

'THE HOBBIT'

I 'The Misty Mountains'

Howard Shore
Arrangement Edwin Rosmulder

♩=110

Voice far o-ver the mi-sty-y moun-tains cold To dun-geons deep and ca-vern old We must a-way

Voice ah ah ah

Voice ah ah

Voice

Glockenspiel

Xylophone

Vibraphone

Marimba

Marimba

Percussion

Percussion

Percussion

Percussion

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Base Drum

mp

A

ere break of day To find our long fo-or-got-ten gold The pines were roar -ing O -o -o on the height The winds were moan-ing

ah ah ah roar - ring O - o -o-on-the height The winds were moan-ing

ah ah ah roar - ing O - o -o-on winds were moan-ing

ah ah ah roar - in'

Glock.

Xyl.

Vib.

Mar.

Mar.

Ct.

Perc.

Perc.

Perc.

Perc.

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mi - sty-y moun-tains cold To dun geons deep and ca verns old We must a - way

mi - sty-y moun-tains cold To dun geons deep and ca verns old We must a - way

mi - sty-y moun-tains cold To dun geons deep and ca verns old a - way

mi - sty-y moun-tains cold To dun geons deep and ca verns

Glock.

Xyl.

Vib.

Mar.

Mar.

Ct.

Perc.

Perc.

Perc.

Perc.

Voice: O - o - o - on the height The winds were moan - ing I - i - i - in the night The fire was red
 Voice: O - o - o - on the height The winds were moan - ing I - i - i - in the night The fire was red
 Voice: O - o - o - on the height The winds were moan - ing I - i - i - in the night red
 Voice: O - o - o - on the height The winds were moan - ing I - i - i - in the :

Glock.:

 Xyl.:

 Vib.:

 Mar.:

 Mar.:

 Cr.:

 Perc.:

 Perc.:

 Perc.:

 Perc.:

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it fla - mingspread The trees like tor - ches blazed with light

it fla - mingspread The trees like tor - ches blazed with light

it fla - mingspread The trees like tor - ches blazed with light

it fla - mingspread The trees like tor - ches ble

Glock.

Xyl.

Vib.

Mar.

Mar.

Ct.

Perc.

Perc.

Perc.

Perc.

To T. Bl.

Score for Voice, Glockenspiel, Xylophone, Vibraphone, Maracas, Conga, and Percussion.

Lyrics: To find our long fo-or-got-ten gold

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pp

To Perc.

pp

II 'The Shire'

♩ = 90

10

75

The musical score is arranged in a grand staff format with the following parts from top to bottom:

- Voice 1:** Treble clef, 12/8 time signature. Dynamics: *mf*, *f*, *mf*.
- Voice 2:** Bass clef, 12/8 time signature. Dynamics: *mf*, *f*, *mf*.
- Voice 3:** Treble clef, 12/8 time signature. Dynamics: *mf*, *f*, *mf*.
- Voice 4:** Bass clef, 12/8 time signature. Dynamics: *mf*, *f*.
- Glock:** Treble clef, 12/8 time signature. Dynamics: *f*.
- Xyl:** Treble clef, 12/8 time signature. Dynamics: *f*, *f*.
- Vib:** Treble clef, 12/8 time signature. Dynamics: *mf*, *f*.
- Mar:** Treble clef, 12/8 time signature. Dynamics: *mf*, *f*.
- Mar:** Bass clef, 12/8 time signature. Dynamics: *r*, *mf*.
- C:** Treble clef, 12/8 time signature. Dynamics: *mf*.
- Perc:** Percussion clef, 12/8 time signature. Dynamics: *mf*.
- T. D.:** Tenor Drum, Percussion clef, 12/8 time signature. Dynamics: *mf*, *f*, *mf*.
- B. D.:** Bass Drum, Percussion clef, 12/8 time signature. Dynamics: *mf*, *f*, *mf*.
- Perc:** Susp. Cymbal, Percussion clef, 12/8 time signature. Dynamics: *f*, *f*.

A large diagonal watermark reads "DRUMS2PLAY" with the URL "De website www.muziektheaterspekers.nl" below it.

81 rit.

