

SUGGESTED PERCUSSION PART ASSIGNMENTS

Here are a few suggested methods for assigning, omitting, and/or doubling parts based on your ensemble's unique instrumentation. The following is done with player engagement in mind, though you are welcome to adjust as you see fit.

Arc of the Storm by Tyler S. Grant - SUGGESTED PERCUSSION ASSIGNMENTS CHART

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	5 PLAYERS	6 PLAYERS	7 PLAYERS (MINIMUM TO COVER ALL WRITTEN PARTS)	8 PLAYERS	9+ PLAYERS
PLAYER 1	Bells	Bells	Timpani	Timpani	Timpani
PLAYER 2	Vibraphone	Vibraphone	Bells	Bells	Bells
PLAYER 3	Percussion 1 (Bell Tree/Wind Chimes/ Snare Drum)	Percussion 1 (Bell Tree/Wind Chimes/ Snare Drum)	Vibraphone	Vibraphone	Vibraphone
PLAYER 4	Percussion 1 (Bass Drum)	Percussion 1 (Bass Drum)	Percussion 1 (Bell Tree/Wind Chimes/ Snare Drum)	Marimba (doubles Vibraphone, omit measures 1-8)	Marimba High Octave (doubles Vibraphone, omit measures 1-8)
PLAYER 5	Percussion 3 (measures 1-52) and Percussion 2 (measures 55-end)	Percussion 2 (Tam-tam/Claves/ Suspended Cymbal)	Percussion 1 (Bass Drum)	Percussion 1 (Bell Tree/Wind Chimes/ Snare Drum)	Marimba Low Octave (doubles Vibraphone, omit measures 1-8)
PLAYER 6		Percussion 3 (Ocean Drum/ Crash Cymbals/Triangle)	Percussion 2 (Tam-tam/Claves/ Suspended Cymbal)	Percussion 1 (Bass Drum)	Percussion 1 (Bell Tree/Wind Chimes/ Snare Drum)
PLAYER 7			Percussion 3 (Ocean Drum/ Crash Cymbals/Triangle)	Percussion 2 (Tam-tam/Claves/ Suspended Cymbal)	Percussion 1 (Bass Drum)
PLAYER 8				Percussion 3 (Ocean Drum/ Crash Cymbals/Triangle)	Percussion 2 (Tam-tam/Claves/ Suspended Cymbal)
PLAYER 9					Percussion 3 (Ocean Drum/ Crash Cymbals/Triangle)