

# Sam's Big Day

♩ = 60/180

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1 2 3 4 5 6 7 8

The musical score is arranged in a system of seven staves. The top staff is for Vibra, followed by Glockenspiel, Marimba (with a brace on the left), Bass, Set, Shaker, and Percussion 2 at the bottom. The Shaker staff is labeled 'Shaker' and has a dynamic marking *p* below it. The percussion parts are marked with 'x' symbols for hits. The score spans 8 measures, with measure numbers 1 through 8 indicated above the staves.

Sam's Big Day  
Partitur

9 10 11 12 13 14 15 16

Vib

Glsp

Mar

Bass

Set

Perk 1

Perk 2

Sam's Big Day  
Partitur

17 18 19 20 21 22 23 24

Vib

Glsp

Mar

Bass

Set

Perk 1  
Conga Schellen

Perk 2

Sam's Big Day  
Partitur

25                      26                      27                      28                      29                      30                      31                      32

Vib

Glsp

Mar

Bass

Set

Perk 1  
Conga Schellen

Perk 2

Detailed description: This is a musical score for a percussion ensemble. It consists of seven staves. The top two staves are for Vibraphone (Vib) and Gong (Glsp), both in treble clef. The third staff is for Maracas (Mar), with a brace indicating it is split between two staves. The fourth staff is for Bass, in bass clef. The fifth staff is for Set (drum set), in bass clef. The sixth staff is for Perk 1, in bass clef, with sub-staves for Conga and Schellen. The seventh staff is for Perk 2, in bass clef. The score is divided into measures 25 through 32. The Vib and Glsp parts have a melodic line with eighth and sixteenth notes. The Maracas part has a steady eighth-note pattern. The Bass part has a simple bass line. The Set part has a consistent drum pattern. Perk 1 has a complex rhythmic pattern involving Conga and Schellen. Perk 2 is mostly silent.

Sam's Big Day  
Partitur

33 34 35 36 37 38 39 40

Vib

Gls

*f*

Mar

Bass

Set

Perk 1

Perk 2

Sam's Big Day  
Partitur

41 42 43 44 45 46 47 48

Vib

Glsp

Mar

Bass

Set

Perk 1

Perk 2

Sam's Big Day  
Partitur

49

50

51

52

53

54

55

56

57

The musical score is arranged in seven staves. The top staff is for Vib (Vibraphone) in treble clef. The second staff is for Glsp (Glockenspiel) in treble clef. The third staff is for Mar (Maracas) in treble and bass clefs. The fourth staff is for Bass in bass clef. The fifth staff is for Set (Snare Drum) in treble clef. The sixth staff is for Perk 1 (Percussion 1) in treble clef. The seventh staff is for Perk 2 (Percussion 2) in treble clef. The score contains various musical notations including notes, rests, and rhythmic patterns.