Hyperdrive

RALPH FORD (ASCAP)

INSTRUMENTATION

1 Conductor
8 Flute
2 Oboe
2 Bassoon
4 1st B♭ Clarinet
4 2nd B♭ Clarinet
2 B♭ Bass Clarinet
5 E♭ Alto Saxophone
2 B♭ Tenor Saxophone
2 E♭ Baritone Saxophone
4 1st B♭ Trumpet
4 2nd B♭ Trumpet
4 F Horn
4 Trombone
2 Baritone
2 Baritone Treble Clef
4 Tuba
1 Mallet Percussion 1
(Marimba)
1 Mallet Percussion 2
(Optional Vibraphone)
1 Timpani
(Tune: G, B♭)
3 Percussion 1
(Hi Hat Cymbals/Large Tom, Bass Drum)
1 Percussion 2
(Congas or Optional Bongos)
3 Percussion 3
(Suspended Cymbal, Shakers/Cabasa)

WORLD PARTS
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www.alfred.com/worldparts

Horn in E♭
Trombone in B♭ Bass Clef
Trombone in B♭ Treble Clef
Baritone in B♭ Bass Clef
Tuba in E♭ Bass Clef
Tuba in E♭ Treble Clef
Tuba in B♭ Bass Clef
Tuba in B♭ Treble Clef

PROGRAM NOTES

Hyperdrive: First discussed by science fiction author Isaac Asimov in the 1940s, this term refers to a device which allows a vehicle in space to travel faster than the speed of light. It is also the term used to describe said state of travel through space; i.e., the act of entering hyperspace. Full of energy, exciting rhythms, and jazz articulations, this piece will surely propel your student musicians and your audiences into *Hyperdrive*. Enjoy!

NOTES TO THE DIRECTOR

All repeated eighth notes should be articulated *lightly* unless marked otherwise in an effort to avoid multiple repetitive articulation markings. This piece provides a great opportunity to explore contrasting styles of legato and staccato. It also serves well as a tonguing exercise on multiple repeated notes; the players should strive to tongue these evenly and cleanly, avoiding harsh over-articulation, especially in the low register of each instrument. Exaggerate the dynamic markings and shapes throughout the piece for a more dramatic effect. The tempo marking of ♩=144 is a suggested tempo—feel free to adjust the tempo upward or downward to better suit the needs of the musicians.

A total of seven musicians are required to perform all percussion parts as notated in the score: 1) Marimba (opt. Vibe); 2) Timpani (two drums tuned to G2 and B♭2); 3) Hi-Hat Cymbals and Large Tom (floor tom); 4) Bass Drum; 5) Congas (optional Bongos if no congas are available); 6) Suspended Cymbal w/ soft mallets; 7) Cabasa (or shakers).

Should seven players not be available, eliminate the parts in this order: Marimba (opt. Vibe), Bass Drum, Cabasa/Shakers (have the Hi-Hat/Tom player cover the Cabasa part on the Hi-Hat). If a marimba is not available, a part written in treble clef only is provided as an optional part for vibraphone. If there are more than seven percussionists available, additional players may be placed on additional large toms performing the same tom part notated on Percussion 1.

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The enclosed parts are now sorted by page count, rather than score order.

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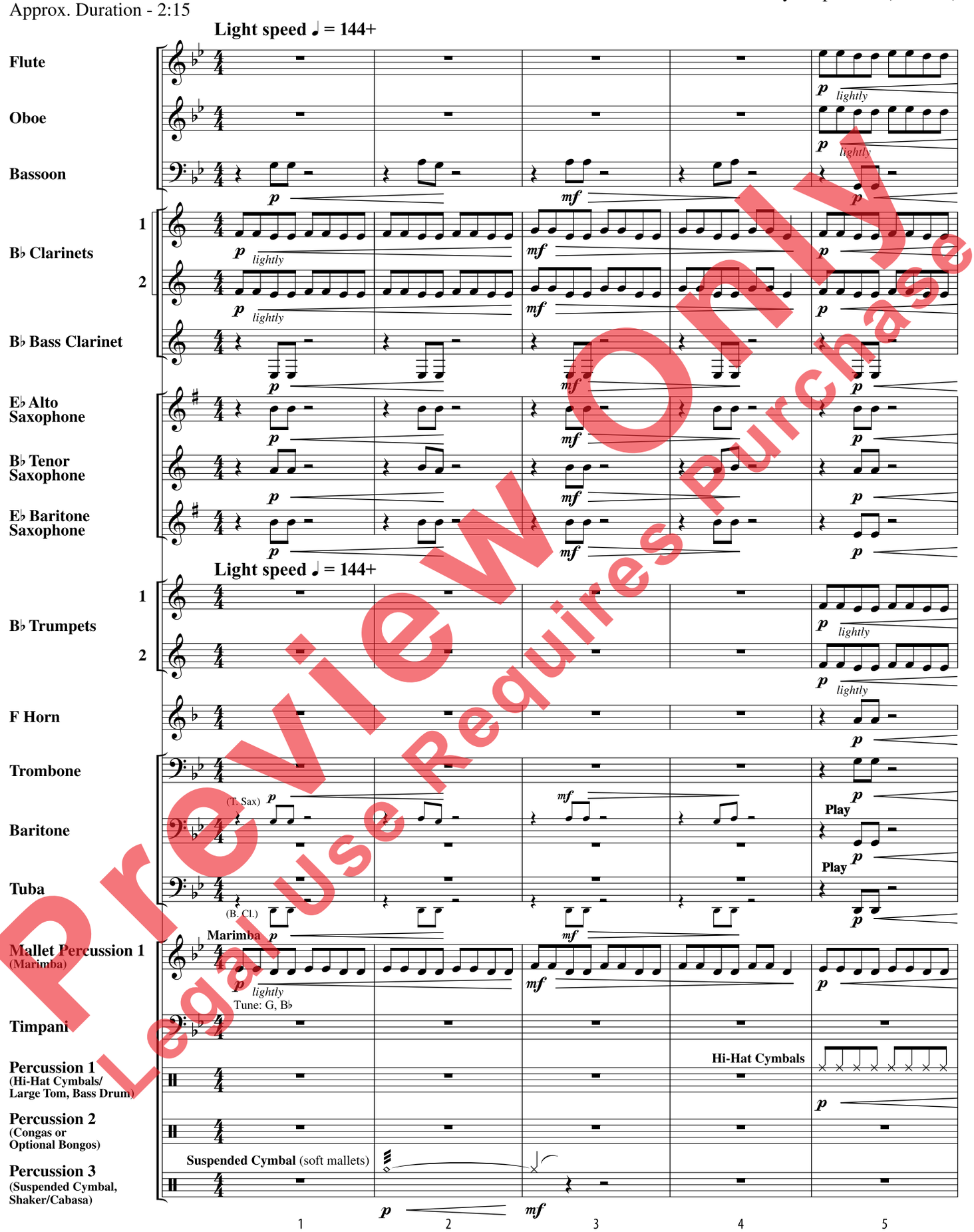
Hyperdrive

FULL SCORE
Approx. Duration - 2:15

By Ralph Ford (ASCAP)



