

He Shall Rain Snares

Approximate Performance Time: 3'00"

COLIN SHAW

♩ = 115

Musical score for the first system of 'He Shall Rain Snares'. The score is in 4/4 time with a tempo of 115. It features four snare drums (SD 1-4) and three bass drums (BD, Kit BD, Timpani/Cym). The snare drums are initially silent. The Concert Bass Drum, Ride Cym, Acme Siren, and 2 Floor Tom play a pattern of quarter notes, starting at a *pp* dynamic and moving to *mf* in the third measure. The Kit Bass Drum, Roto-toms, and Cym play a similar pattern, also moving from *pp* to *mf*. The Timpani and Cym play a pattern of quarter notes, moving from *pp* to *mf*. Drum sticks are used throughout. A circled number (4) is placed above the Concert Bass Drum staff in the fourth measure.

Musical score for the second system of 'He Shall Rain Snares'. The system begins with a circled 'A' and a '5' above the first snare drum staff. Snare drums 1, 2, 3, and 4 enter with a pattern of eighth notes, starting at a *pp* dynamic. The Concert Bass Drum, Kit Bass Drum, and Timpani/Cym continue their patterns from the first system, with the Concert Bass Drum and Kit Bass Drum moving to *pp* and the Timpani/Cym moving to *pp*. A circled number (8) is placed above the Concert Bass Drum staff in the fourth measure.

9

SD 1 *pp*

SD 2 *pp*

SD 3 *pp*

SD 4 *pp*

BD (12)

Kit BD

Timp. Cym. gliss.

13

SD 1 *mp* *f*

SD 2 *mp* *f*

SD 3 *mf* *f*

SD 4 *mf* *f*

BD (16)

Kit BD *mp* *f*

Timp. Cym. *mp* *f*

17

SD 1 *sfp*

SD 2 *p*

SD 3 *p*

SD 4 *p*

To drum sticks

BD

Kit BD

Timp. Cym. *p*

21

SD 1

SD 2

SD 3

SD 4

Ride

BD

Kit BD

Timp. Cym. *p*

B
25 On Rims

SD 1 *f*
On Rims

SD 2 *f*
On Rims

SD 3 *f*
On Rims

SD 4 *f*
(with drum stick)

BD *mf*

Kit BD

Timp. Cym.

29

SD 1 *f*

SD 2 *f*

SD 3 *f*

SD 4 *f*

BD *f*

Kit BD *f*
Roto-toms

Timp. Cym. *f*

33

SD 1

SD 2

SD 3

SD 4

BD

Kit BD

Timp. Cym.

Acme Siren

37

SD 1

SD 2

SD 3

SD 4

BD

Kit BD

Timp. Cym.

Stick Click

Stick Click

Stick Click

Stick Click

On Rims

On Rims

On Rims

360° throw Catch

360° throw Catch

360° throw

360° throw

360° throw

360° throw

C

41

SD 1

SD 2

SD 3

SD 4

BD

Floor toms

BD + Cym.

Kit BD

Timp. Cym.

45

SD 1

SD 2

SD 3

SD 4

BD

Kit BD

Timp. Cym.

49 **D**

SD 1 *f*

SD 2 *f*

SD 3 *f*

SD 4 *f*

BD

Kit BD

Timp. Cym.

53

SD 1 >> Stick Click

SD 2 >> Stick Click

SD 3 >> Stick Click

SD 4 >> Stick Click

BD Floor tom + Cym

Kit BD

Timp. Cym.

58

SD 1

SD 2

SD 3

SD 4

BD

Kit BD

Timp. Cym.

Rim Shot

Stick Click

63

SD 1

SD 2

SD 3

SD 4

BD

Kit BD

Timp. Cym.

f

ff

67

SD 1

SD 2

SD 3

SD 4

BD

Kit BD

Timp. Cym.

71

SD 1

SD 2

SD 3

SD 4

BD

Kit BD

Timp. Cym.

sfp

Soft Sticks

Soft sticks

75 **E**

SD 1
SD 2
SD 3
SD 4
BD
Kit BD
Timp. Cym.

pp
pp
ff
ff
gliss.
ff

81

SD 1
SD 2
SD 3
SD 4
BD
Kit BD
Timp. Cym.

ppp
ppp
pp
pp
Hard Sticks
L.V.
Hard Sticks
L.V.
fff
fff
fff
fff
damp
damp
damp
fff
fff