190
E

Score for Voice, Glockenspiel, Xylophone, Vibraphone, Maracas, and Congas. The score includes dynamics such as *f* and *mf*, and a tempo marking of 190. A large watermark "DRUMS2PLAY" is overlaid diagonally across the page.

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Score for Percussion instruments: Temple Blocks, Triangle, Claves, and Tambourine. The score includes a *rit.* marking and dynamics such as *f*. The percussion parts are arranged in a grid format.

Voice

Voice

Voice

Voice

Glock. *mf*

Xyl. *mf*

Vib. *m* *f* *mf*

Mar.

Mar.

P.

T. Bl. *f* *mp*

Tri. *f* *mp*

Clv. *f* *mp*

Tamb. *f* *mp*



G

H

Voice

Voice

Voice

Voice

Glock. *f*

Xyl. *f*

Vib. *f*

Mar.

Mar. *mf*

P.

mp

T. Bl. *mp*

Tri. *mp*

Clv. *mp*

Tamb. *mp*

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Voice

Voice

Voice

Voice

Glock.

Xyl.

Vib.

Mar.

Mar.

P.

T. Bl.

Tri.

Clv.

Tamb.

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III 'The Black Forreast of Mirkwood'

119 ♩ = 90

15

Score for 'The Black Forreast of Mirkwood' (III), measures 119-124. The score includes parts for Voice, Glockenspiel, Xylophone, Vibraphone, Maracas, Congas, and Percussion (Tenor Drum, Bass Drum, Suspended Cymbal). The music is in 12/8 time with a tempo of 90 beats per minute. Dynamics range from *mf* to *f*. A large watermark 'DRUMS2PLAY' is overlaid diagonally across the score.

Voice *f*

Voice *f*

Voice *f*

Voice *f*

Glock.

Xyl.

Vib.

Mar.

Mar.

To Ride Cymb

Mar. *f*

Ct.

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T-t. rit.

T.D. *f*

B.D. *f* *mp*

Perc. *f*

Voice

Voice

Voice

Voice

Glock.

Xyl.

Vib.

Mar.

Mar.

Ch:

T-t.

T. D.

B. D.

Perc.

mf

mp

mf

mp

mp

mf

mp

mf

mp

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Score for Percussion instruments including Voice, Glock., Xyl., Vib., Mar., Chb., T.-t., T. D., B. D., and Perc.

The score consists of 13 staves. The top four staves are labeled 'Voice' and contain rests. The fifth staff is 'Glock.' with notes and dynamics *mf*. The sixth staff is 'Xyl.' with notes and dynamics *mf*. The seventh staff is 'Vib.' with notes and dynamics *mp*. The eighth staff is 'Mar.' with notes and dynamics *mp*. The ninth staff is 'Chb.' with notes and dynamics *mf* and *mp*. The tenth staff is 'T.-t.' with rests. The eleventh staff is 'T. D.' with notes and dynamics *mf* and *mp*. The twelfth staff is 'B. D.' with notes and dynamics *mf* and *mp*. The thirteenth staff is 'Perc.' with rests.

Voice

Oe - ah oe - ah oe - ah oe - ah oe - ah oe - ah oe - ah oe - ah

mf

Voice

Oe - ah oe - ah oe - ah oe - ah oe - ah oe - ah oe - ah oe - ah

mf

Voice

Oe - ah oe - ah oe - ah oe - ah oe - ah

mf

Voice

Oe - ah oe - ah oe - ah oe - ah oe - ah

mf

Glock.

Xyl.

Vib.

Mar. Percussion

Mar.

Cr.

T-t.

mf

T. D.

mf

B. D.

mf

Perc. Snare drum

mf

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Voice *f* oe - ah oe - ah oe - ah oe - ah *mf* oe - ah oe - ah oe - ah oe - ah *f* Oe - ah oe - ah

Voice *f* oe - ah oe - ah oe - ah oe - ah *mf* oe - ah oe - ah oe - ah oe - ah *f* Oe - ah oe - ah

