

# Sonic Pathways

Percussion 1  
Snare Drum/  
Bass Drum

NATHAN HERVEY  
ASCAP

Lively! ♩ = 160

**CUT #1**  
**SNARE DRUM**

Play snare drum part

The musical score is written for a snare drum in 4/4 time, marked "Lively! ♩ = 160". It consists of eight staves of music. The first staff begins with a bracketed section labeled "w/sticks" and a dynamic marking of *f*. The second staff continues the rhythmic pattern. The third staff includes a "cresc." marking and a dynamic of *ff*, followed by a section labeled "cross stick". The fourth staff features a *fff* dynamic and includes four-measure bracketed figures. The fifth and sixth staves continue with complex rhythmic patterns and *fff* dynamics. The seventh staff concludes with a *fff* dynamic and a four-measure bracketed figure. The eighth staff ends with a *fff* dynamic and a four-measure bracketed figure, followed by a final *ffz* dynamic. A large black arrow on the left points to the start of the first staff, and another large black arrow on the right points to the end of the eighth staff.

Mallets 2  
Xylophone/Bells

# ANIMATION

(Episode 1: WABBIT!)

Randall D. Standridge  
(ASCAP)

**CUT #2**  
**MALLETS**  
Play xylophone

Playful Swing ♩=144

Animated, Straight 8ths ♩=176



Timpani

# Symphony no. I: A Ghost Story IV. Ascent

Randall D. Standridge  
(ASCAP)

**CUT #3**  
**TIMPANI**

**Triumphant** ♩=100  
Tune: F, A $\flat$ , D $\flat$ , E $\flat$

*f* *ff* *f* *p* *rall.*

**With Wonder** ♩=80  
A $\flat$  to C

*ff* *p* *ff*

*p* *ff* *ffp*

*f* *ff*

*f* *ff*

*rit.*

*fff*