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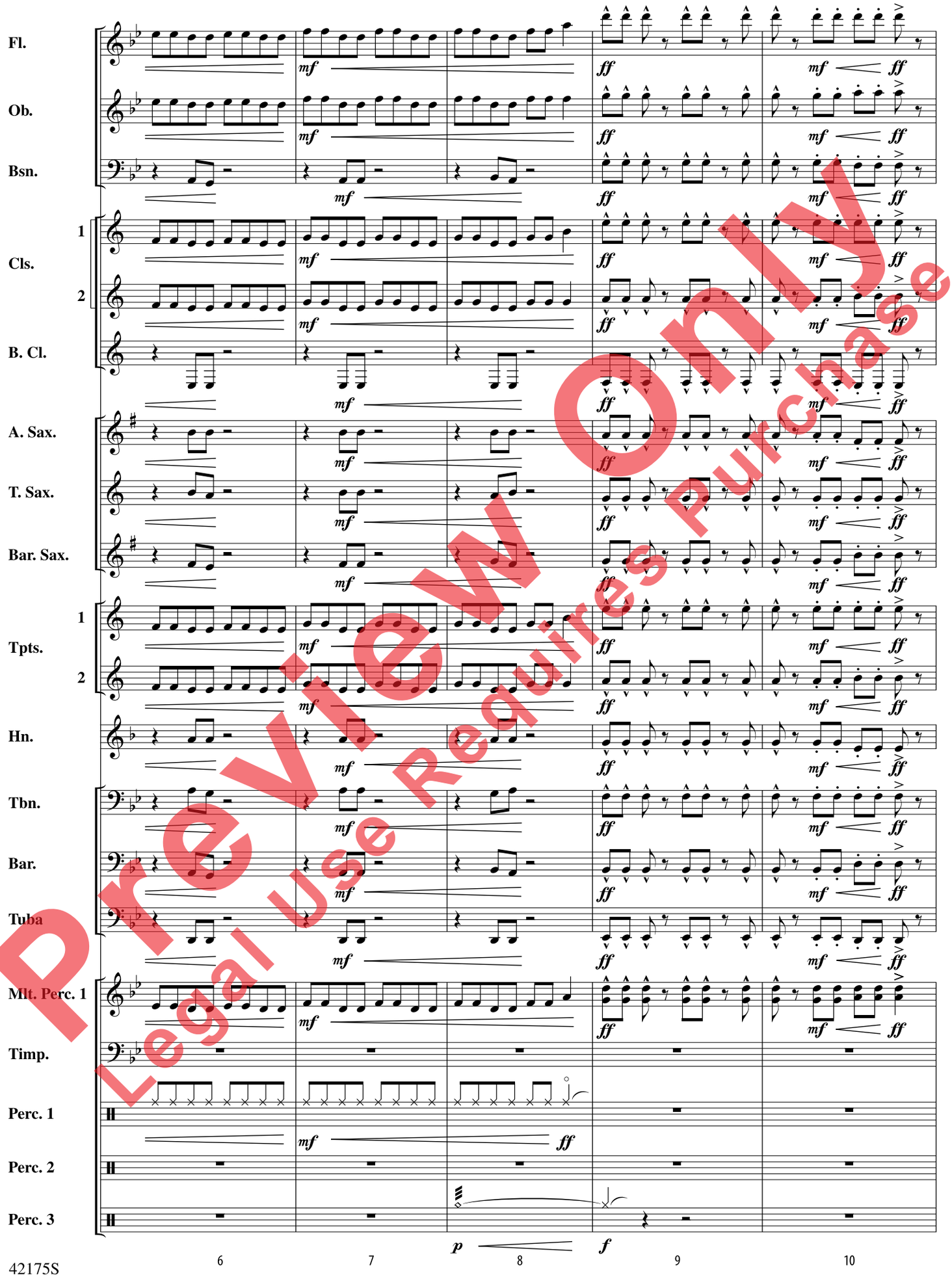

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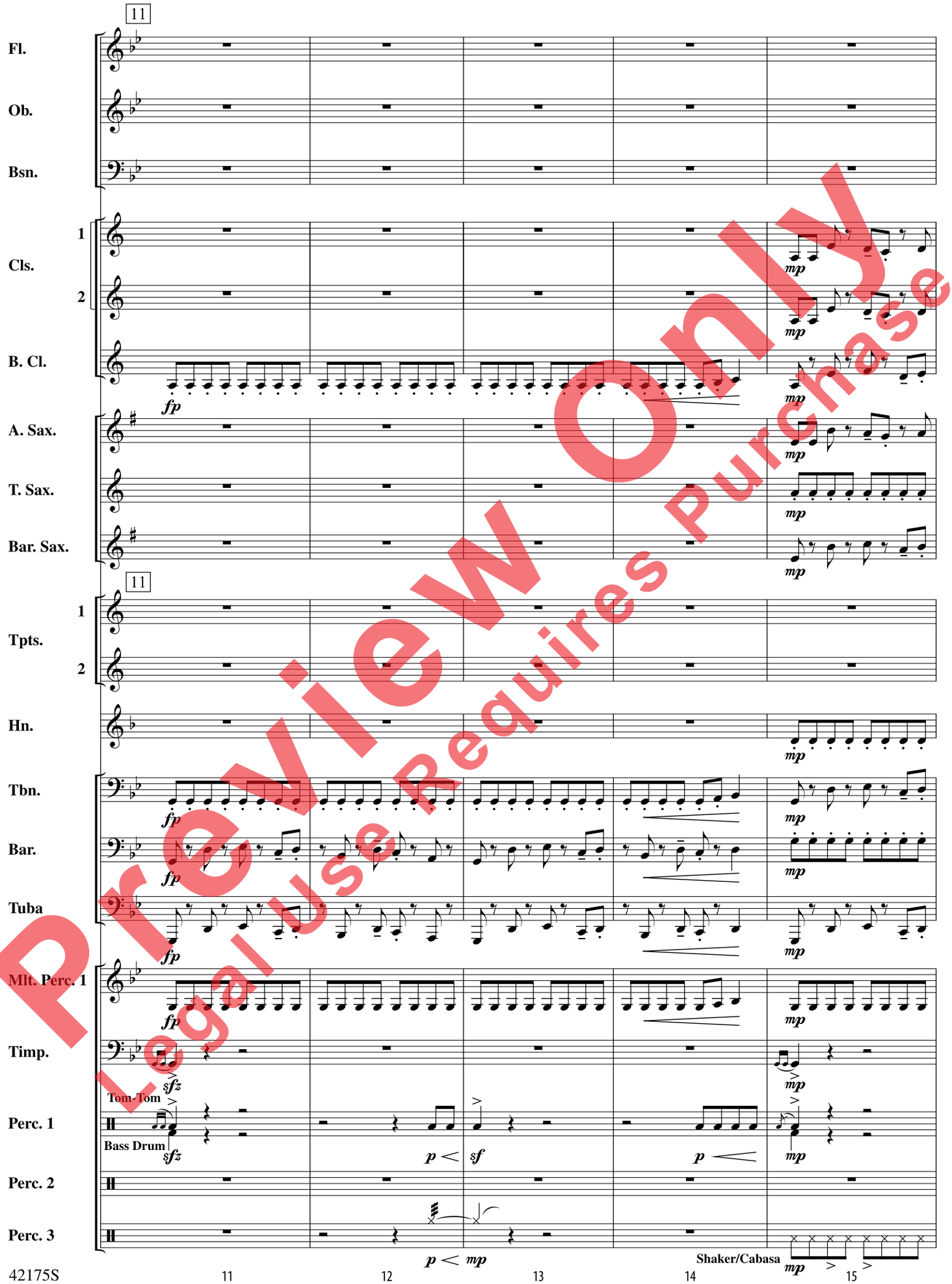

