

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.

Dangerous En(count)ers by Tyler S. Grant - SUGGESTED PERCUSSION ASSIGNMENTS CHART

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	3 PLAYERS	4 PLAYERS	5 PLAYERS	6 PLAYERS	7 PLAYERS	8 PLAYERS (Minimum to cover all included parts)	9 PLAYERS	10 PLAYERS
Player 1	Timpani	Timpani	Timpani	Timpani	Timpani	Timpani	Timpani	Timpani
Player 2	Percussion 1: Snare Drum/ China Cymbal	Percussion 1: Snare Drum/ China Cymbal	Percussion 1: Snare Drum/ China Cymbal	Bells	Bells	Bells	Bells	Bells
Player 3	Percussion 3: Hi-hat	Percussion 2: Mid & Low Toms	Percussion 1: Bass Drum	Percussion 1: Snare Drum/ China Cymbal	Chimes	Chimes	Marimba (Doubled Bell Part)	Marimba (Doubled Bell Part)
Player 4		Percussion 3: Hi-hat	Percussion 2: Mid & Low Toms	Percussion 1: Bass Drum	Percussion 1: Snare Drum/ China Cymbal	Percussion 1: Snare Drum/ China Cymbal	Chimes	Vibraphone (Doubled Chime Part)
Player 5			Percussion 3: Hi-hat	Percussion 2: Mid & Low Toms	Percussion 1: Bass Drum	Percussion 1: Bass Drum	Percussion 1: Snare Drum/ China Cymbal	Chimes
Player 6				Percussion 3: Hi-hat	Percussion 2: Mid & Low Toms	Percussion 2: Mid & Low Toms	Percussion 1: Bass Drum	Percussion 1: Snare Drum/ China Cymbal
Player 7					Percussion 3: Hi-hat	Percussion 2: Crash Cymbal/ Suspended Cymbal	Percussion 2: Mid & Low Toms	Percussion 1: Bass Drum
Player 8						Percussion 3: Hi-hat	Percussion 2: Crash Cymbal/ Suspended Cymbal	Percussion 2: Mid & Low Toms
Player 9							Percussion 3: Hi-hat	Percussion 2: Crash Cymbal/ Suspended Cymbal
Player 10								Percussion 3: Hi-hat