

Into the Night

Score: Free

Parts: \$20

(see contact page)

Hayden Stacki

Into the Night

For Percussion Quintet

Into the Night
By Hayden Stacki (b. 1998)
For Percussion Quintet

Duration: ca. 4' 45"

Instrumentation:

Timpani (+Shaker, Mounted Cowbells (2), Brake Drum, Wind Chimes)

Percussion 1: Suspended Cymbal, Snare Drum, Toms (3), Temple Blocks (5)

Percussion 2: Triangle, Xylophone, Glockenspiel, Tam-Tam, Bass Drum, Hi-Hat, Woodblock, Suspended Cymbal

Percussion 3: Vibraphone

Percussion 4: Marimba, Xylophone, Glockenspiel

Performance Notes:

- ♦For the suspended cymbal in the Percussion 1 part, a crash-ride cymbal works well, since it has to be played both as a suspended cymbal and as a ride cymbal. This is not required, and the player may also choose to use 2 cymbals.
- ♦Much of the piece can be felt in 2 instead of 4 if that is what the ensemble desires. Measures 116 and 119 should ideally be felt in 6/8, but they are written in 3/4 for ease of reading.
- ♦In this piece, the ^ symbol denotes a rimshot.
- ♦This piece can be performed with or without a conductor.

Into the Night

Hayden Stacki

$\text{♩} = 88$
Pitches: E, G#, B, E

Timpani
(+Shaker, Mounted Cowbells (2), Brake Drum, Wind Chimes)

Percussion 1:
Suspended Cymbal, Snare Drum, Toms (3), Temple Blocks (5)

Sus. Cymbal (mallets) *ppp* \leftarrow *mf* Sus. Cymbal bell (sticks) *mp*

Percussion 2:
Triangle, Xylophone, Glockenspiel, Tam-Tam, Bass Drum, Hi-Hat, Woodblock, Suspended Cymbal

Triangle *mf*

Percussion 3:
Vibraphone

Vibraphone (pedal *sempre ad lib.*) *mf* *mf*

Percussion 4:
Marimba, Xylophone, Glockenspiel

6

Timp.

P1 *mf*

P2

P3

P4 Marimba *mf*

10

(hard mallets) **13** ♩ = 160
accel. to mm13

Timp. *ff* *mf*

P1 *accel. to mm13* Snare Drum *ff* *mf*

P2 Xylophone *mp* *ff* *accel. to mm13*

P3 *ff* *accel. to mm13*

P4 *ff* *accel. to mm13*

14

Change B to C#

Shaker (right hand)

Timp. *mf*

P1 Toms (3) Right Hand: Drums Left Hand: Cross stick/Rim knock on snare Cowbells (left hand)

P2

P3

P4

23

21

Timp.

P1

P2

P3

P4

31

29

Timp.

P1

P2

P3

P4

39

37

Timp. *mf* *f* (gliss.) (gliss.)

P1 *mf* *f*

P2 *mf* *f* *ff* *f* Tam-Tam (always *l.v.*) Glockenspiel

P3 *mf* *f*

P4 *mf* *f*

43

Timp. (gliss.) *mp* Change F# to E, B to G#, and D# to C#

P1 *mp*

P2

P3

P4

50

Timp. *ff*

P1 *f*

P2 Tam-Tam *ff*

P3 *mp*

P4 *mp*

61

Timp.

P1 *pp* *mp* Suspended Cymbal (play on top like ride cymbal, still with sticks)

P2 Glock. *mp* *pp*

P3 *mp*

P4

64 (cowbells at *pp*)

Timp. *mp* *p* *mf*

P1 *mf*

P2 *p* *mf*

P3 *mf*

P4 *mp* *mf*

69 (soft mallets) 70

Change E to F, G# to A,
C# to D, and E to F

Timp. *ppp* *p*

P1

P2 Bass Drum *p*

P3 *mp*

P4

77

79 (hard mallets)

Timp. *f*

P1 *pp* *f* Woodblock

P2 *f*

P3 *f*

P4 Glockenspiel *pp* *f* Xylophone *mf* *f*

84

88

Timp. *ff* *mp* Wind Chimes Change D to C

P1 *ff*

P2 *ff* *pp* *mf* Sus. Cymbal

P3 *ff* *mp* (solo)

P4 *ff*

Timp. 


