

Written for David Jackson

Altered Orbit

for trombone and percussion

Gilbert Galindo

♩ = 138

Insistent and Mechanical

The score is for a piece titled "Altered Orbit" for trombone and percussion, composed by Gilbert Galindo. It is written for David Jackson. The tempo is marked as quarter note = 138. The mood is "Insistent and Mechanical".

The score is divided into three systems, each with a 10-measure and an 18-measure section.

System 1 (Measures 1-10):

- Tenor Trombone:** Starts with a *f* dynamic. The part is highly rhythmic, featuring many sixteenth and thirty-second notes, often in groups of 3, 5, or 6. There are several triplet markings.
- Vibes:** The staff is empty, indicating no part for this instrument.
- Percussion:** Includes Tom-toms, Snare Drum, Suspended Cymbal, and Tam-tam. The part is highly rhythmic, mirroring the tenor trombone's complexity. It features many sixteenth and thirty-second notes, often in groups of 3, 5, or 6. There are several triplet markings.

System 2 (Measures 11-20):

- Tbn. (Trombone):** Starts with a *ff* dynamic. The part continues with complex rhythmic patterns, including many sixteenth and thirty-second notes, often in groups of 3, 5, or 6. There are several triplet markings.
- Vibes:** The staff is empty.
- Percussion:** Continues with complex rhythmic patterns, including many sixteenth and thirty-second notes, often in groups of 3, 5, or 6. There are several triplet markings.

System 3 (Measures 21-30):

- Tbn. (Trombone):** Continues with complex rhythmic patterns, including many sixteenth and thirty-second notes, often in groups of 3, 5, or 6. There are several triplet markings.
- Vibes:** The staff is empty.
- Percussion:** Continues with complex rhythmic patterns, including many sixteenth and thirty-second notes, often in groups of 3, 5, or 6. There are several triplet markings.

2, Altered Orbit

27

Tbn.

mf *ff* *mf* *ff* *mf* *ff* *mf* *ff* *sffz* *sffz* *mf* *ff*

mp *ff* *mp* *ff* *mp* *ff* *mp* *ff* *mp* *ff* *mp* *ff*

35

Tbn.

mf *ff* *sffz* *mf* *sffz* *sffz* *sffz* *sffz* *sffz* *sffz* *sffz* *sffz* *f* *ff* *f* *mp* *f* *mf* *ff*

mp *sffz* *mp* *sffz* *mp* *sffz* *mp* *sffz* *mp* *sffz* *mp* *sffz* *mp* *pp*

43

Tbn.

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

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

* All terrace dynamics are to be played subito.