

It's Life or Death

percussion ensemble version

Kevin Ray

$\text{♩} = 168$

L mallet, R mallet + stick
sus. cym. (bead of stick)

Vibraphone 1
(+sus. cym.)

mf

5

all crashes with bead of stick

Vibraphone 2
(+sus. cym.)

mf

L mallet, R mallet + stick
sus. cym. (bead of stick)

all crashes with bead of stick

Marimba 1

4 mallets

f

Marimba 2

4 mallets

f

Marimba 3
(+hi-hat,
sus. cym.,
china cym.)

mf

L mallet, R mallet + stick
hi-hat (stick)

Marimba 4
(+ djembe)

f

Electric Bass
[optional]

III

f

Percussion
(cajon, congas)

f

cajon bass

f

snare tone

bongos

Percussion
(cajon, conga)

f

snare tone

f

snare tone

congas



2

9 to 2 mallets 11

Vibe 1 *mf*

Vibe 2 *mf*

Mar. 1 *p*

Mar. 2 *p*

Mar. 3 sus. cym. (stick)
hi-hat (foot) *mp*

Mar. 4 djembe (mallet) (*p*)

Bass

Perc. 1 *mp*

Perc. 2 *mp*

17 19

Vibe 1 *mf*

Vibe 2 *mf*

Mar. 1 ghost note *mf*

Mar. 2 ghost note *mf*

Mar. 3

Mar. 4

Bass

Perc. 1

Perc. 2

Vibe 1

Vibe 2

Mar. 1

Mar. 2

Mar. 3

Mar. 4

Bass

Perc. 1

Perc. 2

The image displays a musical score for a percussion ensemble. It consists of eight staves. The first two staves are for Vibraphone 1 and Vibraphone 2. The next four staves are for Maracas 1, 2, 3, and 4. The fifth staff is for Bass. The last two staves are for Percussion 1 and Percussion 2. The score includes various musical notations such as notes, rests, and dynamic markings like *mf* and *f*. A large red watermark 'KEVIN RAY MUSIC' is overlaid diagonally across the page.

6

35

Vibe 1

Vibe 2

Mar. 1

Mar. 2

Mar. 3

Mar. 4

Bass

Perc. 1

Perc. 2

Musical staff for Vibraphone 1. Treble clef, key signature of one sharp (F#). Starts with a dynamic marking of *f*. The staff contains a melodic line with eighth and sixteenth notes, including slurs and accents.

Musical staff for Vibraphone 2. Treble clef, key signature of one sharp (F#). Starts with a dynamic marking of *f*. Includes a "(pedal)" marking above the staff. The staff contains a melodic line with eighth and sixteenth notes, including slurs and accents.

Musical staff for Maracas 1. Grand staff (treble and bass clefs), key signature of one sharp (F#). Starts with a dynamic marking of *f*, followed by *mf*. The bass staff contains a steady eighth-note accompaniment.

Musical staff for Maracas 2. Treble clef, key signature of one sharp (F#). Starts with a dynamic marking of *f*. The staff contains a melodic line with eighth and sixteenth notes, including slurs and accents.

Musical staff for Maracas 3. Bass clef, key signature of one sharp (F#). Starts with a dynamic marking of *f*. The staff contains a rhythmic pattern of eighth notes with accents. A note at the end of the staff is marked "to L mallet, R mallet + stick".

Musical staff for Maracas 4. Treble clef, key signature of one sharp (F#). The staff contains a rhythmic pattern of eighth notes with accents.

Musical staff for Bass. Bass clef, key signature of one sharp (F#). Starts with a dynamic marking of *f*. The staff contains a steady eighth-note accompaniment.

Musical staff for Percussion 1. Percussion clef, key signature of one sharp (F#). Starts with a dynamic marking of *f*. The staff contains a rhythmic pattern of eighth notes with accents.

Musical staff for Percussion 2. Percussion clef, key signature of one sharp (F#). Starts with a dynamic marking of *f*. The staff contains a rhythmic pattern of eighth notes with accents, including a triplet at the end.



to L mallet, R mallet + stick

Vibe 1 musical staff with notes and dynamics.

Vibe 2 musical staff with notes and dynamics.

Mar. 1 musical staff with notes and dynamics.

Mar. 2 musical staff with notes and dynamics.

Mar. 3 musical staff with notes and dynamics.

Mar. 4 musical staff with notes and dynamics.

Bass musical staff with notes and dynamics.

Perc. 1 musical staff with notes and dynamics.

Perc. 2 musical staff with notes and dynamics.



8

50

Vibe 1 *ff* *dead*

Vibe 2 *ff* *dead stroke*

Mar. 1 *ff* *dead stroke*

Mar. 2 *ff* *dead stroke*

Mar. 3 *china cym.* *mf* *ff* *dead stroke*

Mar. 4 *ff* *choke*

Bass *ff*

Perc. 1 *ff*

Perc. 2 *J* *ff*