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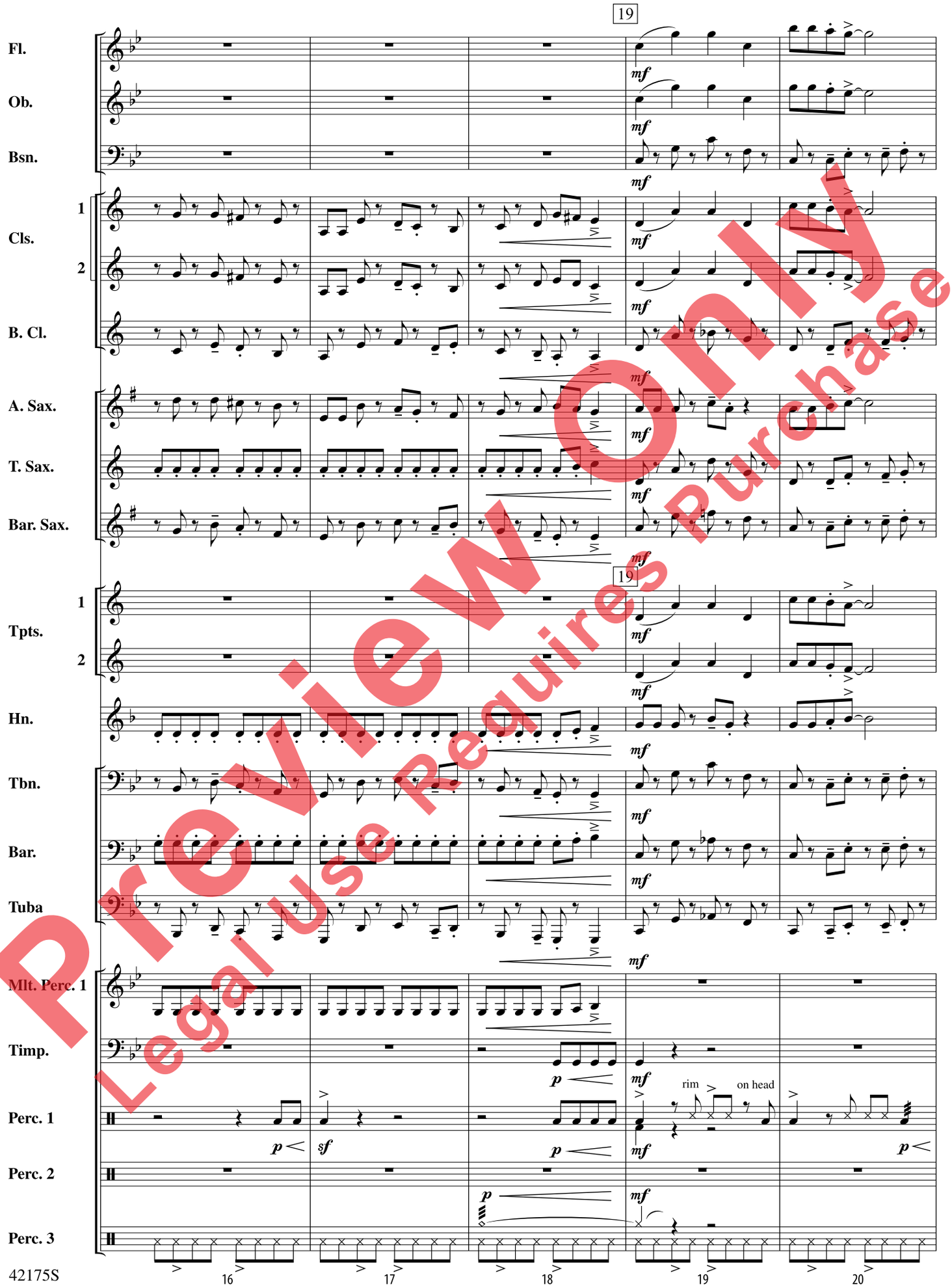

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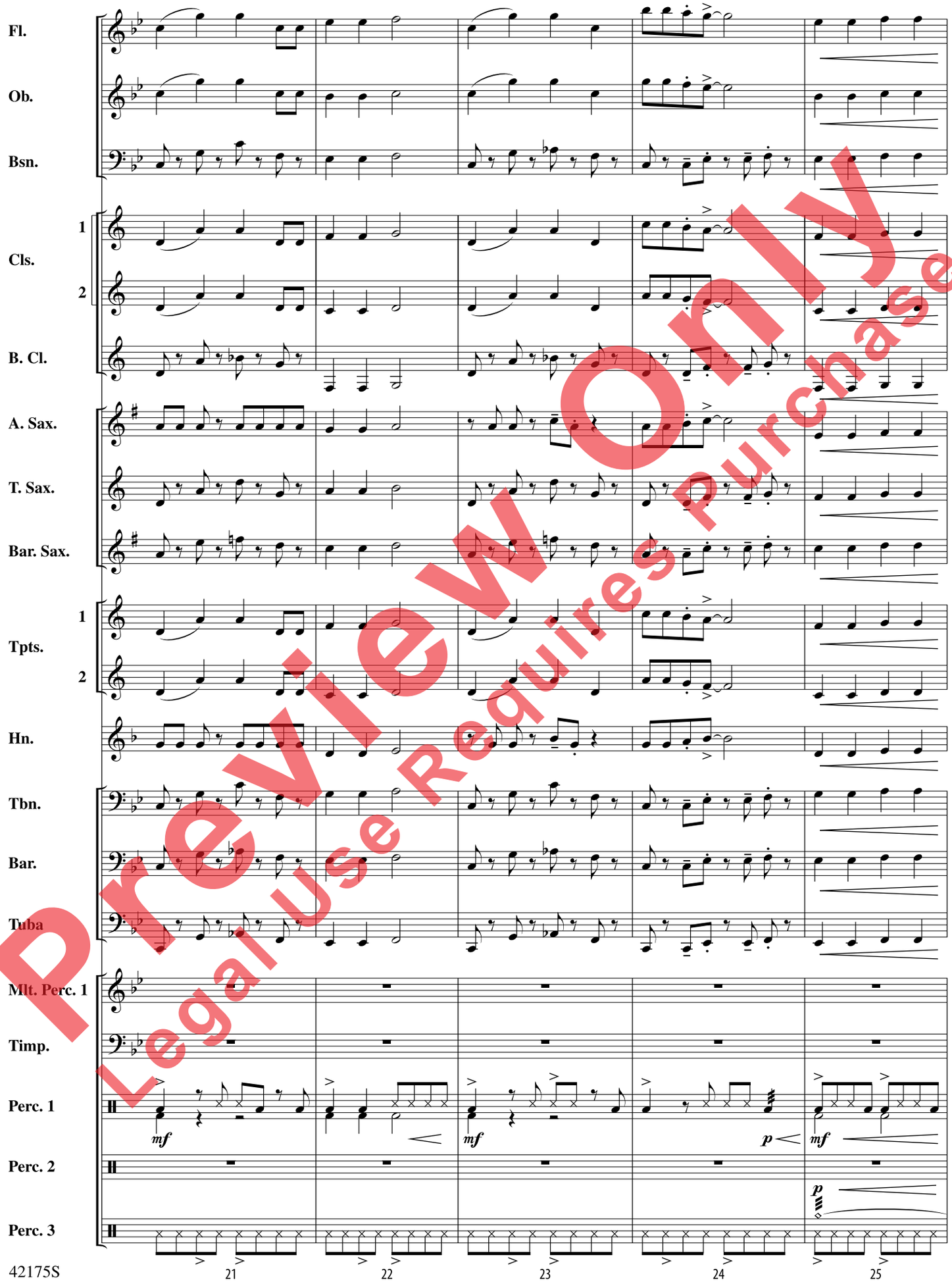

