

# Time Off

Adagio (♩ = 70)

David Reeder

The score is for a piece titled "Time Off" by David Reeder, in Adagio tempo (♩ = 70). It features six players and various percussion instruments. The score is divided into two systems. The first system includes Player #1 (timpani), Player #2 (chimes), Player #3 (cymbals), Player #4 (triangle), Player #5 (tambourine), and Player #6 (snare drum). The second system includes #1 (timp.), #2 (chimes), #3 (cym.), #4 (tri.), #5 (tamb.), and #6 (snare). The score includes dynamic markings such as *f*, *sfz*, *p*, *mf*, *pp*, and *ff*, as well as articulation marks like accents and slurs. The key signature has one flat (B-flat), and the time signature is 4/4. The score includes various musical notations such as slurs, accents, and dynamic markings.

Player #1 (timpani) . [gong]  
hard mallets *f* *sfz* *p* *f* gong beater *sfz* l.v.  
Player #2 (chimes) *sfz* *f* *mf* rattan sticks on tubes  
Player #3 (cymbals) soft mallets on suspended cymbal *p* *f*  
Player #4 (triangle) *sfz* *mf* *ff*  
Player #5 (tambourine) *f* *pp* *f*  
Player #6 (snare drum) *pp* *sfz* *p* *f* *p* *f*  
#1 (timp.) soft mallets *mf*  
#2 (chimes)  
#3 (cym.) snare sticks *p* soft mallets *p*  
#4 (tri.) *f* *mf*  
#5 (tamb.) *f* *pp*  
#6 (snare) *pp*

Time Off

Musical score for percussion instruments #1-6, measures 5-7. The score is written for six parts: #1 (timp.), #2 (chimes), #3 (cym.), #4 (tri.), #5 (tamb.), and #6 (snare). The key signature has one flat (B-flat), and the time signature is 4/4. The score includes various dynamics (pp, mf, f, sfz, mp, ff) and articulations (accents, slurs). Specific mallet types are indicated: hard mallets for #1, rawhide mallets for #2, and soft mallets for #3, #4, and #5. #3 also uses a gong beater and #5 uses a bass drum beater. Fingerings (5 and 6) are indicated for the first two notes of #1 and #2. The score is divided into three measures. Measure 5 starts with #1 and #2 playing sixteenth-note patterns. Measure 6 continues these patterns with #3 and #4 playing accents. Measure 7 features a complex rhythmic pattern with #1, #2, #3, #4, and #5 playing various accents and slurs, while #6 plays a snare drum pattern.

Musical score for percussion instruments #1-6, measures 8-10. The score is written for six parts: #1 (timp.), #2 (chimes), #3 (cym.), #4 (tri.), #5 (tamb.), and #6 (snare). The key signature has one flat (B-flat), and the time signature is 4/4. The score includes various dynamics (p, mp, mf, ff) and articulations (accents, slurs, triplets). Specific mallet types are indicated: soft mallets for #1, #3, and #5. #5 uses a tambourine in hand. Fingerings (8) are indicated for the first note of #1 and #3. The score is divided into three measures. Measure 8 starts with #1 and #3 playing accents. Measure 9 continues with #1 and #3 playing accents, while #5 plays a tambourine pattern. Measure 10 features a complex rhythmic pattern with #1, #3, #5, and #6 playing various accents and slurs, while #2 and #4 play continuous patterns.

Time Off

11 [crash cymbals]

#1 (timp.) *ff* *mp* *f*

#2 (chimes) *f*

#3 (cym.) brushes on gong *mf* gong beater *sfz*

bass drum beater crescendo...

#4 (tri.) *mf* *f* *ff*

#5 (tamb.) triangle beater on triangle *mp* tambourine in hand *ff*

snare sticks *p*

#6 (snare) *p* *sfz*

A

14 Andante (♩ = 92) (♩. = ♩)

#1 (timp.)

#2 (chimes) [bass drum] rattan sticks on bass drum *mf*

#3 (cym.) 14 *l.v.* rattan sticks *mp*

#4 (tri.) *mp*

#5 (tamb.)

#6 (snare) rattan sticks snare sticks *mp*

snare sticks *mp*

snare sticks *mp*

Time Off

17 hard mallets

#1 (timp.) *f* *mp* *f*

#2 (chimes) *mp*

#3 (cym.) *mf* *p* *mf*

#4 (tri.) *mf* rattan sticks on bass drum *mp* *f*

#5 (tamb.) *mp* *f*

#6 (snare) *mf*

20

#1 (timp.) *mf*

#2 (chimes) [crash cymbals] *f* *mf*

#3 (cym.) *mf*

#4 (tri.) rattan sticks on suspended cymbal *mf*

#5 (tamb.) *mf*

#6 (snare) *mf*

Time Off

23

[crash cymbals]

Musical score for measures 23-25, measures 23-25, and measures 23-25. The score is for six percussion parts: #1 (timp.), #2 (chimes), #3 (cym.), #4 (tri.), #5 (tamb.), and #6 (snare). The time signature changes from 4/4 to 5/4. Dynamics include *mf*, *f*, and *mp*. There are triplets and accents in the snare and cymbal parts.

