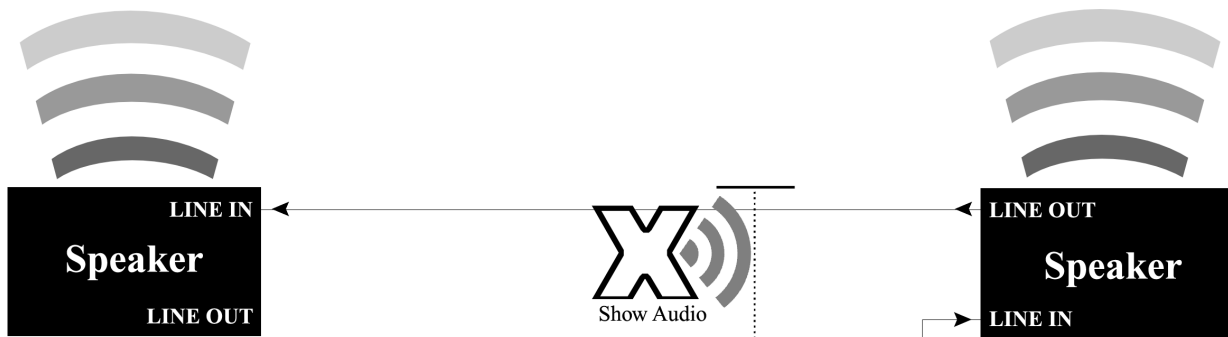


Sombra del Hombre Muerto

by: Dustin Lowes

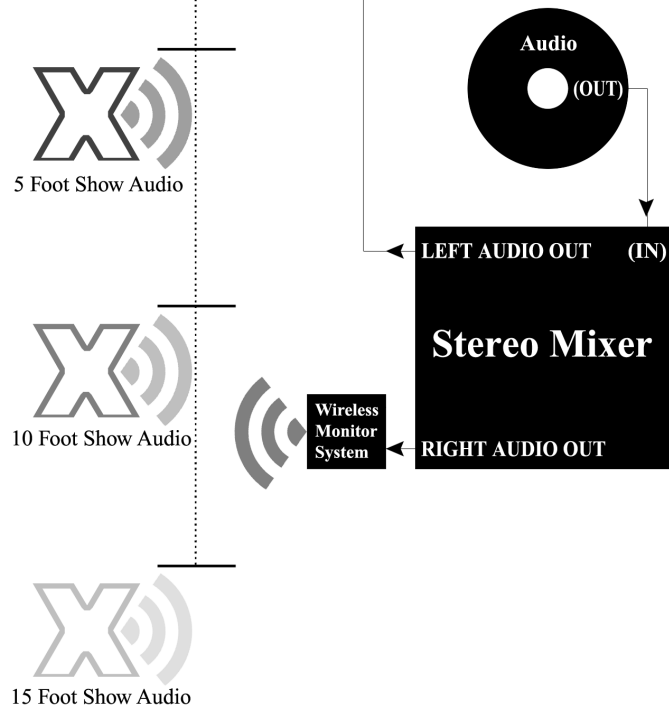
Category I: Concert-Style Snare Drum Solo with CD
approximately six minutes and twenty seconds

**40th Annual Percussion
Composition Contest, PAS**

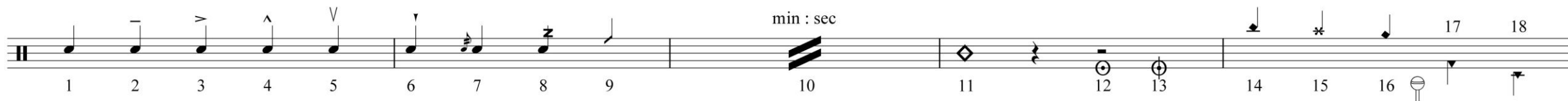


AUDIO SETUP NOTES:

- * This piece is designed for the use of a wireless monitor system or wired headphones as defined in the diagram. -Wireless monitor systems, speakers and mixers are easily rented from local music shops.
- * A mixer is ideal so you can customize the click-track volume level and audience volume independently and to your liking. Otherwise, a stereo splitter will work at the cost of direct variation in levels.
- * Speaker volume should be greater than or equal to the performers volume! -Depending on your speakers, it may be necessary to add a sub-bass speaker.
- * Please note that an empty room will react much differently than a room full of people. The speaker volume will be noticeably dampened with an audience.
- * **To ensure proper alignment**, this piece must be practiced with a metronome or rehearsal click-track at all times! Also, memorization will significantly decrease error.