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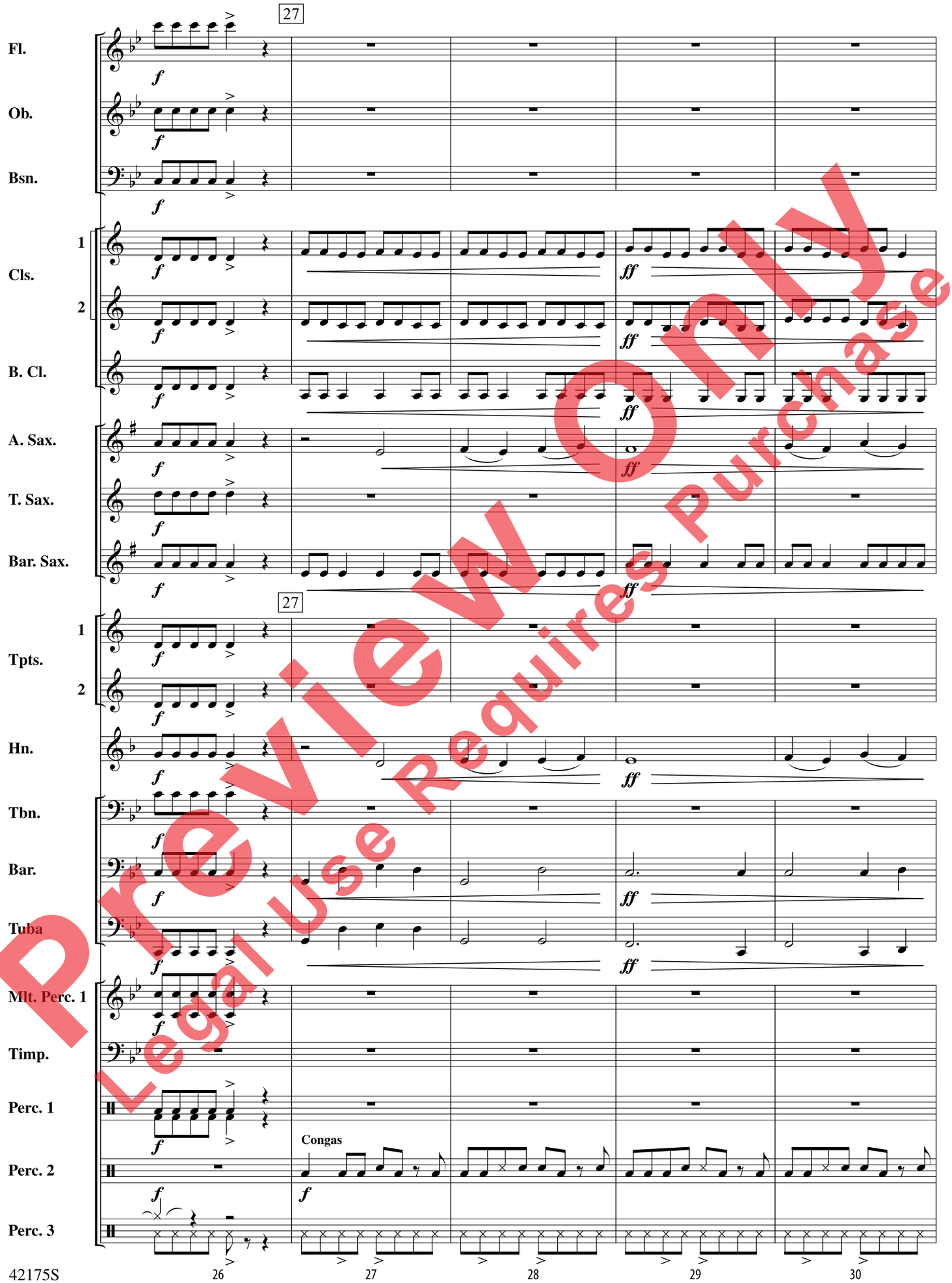

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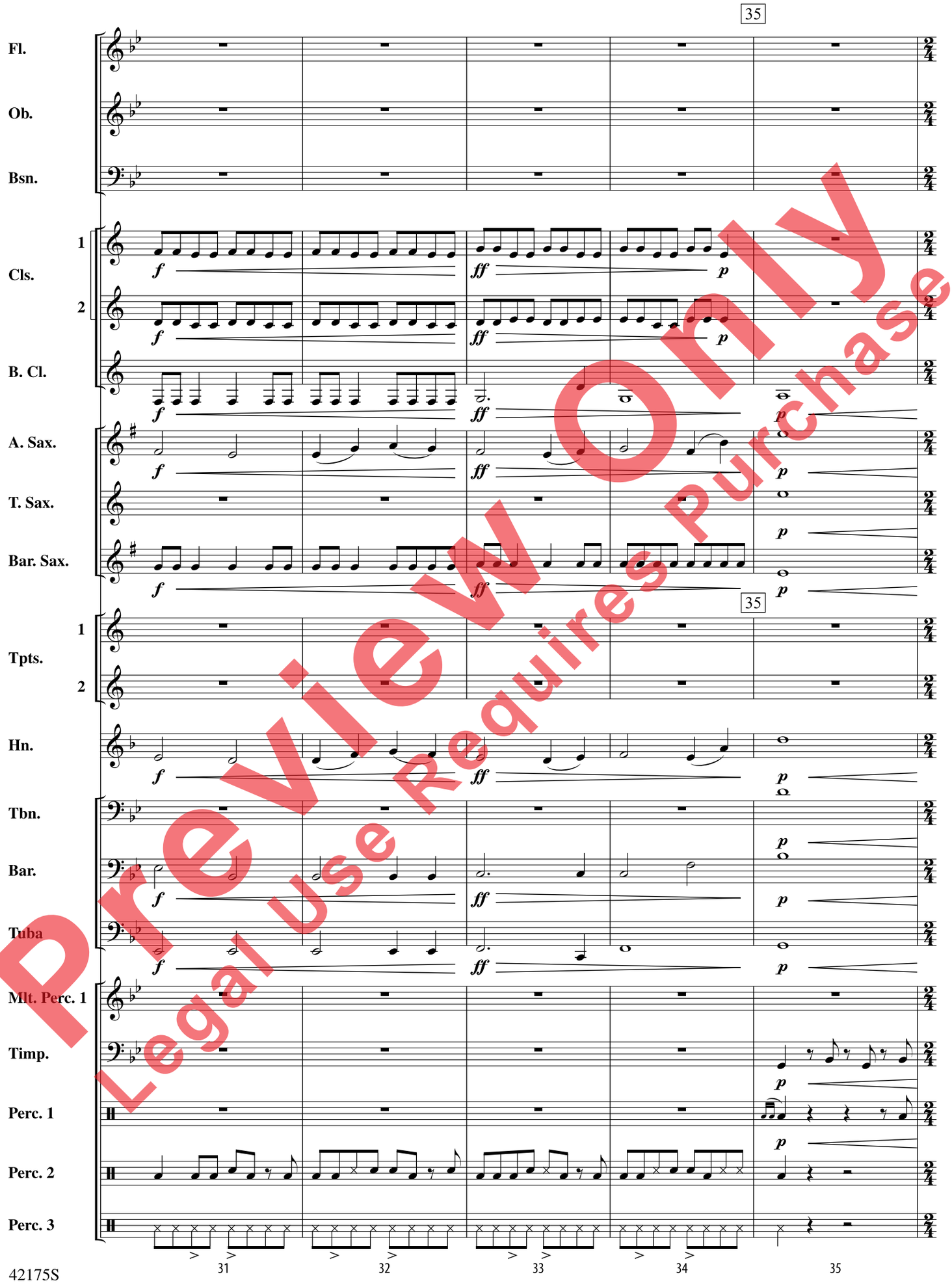

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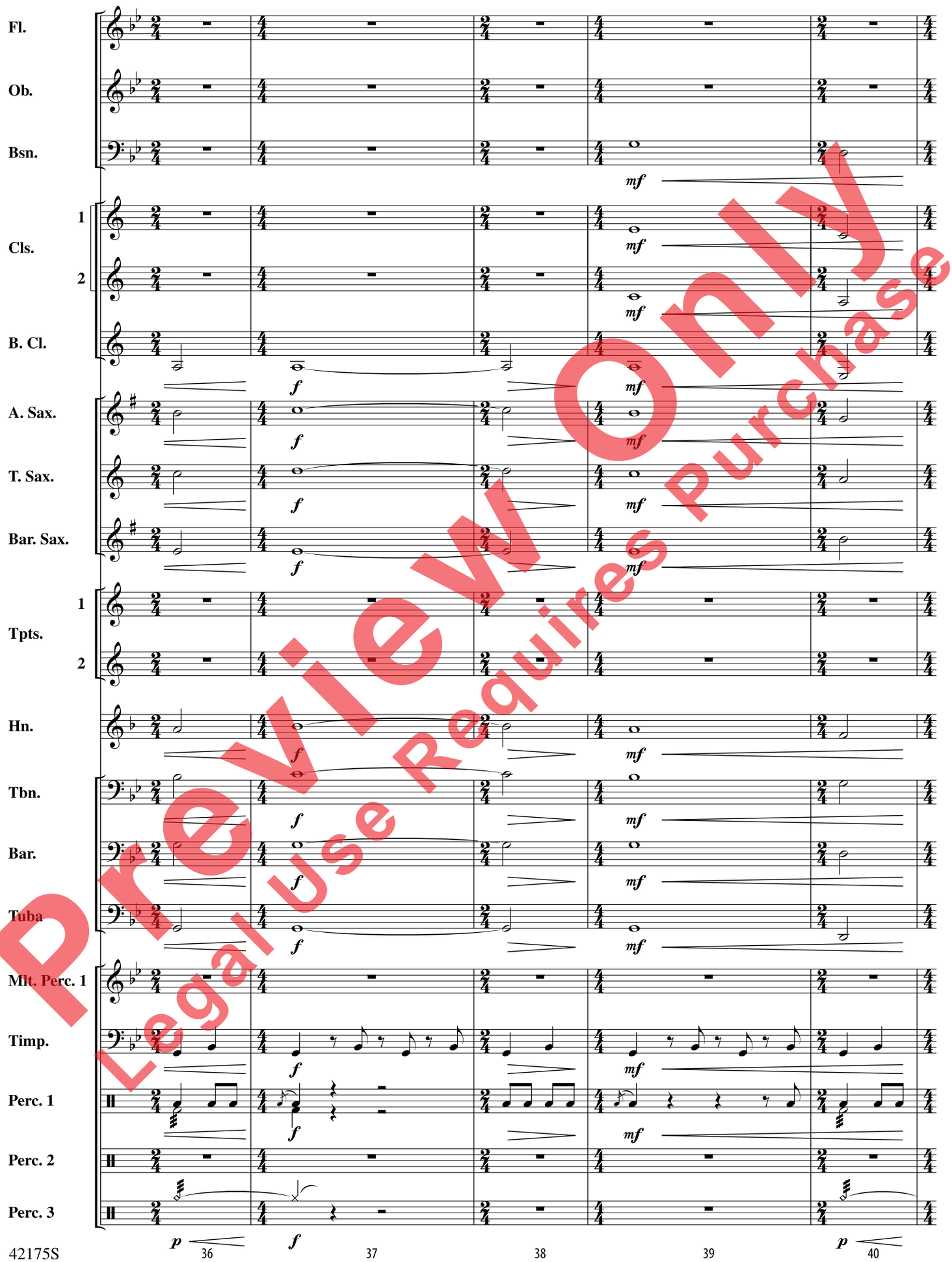