26

soft mallets

Musical score for measures 26-28, measures 26-28, and measures 26-28. The score is for six percussion parts: #1 (timp.), #2 (chimes), #3 (cym.), #4 (tri.), #5 (tamb.), and #6 (snare). The time signature changes from 5/4 to 4/4. Dynamics include *mf*, *f*, and *mp*. There are triplets and accents in the snare and cymbal parts. The snare part is marked with 'soft mallets'.

Time Off

Musical score for measures 29-31. The score is for a percussion ensemble with six parts: #1 (timp.), #2 (chimes), #3 (cym.), #4 (tri.), #5 (tamb.), and #6 (snare). The music is in 4/4 time and features a key signature of three sharps (F#, C#, G#). Measure 29 includes a triplet of eighth notes in the bass clef. Measure 30 includes a triplet of eighth notes in the bass clef and a triplet of eighth notes in the snare part. Measure 31 includes a triplet of eighth notes in the snare part and a triplet of eighth notes in the snare part. The score includes various dynamics such as *f*, *ff*, *p*, and *sfz*, and articulations like accents and slurs. Performance instructions include "accelerando...", "triangle", "triangle beater on triangle", "soft mallets on splash", "soft mallets on suspended cymbal", "snare sticks", and "snare on".

**B** Moderato (♩ = 112) A♭--A♮  
F♯--F♮  
D--D♯

Musical score for measures 32-34. The score is for a percussion ensemble with six parts: #1 (timp.), #2 (chimes), #3 (cym.), #4 (tri.), #5 (tamb.), and #6 (snare). The music is in 4/4 time and features a key signature of three sharps (F#, C#, G#). Measure 32 includes a half note in the bass clef. Measure 33 includes a half note in the bass clef. Measure 34 includes a half note in the bass clef. The score includes various dynamics such as *ff*, *f*, and *sfz*, and articulations like accents and slurs. Performance instructions include "rawhide mallets" and "bass drum beater".

Time Off

36

hard mallets

#1 (timp.) *mf*

#2 (chimes) [bass drum] soft mallets on bass drum *mf* *p*

#3 (cym.) bass drum beater *f* brushes on gong *f*

#4 (tri.) *f* *mf* *mp*

#5 (tamb.) *mf* *mf*

#6 (snare) *mf*

38

soft mallets

hard mallets

soft mallets

#1 (timp.) *p*

#2 (chimes) *mf* [bass drum] *p*

#3 (cym.)

#4 (tri.)

#5 (tamb.)

#6 (snare) *p* crescendo...

Time Off

41

#1 (timp.) *f* *p* *ff* *p*

#2 (chimes) *f* *p* *ff*

#3 (cym.) *f* *ff* *mp*

#4 (tri.) *mf* *f* *p* *ff* *pp*

#5 (tamb.) *mf* *f* *p* *ff*

#6 (snare) *f* *p* *ff* *p*

snare stick on splash  
soft mallets on suspended cymbal

rattan sticks  
tambourine in hand

bass drum beater

45

#1 (timp.) *mf* *f* *mf*

#2 (chimes) *mf* *ff*

#3 (cym.) *f* *f* *mf*

#4 (tri.) *mf* *f* *mf* *mf*

#5 (tamb.) *mf* *f* *mf*

#6 (snare) *mf* *sfz* *p* *mf* *f*

[bass drum] *mf*

bass drum beater

snare sticks *f*  
gong beater *f*  
soft mallets on bass drum



Time Off

49

#1 (timp.)

#2 (chimes) *mf*

#3 (cym.)

bass drum beater *f*

#4 (tri.)

rattan sticks on gong

#5 (tamb.)

rattan sticks *p*

#6 (snare)

*mf*

snare off

**C** Andante (♩ = 84) (♩+♩♯ = ♩)

III

52

#1 (timp.) *mf*

#2 (chimes) *mf*

#3 (cym.)

rattan sticks *f*

#4 (tri.) *mf*

#5 (tamb.)

tambourine in hand *mf*

bass drum beater *ff*

#6 (snare)

snare on *mp*

Time Off

54 A--Ab III

#1 (timp.)

#2 (chimes)

#3 (cym.)

#4 (tri.)  
snare stick on suspended cymbal

#5 (tamb.)

#6 (snare)

*mf* *mf* *p*

57 IV

#1 (timp.)

#2 (chimes)

#3 (cym.)  
soft mallets on suspended cymbal  
gong beater

#4 (tri.)

#5 (tamb.)

#6 (snare)

*f* *mp* *f* *mf* *p* *ff* *sfz* *p* *ff* *f*

Time Off

60

#1 (timp.) *mf* *f* *mp*

#2 (chimes) 5 5 5 5 *f*

#3 (cym.) *ff* *f*

#4 (tri.) *f* *sfz* *mf*

#5 (tamb.) *f* *mf*

#6 (snare) *mf*

63

#1 (timp.) *f* *mf* *ff* l.v.

#2 (chimes) 5 5 5 5 5 5 6 6 *f* l.v.

#3 (cym.) *mf* *ff* *mf* *ff* l.v.

#4 (tri.) *f* l.v.

#5 (tamb.) *f* *mf* *f* l.v.

#6 (snare) *f* *mf* *f* l.v.

rawhide mallets

bass drum beater

snare stick on splash

gong beater