

# Manhattan Roll

## Wind Ensemble

Robert Beaser

**Tempo I**  
**Vibrante** ♩ = 126

5

Percussion 1: SD *f* to Xylo *sfz*

Percussion 2: Tamb *ff* *f*

Percussion 3: Slapstick *sfz* to Temple Block

Percussion 4: (rest)

Percussion 5: High Sus (w/ sticks) *sfz*

Percussion 6: Multi *sfz* (w/ hands) *sfz*

Percussion 7: HH (w/ sticks) *f* *sfz* *f* to Steel Pipes *sfz* *f* *sfz*

6

10

Perc 1: Xylo *ff* to Low Maracas

Perc 2: to Marimba *sfz*

Perc 3: Temple Block *mp* to LP Gourd Guiro

Perc 4: Glock *sfz* gliss. to Log Drums

Perc 5: to Vibraslap *sfz* Vibraslap *mf*

Perc 6: Steel Pipes *sfz* *mf*

Perc 7: to Trap *sfz*

poco rit. A Tempo: Agitato

15

11

Perc 1 *Low Maracas* *p*

Perc 2

Perc 3 *LP Gourd Guiro* *pp* *p*

Perc 4 *Log Drums* *pp* *p*

Perc 5 *to Crash Cyms*

Perc 6 *secco* *mp* *p* *p* (w hands)

Perc 7

16

Perc 1 *cresc.* *sfz*

Perc 2

Perc 3 *cresc.* *mf* *f* *sfz* *to TB/WB/CB*

Perc 4 *cresc.* *f* *to Claves*

Perc 5

Perc 6 *cresc.* *f* *Trap*

Perc 7 *mf*

20

25

to Cabasa

Cabasa Driving

Perc 1: Cabasa *mf p*

Perc 2: Marimba *mp* *f* *mp*

Perc 3: TB/WB/CB *mp* *mf* *p* *mp*

Perc 4: Claves *p*

Perc 5: (empty)

Perc 6: (empty)

Perc 7: *mp* *mf* (close w/ pedal) *p*

26

Agitato

Perc 1: *cresc.* *mp*

Perc 2: *mf*

Perc 3: *mf* *mf*

Perc 4: *cresc.* *mp*

Perc 5: (empty)

Perc 6: *mp* *mf*

Perc 7: *mp* *mf*

30 **30**

**35** to Tri

Perc 1 *cresc.* *ff*

Perc 2 *f* *cresc.* to Crotales

Perc 3 *mf* to Glock

Perc 4 *mf* Crash Cyms *sfz* to Med Tam-Tam

Perc 5 *mp* *mf* *f* *f*

Perc 6 *mf* *sfz*

Perc 7 *mf* *sfz*

36

Perc 1 *p* *mp*

Perc 2

Perc 3 Crotales *sfz*

Perc 4 Glock *f* *ff* *sfz* *l.v.*

Perc 5 Med Tam-Tam *f* to Vibraphone

Perc 6 *f* to High Sus

Perc 7 *f* *ff* *mf* *l.v.*

40 **40** to Xylo

Perc 1

Perc 2

Perc 3 *mp* *p*

Perc 4 *mf* *p*

Perc 5 *p* Vibes

Perc 6

Perc 7 (soft mallets) *pp*

43 **45** *rall.*

Perc 1

Perc 2 *p*

Perc 3 (pick up bow) bowed *p* to TB/WB

Perc 4

Perc 5 *mp*

Perc 6

Perc 7 *p* *l.v.* (pick up brushes)

46 **Tempo II: Sostenuto** ♩ = 96

Musical score for Percussion 1-7, measures 46-49. Perc 1, 3, 4, 6, and 7 have rests. Perc 2 (bass clef) starts with a *p* dynamic and a triplet of eighth notes. Perc 5 (treble clef) has a *p* dynamic, a triplet of eighth notes, and a *l.v.* marking. Perc 5 ends with a *delcato* marking. Perc 2 and 5 have slurs and hairpins.

50 **50**

Musical score for Percussion 1-7, measures 50-53. Perc 1, 3, 4, 6, and 7 have rests. Perc 2 (bass clef) has a triplet of eighth notes with accents and a slur, followed by a long note with a slur and hairpin. Perc 5 (treble clef) has a triplet of eighth notes with accents and a slur, followed by a long note with a slur and hairpin. Perc 2 and 5 have slurs and hairpins.