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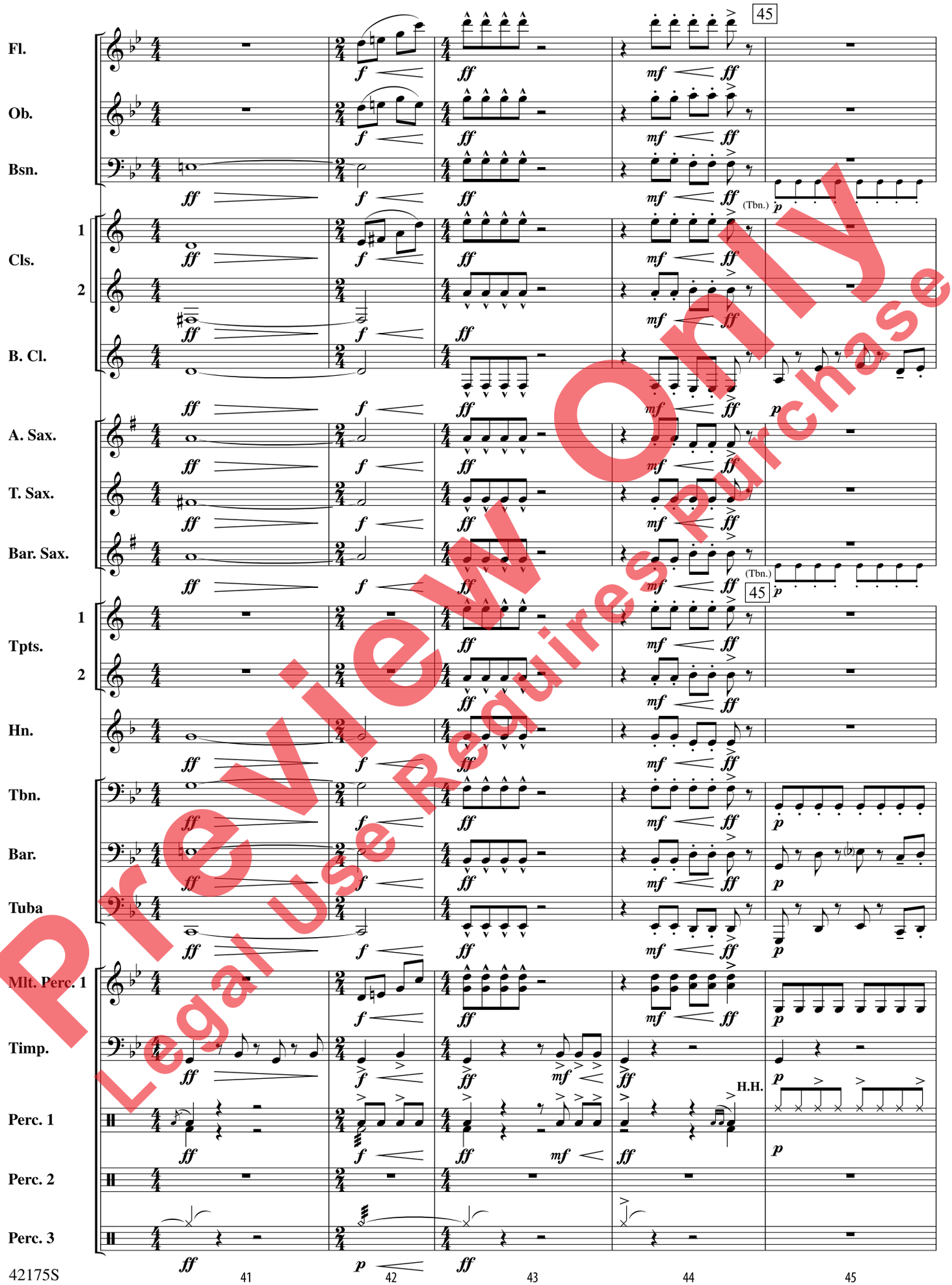

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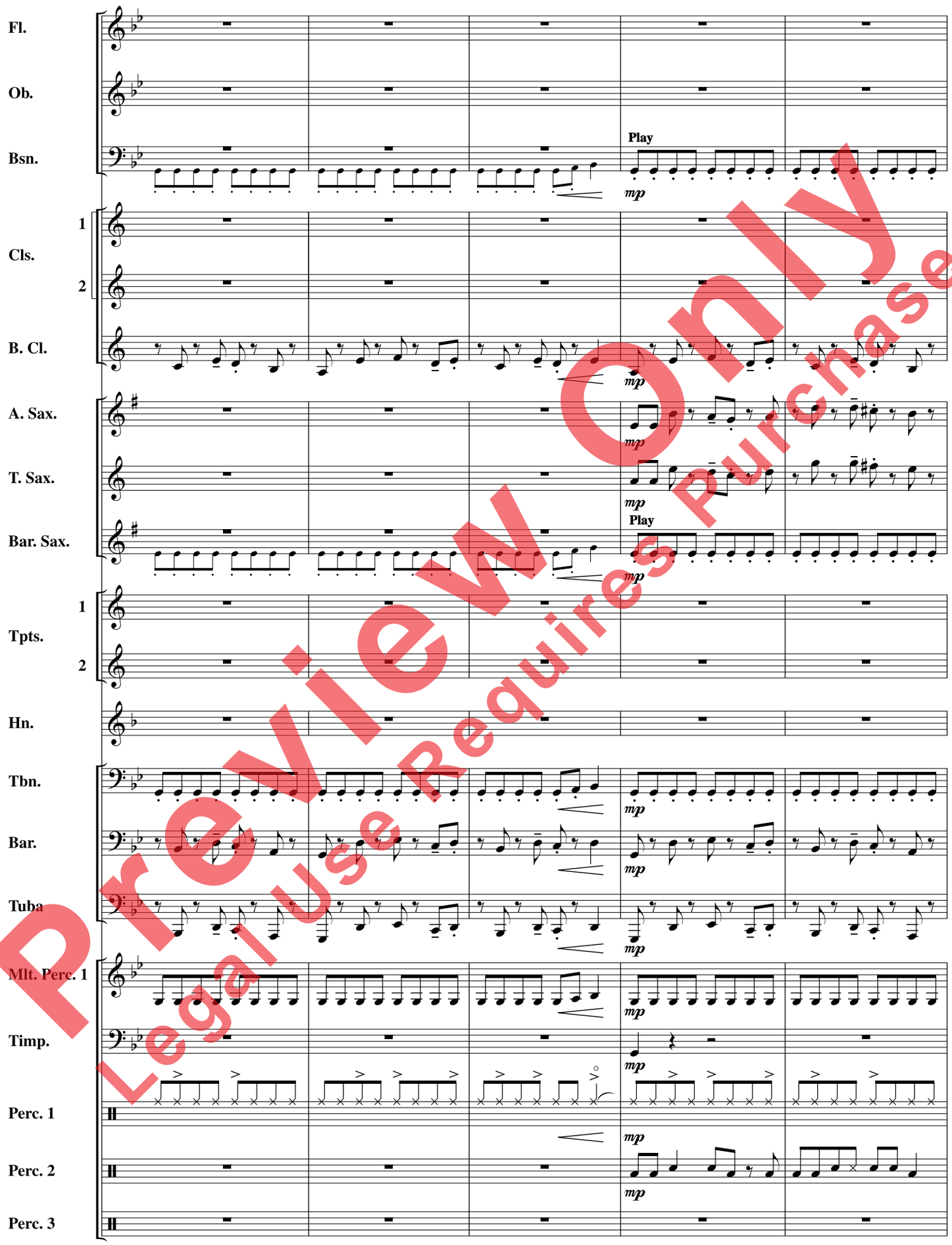