P1 

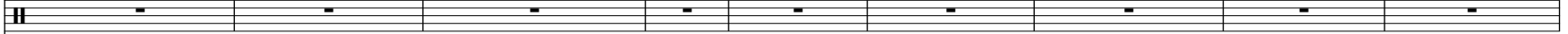
P2 

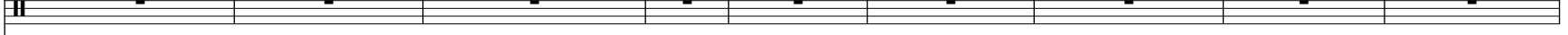
P3 

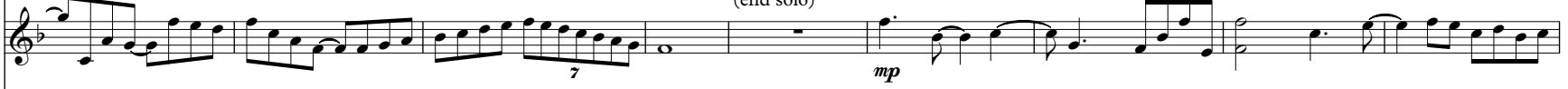
P4 


Shaker **107**

Timp. 
mp

P1 

P2 

P3 
(end solo)
mp

P4 
Marimba
mp

114

111

Timp. *(soft mallets)*
p

P1 Temple Blocks (hard yarn mallets)
p

P2 Hi-Hat
p

P3

P4 *p*

125

120

Change A to Gb

(hard mallets) *f*

mp

Change low F to Gb

(play on lower drum Gb)

Timp.

P1 (sticks) *mf* *mp*

P2 Tri. + Glock. *pp* *p* (B.D.) *mp*

P3

P4

128 Change higher drum
Gb to Bb,

Change C to Eb

Change high F to Gb

Timp. *mf* *f* *ff*

P1 *mf* *f* *ff*

P2 *mf* *f* *ff* *p*

P3

P4

135

Shaker + Cowbells

141

Timp. *mf* *f*

P1 *mf* *f*

P2 *ff* *mf* *f* Glock. (Gb Major)

P3 *mf* *pp* *mf* *p* *mp* *f*

P4 *mf* *pp* *mf* *p* *mp* *f*

143

Timp.

P1

P2

P3

P4

fp

151 Wind Chimes

150

Timp.

P1

P2

P3

P4

mf

p (mallets)

mp

mf

mf

mp

mf

157 $\text{♩} = 192$

Timp.

Staff for Tympani (Timp.) in bass clef, 4/4 time. It features a continuous eighth-note pattern starting at measure 157, marked with a fortissimo (*ff*) dynamic.

P1

Staff for Percussion 1 (P1) in alto clef, 4/4 time. It starts with a rest, then enters at measure 157 with a fortissimo (*ff*) dynamic. The notation includes the instruction "(sticks)" above the staff.

P2

Staff for Percussion 2 (P2) in treble clef, 4/4 time. It features a fortissimo (*ff*) dynamic and includes the instruction "(Tam-Tam + Bass Drum)" above the staff.

P3

Staff for Percussion 3 (P3) in treble clef, 4/4 time. It features a fortissimo (*ff*) dynamic and a steady eighth-note pattern.

P4

Staff for Percussion 4 (P4) in treble clef, 4/4 time. It features a fortissimo (*ff*) dynamic and a steady eighth-note pattern. The instruction "Glockenspiel" is written above the staff, and a fortissimo (*f*) dynamic is written below the staff.

163

molto rit.

Timp.

Staff for Tympani (Timp.) in bass clef, 4/4 time. It features a steady eighth-note pattern starting at measure 163, marked with a *molto rit.* (very slow) tempo marking.

P1

Staff for Percussion 1 (P1) in alto clef, 4/4 time. It features a steady eighth-note pattern starting at measure 163.

P2

Staff for Percussion 2 (P2) in alto clef, 4/4 time. It features a steady eighth-note pattern starting at measure 163.

P3

Staff for Percussion 3 (P3) in treble clef, 4/4 time. It features a steady eighth-note pattern starting at measure 163.

P4

Staff for Percussion 4 (P4) in treble clef, 4/4 time. It features a steady eighth-note pattern starting at measure 163.

167

♩ = 60

hit wind chimes
with hand 14

Timp.

Staff 1: Tympani (Timp.) in bass clef, key signature of three flats. It features a series of dotted half notes with downward strokes. The final measure contains a dynamic marking *fp* (fortissimo piano) and *fff* (fortississimo) with a hairpin crescendo.

P1

Staff 2: Percussion 1 (P1) in alto clef. It features a rhythmic pattern of eighth notes with upward strokes. The final measure contains dynamic markings *fp* and *fff* with a hairpin crescendo.

P2

Staff 3: Percussion 2 (P2) in alto clef. It features a series of chords. The final measure contains dynamic markings *fp* and *fff* with a hairpin crescendo.

P3

Staff 4: Percussion 3 (P3) in treble clef. It features a series of eighth notes. The final measure contains dynamic markings *fp* and *fff* with a hairpin crescendo.

P4

Staff 5: Percussion 4 (P4) in treble clef. It features a series of eighth notes. The final measure contains dynamic markings *fp* and *fff* with a hairpin crescendo.