55

54

Perc 1

Perc 2

Perc 3

Perc 4

Perc 5

Perc 6

Perc 7

(w/ brushes)

*pp*

56

Perc 1

Perc 2

Perc 3

Perc 4

Perc 5

Perc 6

Perc 7

(to soft mallets)

(w/ soft mallets)

to full trap (w/ brushes)

*p*

*mp*

*mf*

60 **60**

**giocoso, un poco piu mosso**

$\text{♩} = 112$

Perc 1

Perc 2 *mf*

Perc 3

Perc 4

Perc 5 *mf*

Perc 6

Perc 7 (w/ brushes) *p* (rub w/ brush) (w/ pedal) *l.v.*

64

**65**

Perc 1

Perc 2 *mf* *p* *mp*

Perc 3

Perc 4 to Log Drums *p*

Perc 5

Perc 6

Perc 7 (back of brush) *p* *mp* *p* (1/2 open) (w/ pedal) *p*



70 Pressing Ahead

68

Perc 1

Perc 2

Perc 3

Perc 4

Perc 5 *mp* *mf* *mf*

Perc 6 High Sus (w/ sticks) *p* *mp*

Perc 7 (back of brush) (ped) *mp* *p* *p* *mp* *mf* *mp* *mf* *mp*

72

Perc 1 Xylo *ff*

Perc 2 (hard mallets) *p* *f* *ff* *sfz*

Perc 3

Perc 4

Perc 5 to Med Tam-Tam Med Tam-Tam *mp* *f* to Vibes (w/ hard mallets)

Perc 6 to Crash Cyms Crash Cyms *sfz*

Perc 7 (1/2 open) (to sticks) *mf* *mp* *f* *f*

75 **75** **Tempo I: Preciso** ♩ = 126

Perc 1

Perc 2 *f* *sffz*

Perc 3

Perc 4 Log Drums *mf*

Perc 5

Perc 6 to Multi (w/ hands) Multi (w/ hands) *f* *sfz*

Perc 7 (w/ sticks) *mf* (to brushes) *sfz*

79 **80** ♩ = ♩

Perc 1

Perc 2 *mp* *mf* to Chimes

Perc 3

Perc 4 *mp* *mf* *mp*

Perc 5

Perc 6 *mp* *mf* *mf subp*

Perc 7

84 85

Perc 1 *p legg.* *mf*

Perc 2

Perc 3 TB/WB *p* *mp* to Crotales

Perc 4 *mf* to Guiro

Perc 5

Perc 6 *mp* to Crash Cyms

Perc 7 (w/ brushes) *mf* *p* (LH rubs on head) (hit) *mp* (rub)

88 **Molto Marcato** 90

Perc 1 *f* *sfz* *f* *ff* Ratchet Chimes

Perc 2 *f* *ff* Crotales to Military Drum

Perc 3 *sfz* Guiro *ff*

Perc 4 *ff*

Perc 5 *sfz* Vibes (hard mallets) *8va*

Perc 6 *sfz* Crash Cyms to High Sus High Sus *sfz*

Perc 7 *molto* Steel Pipes *sfz* *sfz* *sfz* to Steel Pipes (w/ hard mallets)

92

Perc 1 *sfz* *sfz* *sfz* to Xylo **Xylo** *f* *sfz* **95**

Perc 2 *sfz* *sfz* *sfz* *gliss.* *ff* to Tamb **Tamb** *f* *sfz* *f* *cresc.*

Perc 3 **Military Drum** *f* *sfz*

Perc 4 to BD

Perc 5 *ff* *gliss.*

Perc 6 to Multi **Multi** *f* *f* *cresc.*

Perc 7 to Trap (with sticks) **Trap** *mf* *ff* *f*

96

Perc 1 *f* *sfz* to Sus (w/ soft mallet) **Sus** *mf* **100**

Perc 2 to Marimba *sfz*

Perc 3

Perc 4 **BD** *ff* to 2 Sus

Perc 5

Perc 6 *ff*

Perc 7 to Anvil **Anvil** to Trap (w/ brushes) **Trap** (Ped) *mf* *cresc.* *f*

101 to Xylo (w/ hard mallets)