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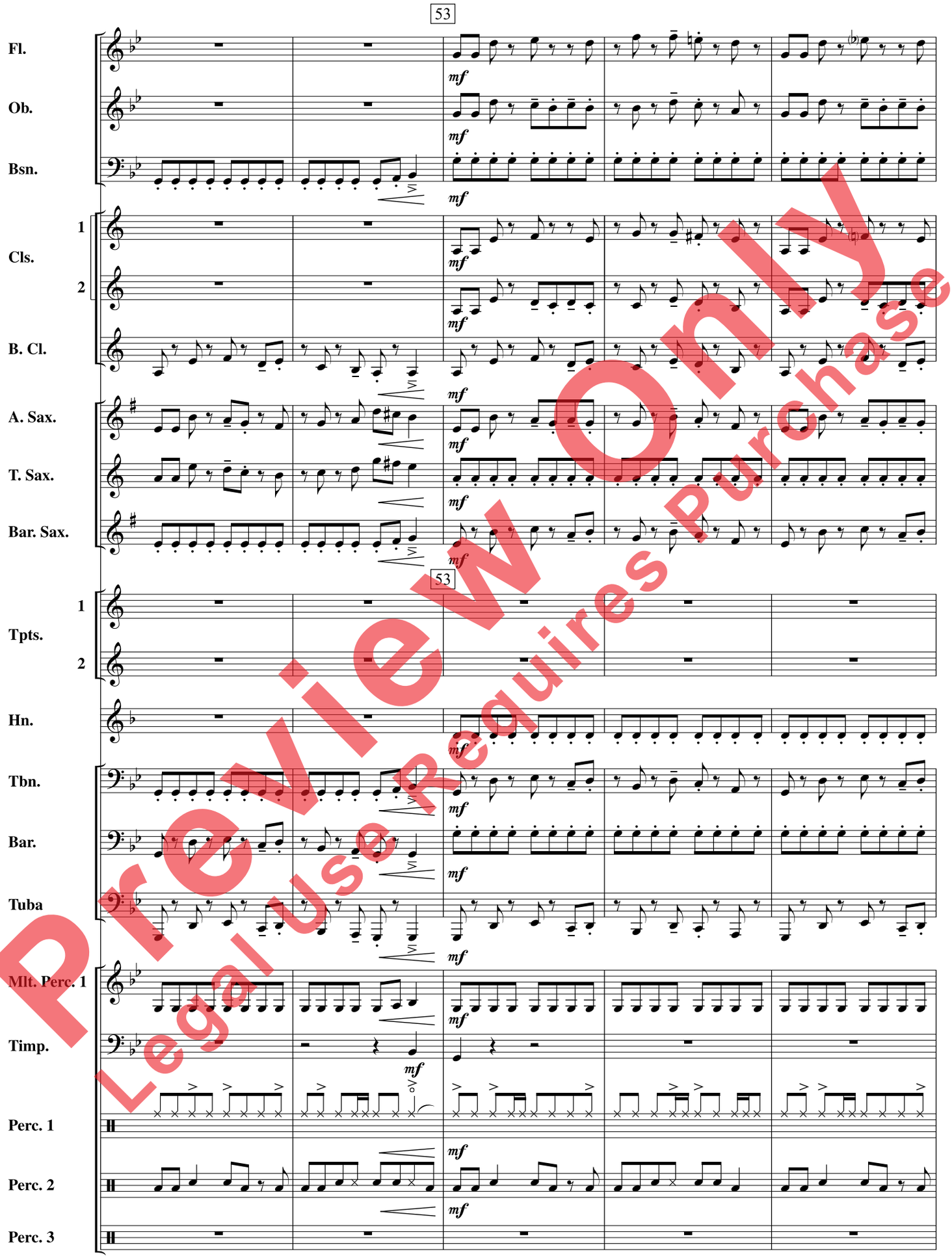

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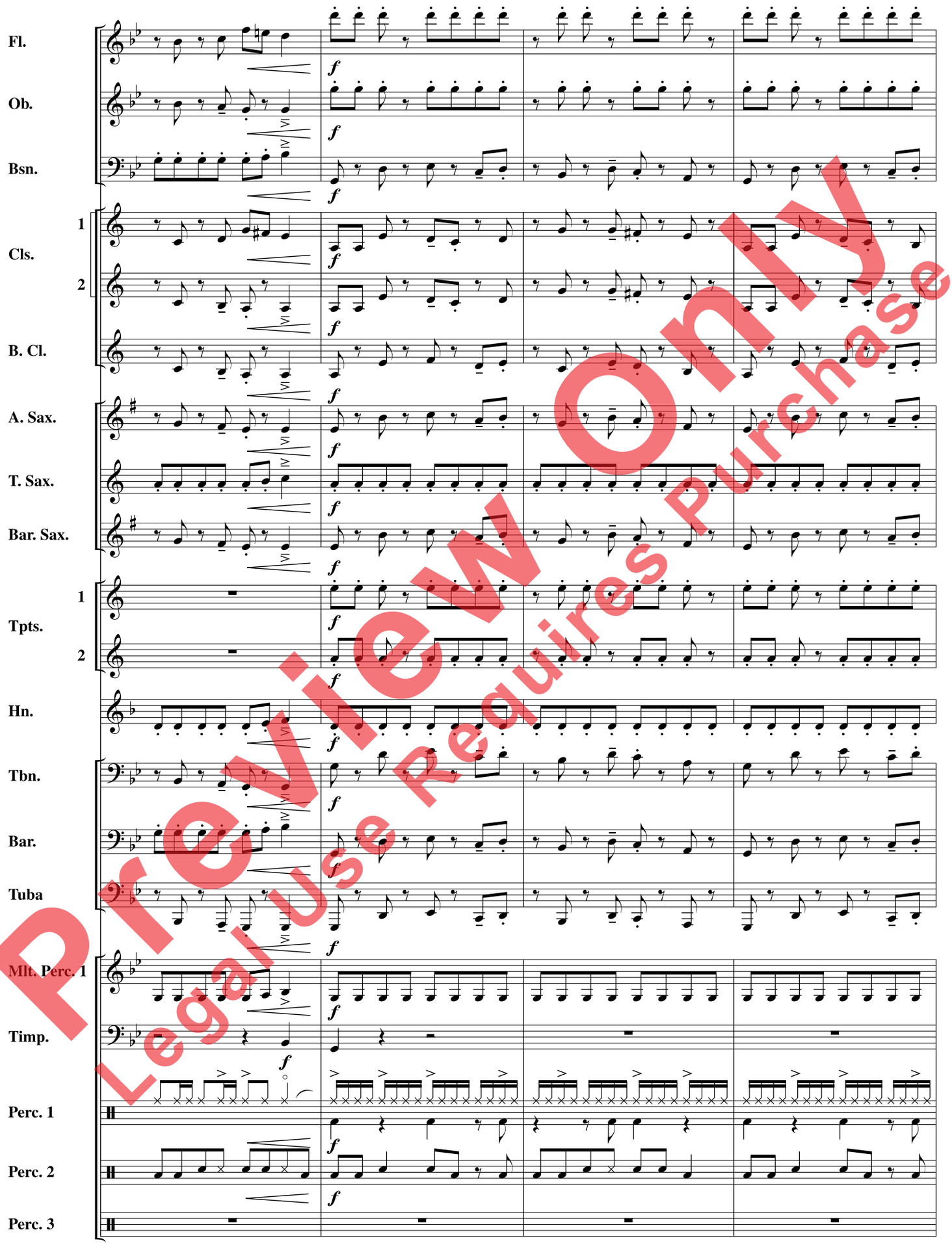

