

ALLEY

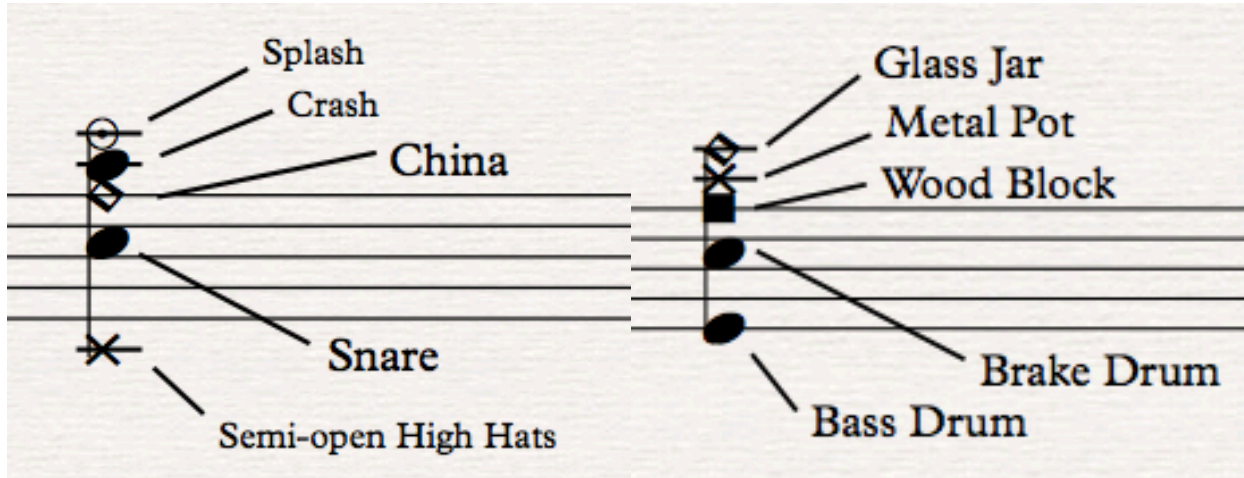
906

BINGE



Performance Notes

- Each dynamic marking is to be taken literally regardless of how extreme it may seem.



Cymbal Notations

	Crash Cymbal and Snare
	Semi-open High Hats
	China Cymbal
	Splash Cymbal

Garbage Notations

	Brake Drum and Bass Drum
	Metal Pot
	Glass Jar
	Wood Block

Alley 906 Binge

Steven D. Moreno

♩=120

Percussion I
Percussion II
Violoncello I
Violoncello II

12

Perc.
Perc.
Vc.
Vc.

22

Perc. *ppp* *pp* *p* *f* *ff* *fff*

Perc. *ppp* *pp* *p* *f* *ff* *fff*

Vc. *ppp* *pp* *p* *f* *ff* *fff*

Vc. *ppp* *pp* *p* *f* *ff* *fff*

with chorus

with distortion

33

Perc. *mf* *p*

Perc. *fff* *f*

Vc. *fff* *f* *p*

Vc. *fff* *p*

distortion off

accel ♩=180

41

fff

Perc.

Perc.

Vc.

A Tempo
chorus off

fff

harmonizer pedal on

harmonizer pedal off

fff

51

$\text{♩} = 80$
pp

p

$\text{♩} = 120$
fff

Perc.

Perc.

Vc.

f

pizz

arco

fff

p

fff

60

Perc.

Perc.

Vc.

Vc.

72

Perc.

Perc.

Vc.

Vc.

♩=120

♩=80

85

Perc.

Perc.

Vc.

Vc.

on bell

scratch tones

96

Perc. *ff mp pp* *mp f ff fff*

Perc. *ff mp pp pp*

Vc. *ff mp pp* l.h pizz arco

Vc. *ff mp pp* Volume pedal off

106

Perc. *ff mp pp*

Vc. arco *ff mp pp*

Vc. (quiet unrelated melody) *ppp*

115

Perc. *ff*

Perc. *mp pp ff*

Vc. arco *ff mp pp ff*

Vc. *ff* Volume pedal on

$\text{♩} = 120$

125 $\text{♩} = 80$

Perc. Perc. Vc. Vc.

133

Perc. Perc. Vc. Vc.

142

Perc. Perc. Vc. Vc.

151

Perc. $\frac{2}{4}$ $\frac{3}{4}$ $\frac{4}{4}$ $\frac{3}{4}$ $\frac{4}{4}$ $\frac{4}{4}$ $\frac{4}{4}$

Perc. *fff* *p* *f* *p*

Vc. *fff > pp* *fff > pp*

Vc. *fff > pp* *fff > pp*

159

Perc. $\frac{4}{4}$ $\frac{3}{4}$ $\frac{4}{4}$ $\frac{4}{4}$ $\frac{4}{4}$ $\frac{4}{4}$ $\frac{4}{4}$ $\frac{4}{4}$ $\frac{4}{4}$ $\frac{4}{4}$

Perc. *fff* *p* *f* *pizz* *p* *f* *pizz* *p*

Vc. *fff > pp < fff* *p* *pizz* *p*

Vc. *fff > pp < fff* *pizz* *pizz* *p*

168

Perc. $\frac{4}{4}$ $\frac{5}{4}$ $\frac{3}{4}$ $\frac{9}{16}$ $\frac{11}{16}$ $\frac{3}{4}$ $\frac{4}{4}$ $\frac{3}{4}$ $\frac{9}{16}$

Perc. *fff* *p* *fff* *GP* *GP* *GP* *GP*

Vc. *fff arco* *pp < fff* *pp < fff* *GP* *GP* *GP* *GP*

Vc. *fff arco* *pp < fff* *pp < fff* *GP* *GP* *GP* *GP*

rit. . . =70 *=80*

178

Perc. $\frac{9}{16}$ $\frac{11}{16}$ $\frac{3}{4}$ $\frac{9}{16}$ $\frac{11}{16}$

Perc. $\frac{9}{16}$ $\frac{11}{16}$ $\frac{3}{4}$ $\frac{9}{16}$ $\frac{11}{16}$

Vc. $\frac{9}{16}$ $\frac{11}{16}$ $\frac{3}{4}$ $\frac{9}{16}$ $\frac{11}{16}$

Vc. $\frac{9}{16}$ $\frac{11}{16}$ $\frac{3}{4}$ $\frac{9}{16}$ $\frac{11}{16}$

184

Perc. $\frac{11}{16}$ $\frac{3}{4}$ $\frac{2}{4}$ $\frac{4}{4}$ $\frac{4}{4}$ $\frac{4}{4}$

Perc. $\frac{11}{16}$ $\frac{3}{4}$ $\frac{2}{4}$ $\frac{4}{4}$ $\frac{4}{4}$ $\frac{4}{4}$

Vc. $\frac{11}{16}$ $\frac{3}{4}$ $\frac{2}{4}$ $\frac{4}{4}$ $\frac{4}{4}$ $\frac{4}{4}$

Vc. $\frac{11}{16}$ $\frac{3}{4}$ $\frac{2}{4}$ $\frac{4}{4}$ $\frac{4}{4}$ $\frac{4}{4}$

accel. $\text{♩} = 140$ grab grab Thrash *f* *fff*