Perc 1

Perc 2 Marimba *mp*

Perc 3

Perc 4

Perc 5 *mp*

Perc 6 *mp* (to sticks) (w/ hands) *l.v.*

Perc 7 *mp*

105 Xylo

Perc 1 *sfz* *mf* *f* **Preciso** to Low Maracas

Perc 2 *sfz* *mf* *f* to Tamb

Perc 3

Perc 4

Perc 5 *secco* *mf* *f*

Perc 6 to Med Sizzle (w/ sticks) Med Sizzle to Multi (w/ hands) *mp*

Perc 7 *mf*

110

Low Maracas

Perc 1

Perc 2

Perc 3

Perc 4

Perc 5

Perc 6

Perc 7

to Cowbells

to Tams/Gong

Multi

*mf*

*p*

*sfz*

*mp*

*mf*

*mf*

115

Perc 1

Perc 2

Perc 3

Perc 4

Perc 5

Perc 6

Perc 7

to Tri

Tamb

CB

2 Sus

(w/ sticks)

*f*

*ff*

*f*

*sfz*

*f*

*mf*

*mf*

*sfz*

*f*

*mf*

*sfz*

*f*

120

119

Perc 1

Perc 2 *cresc.* *ff* to High Crash Cyms

Perc 3 *cresc.* *f* H. Cabasa to H. Cabasa

Perc 4 *ff* Tams/Gong

Perc 5 *f*

Perc 6 *cresc.* *ff* *f*

Perc 7 *cresc.* *ff* *f*

rimshot ord.

125

123

Perc 1 Tri *f* to Cabasa

Perc 2

Perc 3 *ff* *f* *cresc.*

Perc 4

Perc 5 *f*

Perc 6 *ff* *mf cresc.*

Perc 7 *f* *f* *mf cresc.*

**130**

**G.P.**

128

Perc 1

Perc 2 High Cyms

Perc 3 to Crotales

Perc 4

Perc 5 to Pipes & Trap

Perc 6

Perc 7

*ff* *molto* *sfz* *mf* *fff* *sfz* *sfz*

*l.v.* *+* *+*

**135**

**G.P. Movendo**

133

Perc 1

Perc 2 to Marimba

Perc 3 Crotales

Perc 4 (w/ stick)

Perc 5

Perc 6

Perc 7

*sfz* *sfz* *f* *fff* *sfz* *sfz* *sfz*

*+* *+* *+*



140

137

Perc 1

Perc 2

Perc 3 *sfz* *mf* *ff* *l.v.* to Sandpaper Blocks

Perc 4 *sfz* *mf* *ff* *l.v.*

Perc 5 *p* *molto* *ff*

Perc 6 *sfz* *sfz mp* *sfz* *ff* *ff* (to soft mallets)

Perc 7 *sfz* *sfz*

Tempo II  
**145** Intimo darkly  
 ♩ = 96

142 **rall.**

Perc 1

Perc 2 **Marimba** *f dim.* *mp* *p* *pp*

Perc 3

Perc 4

Perc 5 *pp* **Vibes** 6 6

Perc 6 *mp dim.* (*p*) to High Maracas

Perc 7

150

147

Perc 1

Perc 2

Perc 3

Perc 4

Perc 5

Perc 6

Perc 7

*pp* 6 6 6 6 *p*

*l.v.* *p* *p*

155

153

Perc 1

Perc 2

Perc 3

Perc 4

Perc 5

Perc 6

Perc 7

*p* *mp* 3 3 3 *mp* *p*



162

Perc 1

Perc 2

Perc 3

Perc 4

Perc 5

Perc 6

Perc 7

*p*

Glock to Claves

Claves

to Guiro

High Maracas

*pp*

*p*

*mp* > *pp*

*mp* *p* (LH rub)

(brush)

(Ped)

166

Perc 1

Perc 2

Perc 3

Perc 4

Perc 5

Perc 6

Perc 7

to Log Drums

*mp*

*mf*

*mp* *p* *cresc.*

(back of brush)

*mp* *p*

169 Pressing Ahead

Cabasa

170

Perc 1: *mf*

Perc 2: *mp* *mf* *mp* *mf*

Guiro

Perc 3: *p* *mf* *cresc.*

Perc 4: (empty)