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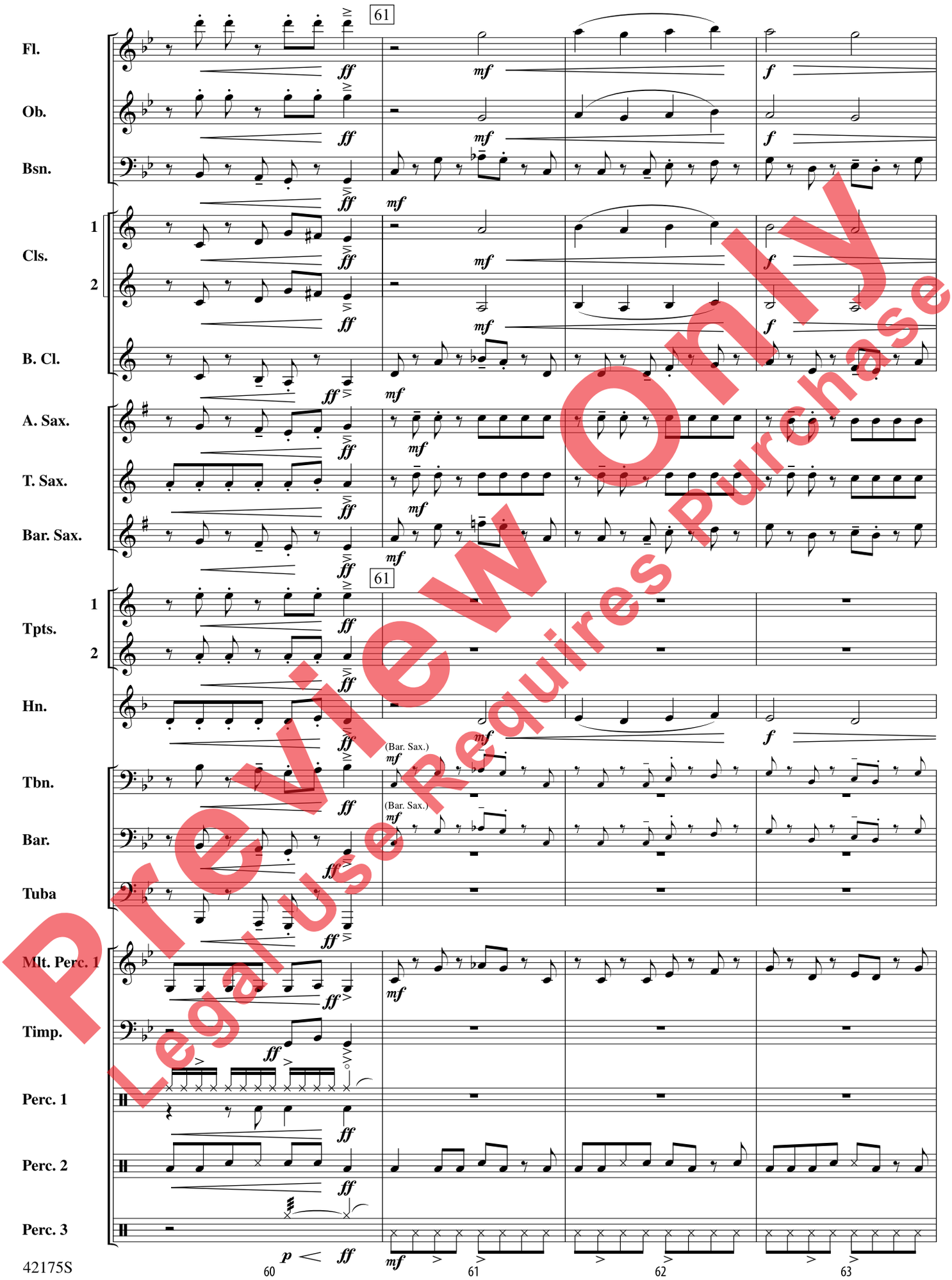

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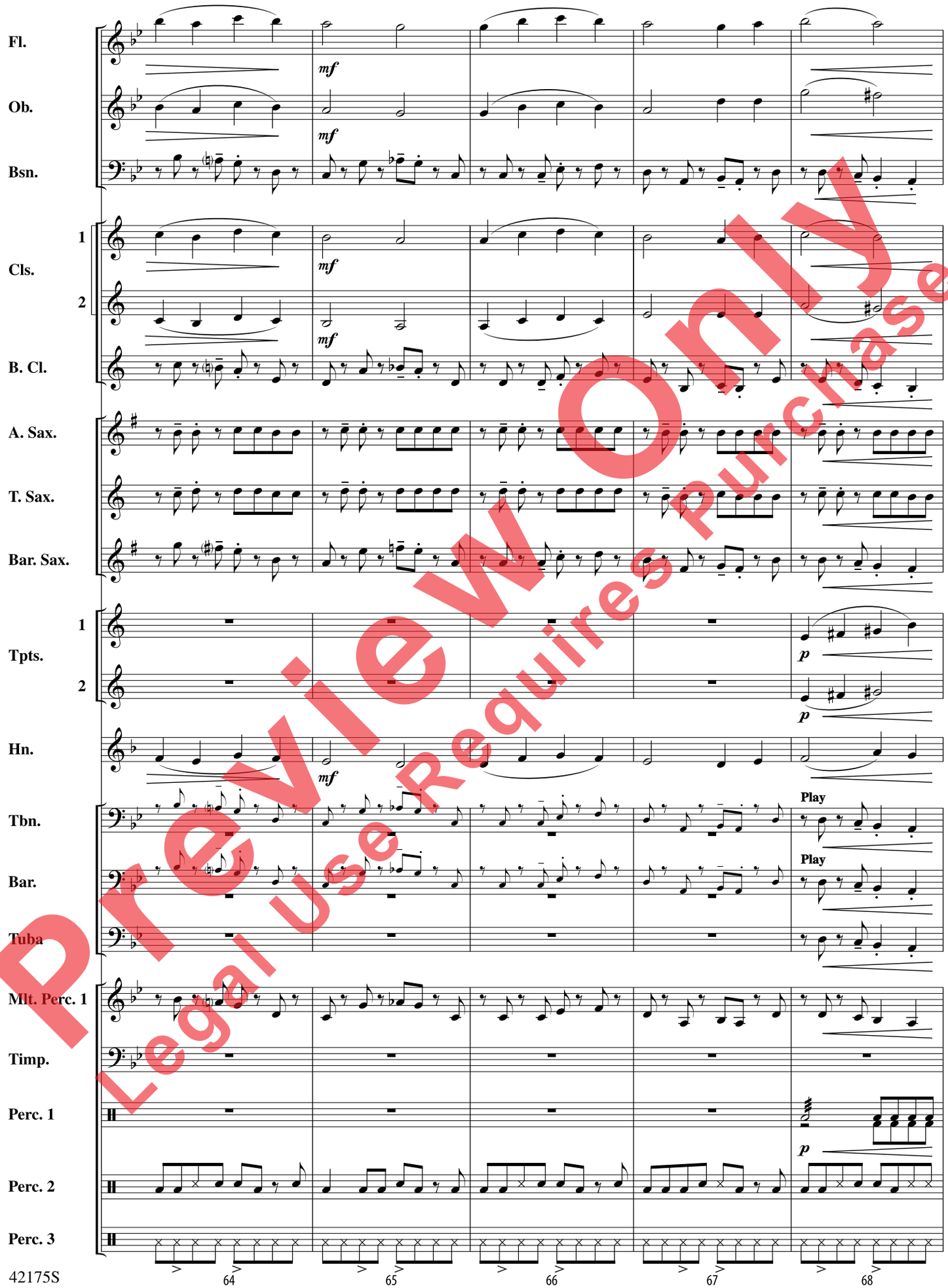