Voice *f* oe - ah oe - ah oe - ah oe - ah *mf* oe - ah oe - ah oe - ah h oe - ah

Voice *f* oe - ah oe - ah oe - ah oe - ah *mf* oe - ah oe - ah ah

Glock. *f*

Xyl. *f*

Vib. *f*

Perc. *f*

Mar. *f*

Cf. *f*

mf *f*

Congas *f* *mf*

T. D. *f* *mf* *f*

B. D. *f* *mf* *f*

Perc. *f* *mf* *f*



Voice: oe - ah oe - ah oe - ah oe - ah oe - ah oe - ah oe - ah oe - ah oe - ah oe - ah
 Voice: oe - ah oe - ah oe - ah oe - ah oe - ah oe - ah oe - ah oe - ah oe - ah
 Voice: oe - ah oe - ah oe - ah oe - ah oe - ah oe - ah oe - ah - ah oe - ah
 Voice: oe - ah oe - ah oe - ah oe - ah oe - ah oe - ah
 Glock:
 Xyl.
 Vib.
 Perc.
 Mar.
 C#
 Congas
 T. D.
 B. D.
 Perc.

ff *f* *ff* *f* *ff* *f* *ff* *f* *ff* *f* *ff* *f* *ff* *f* *ff* *f* *ff* *f* *ff* *f*

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N

rit. ♩ = 60

Q

poco a poco diminuendo

Score for various instruments including Voice, Glock., Xyl., Vib., Perc., Mar., Ch., Congas, T. D., B. D., and Perc. with musical notation and dynamics.

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Voice 1: oe - ah oe - ah *mp* Oe - ah oe - ah

Voice 2: oe - ah oe - ah *mp* Oe - ah oe - ah *poco a poco diminuendo*

Voice 3: oe - ah oe - ah *poco a poco diminuendo* oe - ah

Voice 4: oe - ah oe - ah *do* ah

Glock.: *mp* 5

Xyl.:

Vib.:

Perc.: *mf* To Mar.

Mar.: *mf mp mf mp* *poco a poco diminuendo*

Ch.: *mf mf*

Congas: *rit.*

T. D.:

B. D.: *mf* *poco a poco diminuendo* *mp*

Perc.:

Voice: oe - ah oe - ah oe - ah oe - ah oe - ah oe - ah oe - ah
 Voice: oe - ah oe - ah oe - ah oe - ah oe - ah oe - ah oe - ah
 Voice: oe - ah oe - ah oe - ah oe - ah oe - ah oe - ah
 Voice: oe - ah oe - ah oe - ah oe - ah oe - ah ah
 Glock: [Empty staff]
 Xyl.: [Empty staff]
 Vib.: [Empty staff]
 Perc.: [Empty staff]
 Mar.: [Musical notation]
 P: [Empty staff]
 Congas: [Empty staff]
 T. D.: [Empty staff]
 B. D.: [Musical notation]
 Perc.: [Empty staff]

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Score for Voice, Glock, Xyl., Vib., Perc., Mar., P., Congas, T. D., B. D., and Perc. with lyrics: oe - ah oe - ah oe - ah oe - ah oe - ah oe - ah ah

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The score is arranged in a standard musical format with staves for each instrument. The vocal parts are in bass clef with lyrics underneath. The percussion parts include Congas, T. D., B. D., and Perc. The score is divided into measures, with a double bar line at the end of each line. A large diagonal watermark 'DRUMS 2 PLAY' is overlaid across the score, and the website 'www.muziekheffers.nl' is written in a smaller font along the same diagonal.

IV 'The Burglar of the Lonely Mountain'

174 $\text{♩} = 90$

Voice *mf* *f* *mf*

Voice *mf* *f* *mf*

Voice *mf* *f* *mf*

Voice *mf* *f*

Glock. *f*

Xyl. *f* *f*

Vib. *mf* *f*

Mar. *mf* *f*

Mar. *r* *mf*

Ch. *f* *mf*

Perc. *mf*

T. D. *mf* *f* *mf*

B. D. *mf* *f* *mf*

Perc. *f* *f*

The musical score is arranged in a vertical staff format. It includes four vocal parts, each with dynamic markings of *mf* and *f*. The percussion section includes Glockenspiel, Xylophone, Vibraphone, Marimba (upper and lower), Chimes, and a full drum set (Tenor, Bass, and Suspended Cymbal). Dynamics for the percussion range from *mf* to *f*. A large watermark 'DRUMS2PLAY' is overlaid diagonally across the score, with the website 'De website voor muzikale feesters!' written below it.