Perc 5: (empty)

Perc 6: *mp* *f*

Perc 7: *mp* *p* *mf* *cresc.*

172

to Maracas

175

Perc 1: *f cresc.* *ff sfz*

Perc 2: *f cresc.* *mf* *ff* *mf*

Perc 3: *ff*

Perc 4: (empty)

Perc 5: (empty)

Perc 6: *f* *mf* *ff* *f* *to Multi*

Perc 7: (1/2 open) *mp* *molto* *ff* *sfz* *mf* *(w/ sticks)*

(back of brush) *(to sticks)*

**Tempo I**  
**Preciso: with increasing drive**  
♩ = 126

180

176

Perc 1

Perc 2

Perc 3

Perc 4

Perc 5

Perc 6

Perc 7

*p*

*LD*

*mp*

(hard mallets)

*Multi*

*p*

*mp*

*p*

181

Perc 1

Perc 2

Perc 3

Perc 4

Perc 5

Perc 6

Perc 7

*mp*

*mp*

*mf*

*mp*

*mf*

(w/ hands)

*mf*

*p*

*mf*

185

184

Perc 1 **Maracas** *mf mp*

Perc 2 *mp* *mf* to High Crash Cyms

Perc 3

Perc 4 *mf* to Sus (w/ metal beater)

Perc 5 to Crash Cyms

Perc 6 *p* *mp* *mf* to Sus (w/ soft mallets)

Perc 7 *mp* *mf mp* (rim)

190

187

Perc 1 *mf* **(In 2)** ♩. = 96+ to Tri

Perc 2

Perc 3 *f* to Low Tam-Tam

Perc 4 **Sus** (scrape) *pp*

Perc 5 **Crash Cyms** *ppp*

Perc 6

Perc 7 *mf* *sfz* *pp* *p*

193 Tri 195 accel. poco a poco

Perc 1 *pp* *p* *mp* *cresc.*

Perc 2 H. Crash Cyms *p*

Perc 4 (scrape) to Metal Guiro

Perc 5 *pp* *mp*

Perc 7 *pp* *p* *mp*

200 Incalzando

Perc 1 *mf* *sfz* *f*

Perc 2 *mf* *ff*

Perc 5 *f*

Perc 6 Sus to Multi (BD) Multi *molto sfz* *sfz*

Perc 7 *ff* *f*



205

210

Perc 1

Perc 2 *ff* to Slapstick

Perc 3 Low Tam-Tam *sfz*

Perc 4

Perc 5 *ff* to Med Tam-Tam *pp*

Perc 6 *sfz* *f* (*ff*)

Perc 7 *ff*

Tempo I: Avanti! ♩ = 126+

211

Perc 1 *ff*

Perc 2

Perc 3 (scrape w/ metal beater) *f* (scrape) *ff* to TB/WB/CB

Perc 4 Metal Guiro *ff*

Perc 5 to Crash Cyms *molto ff*

Perc 6

Perc 7 *ff* (Ped) *sfz*

**215**

215

Perc 1 *sfz*

Perc 2 *ff* to Cabasa

Perc 3 *ff* *f < sfz* *ff*

Perc 4 *sfz* *ff*

Perc 5

Perc 6 *sfz* *ff*

Perc 7 (w/ stick) (on bell) (w/ stick) (on bell) *ff*

Slapstick

TB/WB/CB

**220**

220

Perc 1 to High Gong *ff* High Gong to Tri

Perc 2 Cabasa *f*

Perc 3 *f mp*

Perc 4 to Low Tam-Tam (w/ metal beater)

Perc 5 Crash Cyms *ff* *sfz* to Crash Cyms

Perc 6 *mf*

Perc 7 *mp*

224 Tri

Perc 1 *più f*

Perc 2

Perc 3

Perc 4 (scrape) *f*

Perc 5

Perc 6 *f* *ff* *cresc.*

Perc 7 (Ped) *ff* *cresc.*

**Incalzando**

226

Perc 1 *ff* *fffz*

Perc 2

Perc 3

Perc 4 (hit w/ metal beater) *sfz* *fffz*

Perc 5 Crash Cyms *ffz*

Perc 6 *fffz*

Perc 7 *sfz* *fffz* (w/ stick) +