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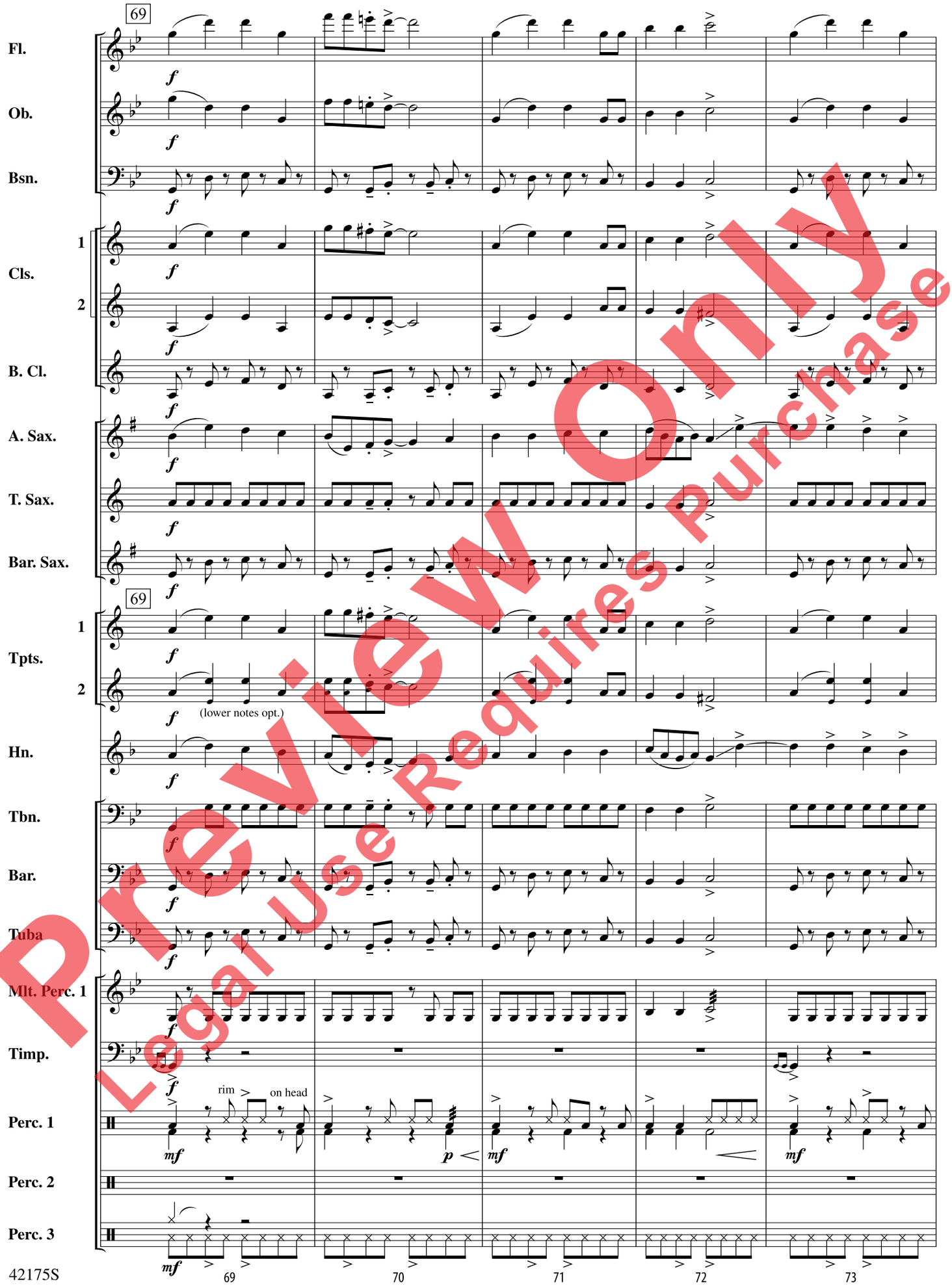

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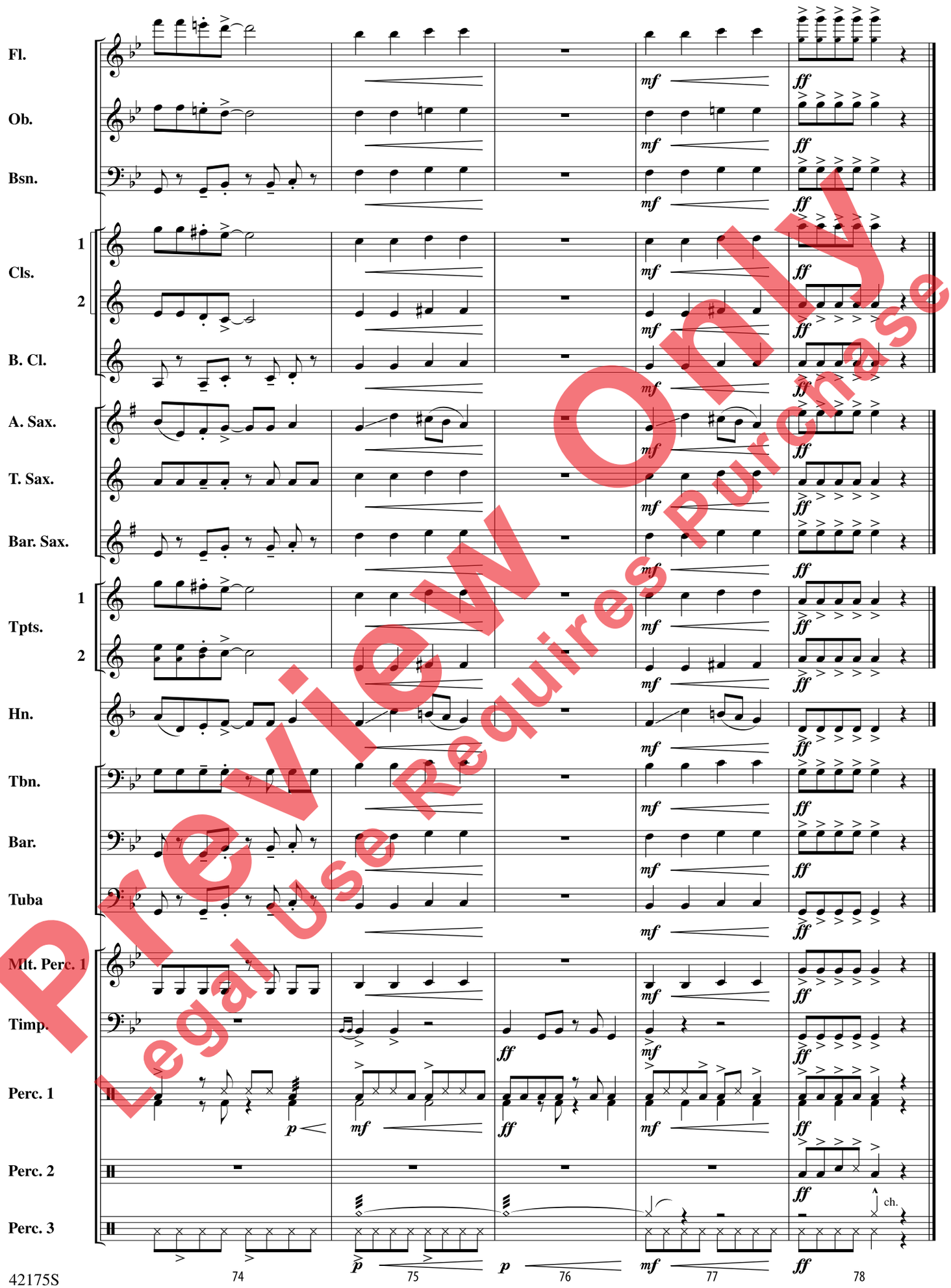

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