

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.

Lux Astra by Tyler S. Grant - SUGGESTED PERCUSSION ASSIGNMENTS CHART

Copyright © 2026. Photopies of this page are permitted for educational use.

	4 PLAYERS	5 PLAYERS	6 PLAYERS	7 PLAYERS	8 PLAYERS (Minimum to cover all included parts)	9 PLAYERS
Player 1	Mallet Percussion 1 (Crotales/Bells)	Mallet Percussion 1 (Crotales/Bells)	Timpani	Timpani	Timpani	Timpani
Player 2	Measures 1 to 17, play Mallet Percussion 2 (Vibraphone). Measures 32 to end, play Percussion 2 (Wind Chimes/2 Toms/Crash Cymbals)	Mallet Percussion 2 (Vibraphone)	Mallet Percussion 1 (Crotales/Bells)	Mallet Percussion 1 (Crotales/Bells)	Mallet Percussion 1 (Crotales/Bells)	Mallet Percussion 1 (Crotales/Bells)
Player 3	Measures 1 to 17, play Mallet Percussion 3 (Marimba). Measures 32 to end, play Timpani	Measures 1 to 17, play Mallet Percussion 3 (Marimba). Measures 32 to end, play Timpani	Mallet Percussion 2 (Vibraphone)	Mallet Percussion 2 (Vibraphone)	Mallet Percussion 2 (Vibraphone)	Mallet Percussion 2 (Vibraphone)
Player 4	Percussion 1 (Triangle/Finger Cymbals/Hi-hat/Snare Drum)	Percussion 1 (Triangle/Finger Cymbals/Hi-hat/Snare Drum)	Mallet Percussion 3 (Marimba)	Mallet Percussion 3 (Marimba)	Mallet Percussion 3 (Marimba)	Mallet Percussion 2 (Vibraphone) - double in lower octave, omit measures 1 to 17.
Player 5		Percussion 2 (Wind Chimes/2 Toms/Crash Cymbals)	Percussion 1 (Triangle/Finger Cymbals/Hi-hat/Snare Drum)	Percussion 1 (Triangle/Finger Cymbals/Hi-hat/Snare Drum)	Percussion 1 (Triangle/Finger Cymbals/Hi-hat/Snare Drum)	Mallet Percussion 3 (Marimba)
Player 6			Percussion 2 (Wind Chimes/2 Toms/Crash Cymbals)	Percussion 1 (Bass Drum)	Percussion 1 (Bass Drum)	Percussion 1 (Triangle/Finger Cymbals/Hi-hat/Snare Drum)
Player 7				Percussion 2 (Wind Chimes/2 Toms/Crash Cymbals)	Percussion 2 (Wind Chimes/2 Toms/Crash Cymbals)	Percussion 1 (Bass Drum)
Player 8					Percussion 2 (Suspended Cymbal/Tam-tam)	Percussion 2 (Wind Chimes/2 Toms/Crash Cymbals)
Player 9						Percussion 2 (Suspended Cymbal/Tam-tam)