 *pp*

169 *pp*

sing diamond note

pp *sing diamond note*

sing diamond note

pp

173

med. sus. cym.

1. v.

pp

173

pp *cresc.*

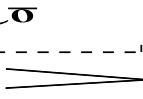
173

pp *cresc.*

173

*pp**8vb**b2*

173



178

poco cresc.

178

p subito

178

poco cresc.

178

p subito

178

*p**p**p*

182

accent low note first attack

182

Crotales

182

poco

182

*pp**p*

182

B. Wind Ch.

sffz

182

gather quickly and hold

182

dim.

182

poco

182

>

182

dim.

182

8vb