

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.

Wildstride by Tyler S. Grant - SUGGESTED PERCUSSION ASSIGNMENTS CHART

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	4 PLAYERS	5 PLAYERS	6 PLAYERS	7 PLAYERS (Minimum to cover all included parts)	8 PLAYERS	9 PLAYERS
Player 1	Chimes/Vibraphone	Chimes/Vibraphone	Chimes/Vibraphone	Timpani	Timpani	Timpani
Player 2	Bells	Bells	Bells	Chimes/Vibraphone	Chimes/Vibraphone	Chimes/Vibraphone
Player 3	Percussion 1 (Crash Cymbals/ Snare Drum)	Percussion 1 (Crash Cymbals/ Snare Drum)	Percussion 1 (Crash Cymbals/ Snare Drum)	Bells	Marimba (Chimes/Vibraphone Part Doubled)	Marimba - Low Octave (Chimes/Vibraphone Part Doubled)
Player 4	Percussion 2 (Wind Chimes/Tam-tam/ Shaker/Bell Tree/Hi-hat)	Percussion 2 (Wind Chimes/Tam-tam/ Shaker/Bell Tree/Hi-hat)	Percussion 1 (Bass Drum)	Percussion 1 (Crash Cymbals/ Snare Drum)	Bells	Bells
Player 5		Percussion 2 (Suspended Cymbal/ Triangle/Wind Chimes/ Tambourine)	Percussion 2 (Wind Chimes/Tam-tam/ Shaker/Bell Tree/Hi-hat)	Percussion 1 (Bass Drum)	Percussion 1 (Crash Cymbals/ Snare Drum)	Marimba - High Octave (Bells Doubled)
Player 6			Percussion 2 (Suspended Cymbal/ Triangle/Wind Chimes/ Tambourine)	Percussion 2 (Wind Chimes/Tam-tam/ Shaker/Bell Tree/Hi-hat)	Percussion 1 (Bass Drum)	Percussion 1 (Crash Cymbals/ Snare Drum)
Player 7				Percussion 2 (Suspended Cymbal/ Triangle/Wind Chimes/ Tambourine)	Percussion 2 (Wind Chimes/Tam-tam/ Shaker/Bell Tree/Hi-hat)	Percussion 1 (Bass Drum)
Player 8					Percussion 2 (Suspended Cymbal/ Triangle/Wind Chimes/ Tambourine)	Percussion 2 (Wind Chimes/Tam-tam/ Shaker/Bell Tree/Hi-hat)
Player 9						Percussion 2 (Suspended Cymbal/ Triangle/Wind Chimes/ Tambourine)