Notation:



- | | | | | |
|---|---|--|------------------|--|
| 1. Played at the specified dynamic until a new dynamic is introduced | 6. Rimshot | 10. Specifies a time-interval of rest | 12. Snare is on | 14. Metal of choice (high pitch) |
| 2. Played at a dynamic in-between notes (1) and (3) | 7. Flam ruff | 11. Specifies a tonal cue in the click track (meant to alert the performer) | 13. Snare is off | 15. Ribbon crasher |
| 3. Played at one dynamic higher than note (1) | 8. Buzz roll (number of periods suggest pulse) | | | 16. Metal of choice (low pitch) |
| 4. Played at two dynamics higher than note (1) | 9. Played on the rim | | | 17. Natural maraca attack (a trill is used to notate a swirl or shake as desired) |
| 5. Played aggressively at three dynamics higher than note (1) *use zone placements to accentuate dynamics throughout | | | | 18. Maraca attack on the center of the head |

Sombra del Hombre Muerto

00:28

click track

Concert Snare

15.15"

♩ = 168

p *mp* *mf* *f*

6.41"

00:41

00:48

♩ = 210

ppp *mf*

1.58"

♩ = 140

ppp *mf*

♩ = 210

5/4

1. 2.

mf

R L R R L

R L R R L R L L R

01:14

♩ = 140

5:6

3.59"

f *mf* *f*

L R R

R R L R

L R L R

R L R

L R L



Sombra del Hombre Muerto

01:25

Musical notation for the first system, starting at measure 44. It includes a tempo marking of $\text{♩} = 105$ and a dynamic marking of *mf*. The notation features various rhythmic patterns and articulation marks. A large, diagonal watermark reading "SAMPLE" is overlaid across the page.

02:05

Musical notation for the second system, starting at measure 54. It includes a tempo marking of $\text{♩} = 140$ and dynamic markings of *f* and *mp*. The notation includes a section marked "win stick (all right)" and another marked "maracas (all r/e)". A large, diagonal watermark reading "SAMPLE" is overlaid across the page.

02:31

Musical notation for the third system, starting at measure 70. It includes a tempo marking of $\text{♩} = 210$ and dynamic markings of *mp*, *f*, and *mf*. The notation includes a section marked "tr" and another marked "to stick". A large, diagonal watermark reading "SAMPLE" is overlaid across the page.

Half Time
1:2 $\text{♩} = 105$

Musical notation for the fourth system, starting at measure 72. It includes a tempo marking of $\text{♩} = 105$ and dynamic markings of *mp* and *mf*. The notation includes a section marked "to stick" and another marked "Double Time". A large, diagonal watermark reading "SAMPLE" is overlaid across the page.



Sombra del Hombre Muerto

02:56

87 2:3 ♩ = 140

♩ = 105

03:12

90 15.11" *trills & slurs only*

68

sfz mf

03:37

5:4 ♩ = 210

mf f

03:49

94 4:5 ♩ = 168

p f

03:58

114 2:3 ♩ = 140

mp f

04:07

5:4 ♩ = 210

ppp sfz mf ff



SAMPLE

SAMPLE

Sombra del Hombre Muerto

04:06

125

135

146

158

Half Time
1:2 = 84



SAMPLE

SAMPLE

SAMPLE

Sombra del Hombre Muerto

05:22

3:2 ♩ = 126

165

RRR LLL ...

L R R L

173

L R L L R ... L

f

05:44

4:3 ♩ = 168

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

06:01

188

mp *mf*