180 rit. **P**₁₀₀

Voice *f*

Voice *f*

Voice *f*

Voice *f*

Glock. *f*

Xyl. *f*

Vib. Percussion *f*

Mar. *f*

Mar. *f*

Cf. *f*

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Perc. rit. Susp. Cymb. *f*

T. D. *f* *p* *ff* *p* *ff* *p*

B. D. *f* *p* *p* *f*

Perc. China Cymbal *f* *f* *p* *f* *p*

Voice

Voice

Voice

Voice

Glock.

Xyl.

Perc.

Mar.

Mar.

Cf.

Perc.

T. D.

B. D.

Perc.

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Voice

Voice

Voice

Voice

Glock.

Xyl.

Perc.

Mar.

Mar.

Ct.

Perc.

T. D.

B. D.

Perc.

mf *p* *mf* *f* *mf* *f* *mf* *f*

The image shows a page of a musical score for drums and percussion. It features ten staves. The top four staves are labeled 'Voice' and are currently empty. The fifth staff is 'Glock.' (Glockenspiel), the sixth is 'Xyl.' (Xylophone), the seventh is 'Perc.' (Percussion), the eighth is 'Mar.' (Maracas), the ninth is 'Mar.' (Maracas), and the tenth is 'Ct.' (Congas). Below these are three more staves: 'Perc.' (Percussion), 'T. D.' (Tom-toms), 'B. D.' (Bass Drums), and another 'Perc.' (Percussion). The score includes various musical notations such as notes, rests, and dynamic markings like *mf* (mezzo-forte) and *f* (forte). A large, diagonal watermark 'DRUMS2PLAY' is overlaid across the center of the page, with the text 'De website voor muziekgehebers!' written below it.

Voice

Voice

Voice

Voice

Glock.

Xyl.

Perc.

Mar.

Mar.

Ct.

Perc.

T. D.

B. D.

Perc.

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Voice

Voice

Voice

Voice

Glock.

f

Xyl.

f

Perc.

Mar.

Mar.

Cf.

mf

Perc.

T. D.

mf

B. D.

mf

Perc.

mf

DRUMS 2 PLAY

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Voice

Voice

Voice

Voice

Glock.

Xyl.

Perc.

Mar.

Mar.

Cf.

Perc.

Perc.

T. D.

B. D.

Perc.

DRUMS 2 PLAY

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Voice

Voice

Voice

Voice

Glock.

Xyl.

Perc.

Mar.

Mar.

Cf.

Perc.

T. D.

B. D.

Perc.



Voice

Voice

Voice

Voice

Glock.

ff

Xyl.

ff

Perc.

ff

Mar.

Mar.

Cf.

Perc.

T. D.

ff *f* *p* *f* *p* *f* *p* *f* *p* *f* *p*

B. D.

ff *f* *p* *f* *p* *f* *p* *f* *p* *f* *p*

Perc.

ff *f*



Score for Voice, Glockenspiel, Xylophone, Percussion, and Drums. Includes a large diagonal watermark: **DRUMS2PLAY** and the text "De website www.muziektheaterschool.nl".

Instrumental Parts:

- Glock:** Treble clef, quarter notes and eighth notes.
- Xyl:** Treble clef, quarter notes and eighth notes.
- Perc:** Drum set notation with various rhythmic patterns.
- Mar:** Treble and Bass clefs, chords and single notes.
- Ch:** Treble clef, quarter notes.
- Perc (Bottom):** Drum set notation with dynamic markings *ppp* and *f*.
- T.D. (Tom Drums):** Drum set notation with dynamic markings *f* and *p*.
- B.D. (Bass Drum):** Drum set notation with dynamic markings *f* and *p*.

Voice Parts: Four staves, all in bass clef, with lyrics written below the notes.

Voice

Voice

Voice

Voice

Glock.

Xyl.

Perc.

Mar.

Mar.

Cf.

Perc.

T. D.

B. D.

Perc.

DRUMS 2 PLAY

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Voice

Voice

Voice

Voice

Glock.

Xyl.

Perc.

Mar.

Mar.

Cf.

Cf.

Perc.

T. D.

B. D.

Perc.

DRUMS 2 PLAY

The website www.muziektheaterschool.nl