Harvest
Concerto for Trombone
(2010)

John Mackey

version for trombone and piano
with optional percussion

PERCUSSION SCORE

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Percussion notes:

Timpani doubles on vibrphone (can be shared with Player 1)  
Player 1 plays "station 1" (mostly cymbals) as well as vibraphone. Additionally, player plays inside the piano at the beginning of the piece, so "station 1" should be near the piano.  
Player 2 plays "station 2" (tom-toms *) as well as "station 1"  
Player 3 plays "station 3" as well as xylophone  
Player 4 plays bass drum only  

For the purposes of the piano reduction, all percussion parts are provided via this percussion score. The selection of what parts to use at what times (depending on the number of players available) is left to the discretion of the ensemble.

Full percussion list:

- tam-tam  
- 2 roto-toms  
- brake drum with bell plate on top  
- hi-hat  
- small China cymbal  
- large China cymbal  
- splash cymbal  
- suspended crash cymbal  
- mounted tambourine  
- standard (not mounted) tambourine, separate from mounted tambourine  
- djembe  
- triangle  
- snare drum  
- vibraphone  
- xylophone  
- 4 timpani  
- large cymbal to be placed on timpani


**Percussion score**

**Harvest: Concerto for Trombone**

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\[ \text{♩ = 60} \]

- **Timpani**
  - PPP → pp → PPP → sim.

- **Percussion**
  - freely crescendo and decrescendo between barely audible and pp, randomly varying speed and size of dynamic changes

- **Djembe**
  - PPP → pp → PPP → sim.
  - also randomly vary speed of roll

- **Bass Drum**
  - PPP → pp → PPP → pp → sim.

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**Station 1 (cymbals)**

- **Timp.**
  - rolled while slowly and freely pedaling pitch up and down
  - freely crescendo and decrescendo between barely audible and pp, randomly varying speed and size of dynamic changes

- **Percussion**
  - freely crescendo and decrescendo between barely audible and pp, randomly varying speed and size of dynamic changes

- **Percussion**
  - freely crescendo and decrescendo between barely audible and pp, randomly varying speed and size of dynamic changes

- **Djb.**
  - freely crescendo and decrescendo between barely audible and pp, randomly varying speed and size of dynamic changes

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**11**

**A**

\[ \text{PPP} > \text{PP} > \text{PPP} > \text{sim.} \]

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**19**

**B**

- tune drums almost completely flat and dampen, sounding like four high bass drums
  - (notated on F,A,C,E, but actual pitch will be lower)
  - wooden mallets
  - scrape with triangle beater

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WWW.OSTIMUSIC.COM
Timp.

Perc.

Djb.

BD

101

Timp.

Perc.

Djb.

BD

109

Timp.

Perc.

Djb.

BD

117

Timp.

Perc.

Djb.

BD

Tune drums to C, F, C, F
142
Timp.
\[ \text{tuned flat} \]

Perc.
\[ \text{one hand stick, one hand hammer} \]

Djb.

BD

148
Timp.

Perc.

Djb.

BD

154
Timp.

Perc.

Djb.

BD

\[ \text{actual pitches} \]
Vibes (shared with perc. 1)

relaxing slightly in tempo

rit. (to circa \(\frac{\text{d}}{160}\))
\[ K \]
\[ \text{Note:} \quad \text{not slower, only slight rubato} \]

Vibes

Perc.

Djb.

BD

\[ \text{Note:} \quad \text{not slower, only slight rubato} \]

Vibes

Perc.

Djb.

BD

\[ \text{Note:} \quad \text{not slower, only slight rubato} \]

Vibes

Perc.

Djb.

BD

\[ \text{Note:} \quad \text{not slower, only slight rubato} \]
slightly relax tempo

Temp.

Perc

Djb.

BD

299 accel...

Temp.

Perc

Djb.

BD

Xylophone

(stars pitch of gliss is approx.)

"bow" with a threaded steel rod

304
A rough sound is desired. *Rhieta: place the lips on the string of the reed and blow. Do not touch the vibrating reed with the lips.*

*Poss.: motor on, rather slow
Vibes: median hard mallet

Like death blows