

# The Need for Speed: The Race Begins / Pit Stops

Allegro molto (MM=152)

Composed by Tim Hinton Percussion by Shawn Geiger

1 2 3 4 5 6

The score is for a marching band and is set in 4/4 time with a key signature of two flats (B-flat and E-flat). It is marked 'Allegro molto' with a metronome marking of MM=152. The score is divided into six measures, numbered 1 through 6. Measures 1, 2, and 3 are primarily sustained notes for the woodwinds and brass, with a trill (tr) in measure 1. Measures 4, 5, and 6 feature more active rhythmic patterns, including triplets and sixteenth notes. The woodwinds (Flute, Clarinet, Alto Sax, Tenor Saxophone, F Horn) and brass (Trumpet 1, 2, 3, Low Brass 1, 2, 3, Tuba) parts are marked with dynamics such as *ff*, *f*, and *mp*. The percussion section includes Bells, Xylophone, Vibraphone, Marimba 1 and 2 (optional), Aux. Perc. (optional) with Crash and Suspended Cymbals, Snare Drum, Quint Toms, Bass Drums, and Cymbals. The percussion parts are marked with dynamics like *f*, *mp*, and *f*. The score includes various musical notations such as trills, triplets, and dynamic markings.

# The Need for Speed: The Race Begins

13

14

(♩ = 76) 15

16

This musical score is for a concert band, divided into measures 13, 14, 15, and 16. The tempo is marked as *Half Tempo* and the dynamic is *ff* (fortissimo). The score includes parts for various instruments:

- Flute (Fl.):** Measures 13-14 have rests. In measure 15, it plays a half note G4, followed by quarter notes A4, B4, and C5 in measure 16.
- Clarinet (Clar.):** Measures 13-14 have rests. In measure 15, it plays a half note G4, followed by quarter notes A4, B4, and C5 in measure 16.
- Alto Saxophone (A. Sax):** Measures 13-14 have rests. In measure 15, it plays a half note G4, followed by quarter notes A4, B4, and C5 in measure 16.
- Tenor Saxophone (T. Sax.):** Measures 13-14 have rests. In measure 15, it plays a half note G4, followed by quarter notes A4, B4, and C5 in measure 16.
- F Horn (F Horn):** Measures 13-14 have rests. In measure 15, it plays a half note G4, followed by quarter notes A4, B4, and C5 in measure 16.
- Trumpet 1 (Tpt. 1):** Measures 13-14 have rests. In measure 15, it plays a half note G4, followed by quarter notes A4, B4, and C5 in measure 16.
- Trumpet 2 (Tpt. 2):** Measures 13-14 have rests. In measure 15, it plays a half note G4, followed by quarter notes A4, B4, and C5 in measure 16.
- Trumpet 3 (Tpt. 3):** Measures 13-14 have rests. In measure 15, it plays a half note G4, followed by quarter notes A4, B4, and C5 in measure 16.
- Low Brass 1 (LB 1):** Measures 13-14 have rests. In measure 15, it plays a half note G4, followed by quarter notes A4, B4, and C5 in measure 16.
- Low Brass 2 (LB 2):** Measures 13-14 have rests. In measure 15, it plays a half note G4, followed by quarter notes A4, B4, and C5 in measure 16.
- Low Brass 3 (LB 3):** Measures 13-14 have rests. In measure 15, it plays a half note G4, followed by quarter notes A4, B4, and C5 in measure 16.
- Tuba (Tb.):** Measures 13-14 have rests. In measure 15, it plays a half note G4, followed by quarter notes A4, B4, and C5 in measure 16.
- Baritone Saxophone (Bls.):** Measures 13-14 have rests. In measure 15, it plays a half note G4, followed by quarter notes A4, B4, and C5 in measure 16.
- Xylophone (Xyl.):** Measures 13-14 have rests. In measure 15, it plays a half note G4, followed by quarter notes A4, B4, and C5 in measure 16.
- Vibraphone (Vibes.):** Measures 13-14 have rests. In measure 15, it plays a half note G4, followed by quarter notes A4, B4, and C5 in measure 16.
- Marsault 1 (Mar. 1):** Measures 13-14 have rests. In measure 15, it plays a half note G4, followed by quarter notes A4, B4, and C5 in measure 16.
- Marsault 2 (Opt.) (Mar. 2 (Opt.)):** Measures 13-14 have rests. In measure 15, it plays a half note G4, followed by quarter notes A4, B4, and C5 in measure 16.
- Auxiliary Percussion (Opt.) (Aux. Perc. (Opt.)):** Measures 13-14 have rests. In measure 15, it plays a half note G4, followed by quarter notes A4, B4, and C5 in measure 16.
- Snare Drum (S. Dr.):** Measures 13-14 have rests. In measure 15, it plays a half note G4, followed by quarter notes A4, B4, and C5 in measure 16.
- Quintet (Quints):** Measures 13-14 have rests. In measure 15, it plays a half note G4, followed by quarter notes A4, B4, and C5 in measure 16.
- Bass Drum (B. Dr.):** Measures 13-14 have rests. In measure 15, it plays a half note G4, followed by quarter notes A4, B4, and C5 in measure 16.
- Cymbal (Cym.):** Measures 13-14 have rests. In measure 15, it plays a half note G4, followed by quarter notes A4, B4, and C5 in measure 16.

Additional markings include *mp* (mezzo-piano) for the Bass Drum in measure 13, *ff* (fortissimo) for the Snare Drum in measure 15, and *ff* (fortissimo) for the Cymbal in measure 15. The score also includes a Gong and a Concert Bass Drum.

# The Need for Speed: The Race Begins

23

24

25

26

27

This musical score is for a percussion ensemble and includes parts for several woodwind instruments. The score is divided into measures 23 through 27. The instruments listed on the left are:

- Fl. (Flute)
- Clar. (Clarinet)
- A. Sax. (Alto Saxophone)
- T. Sax. (Tenor Saxophone)
- F. Horn (French Horn)
- Tpt. 1 (Trumpet 1)
- Tpt. 2 (Trumpet 2)
- Tpt. 3 (Trumpet 3)
- LB 1 (Libra Bass 1)
- LB 2 (Libra Bass 2)
- LB 3 (Libra Bass 3)
- Tb. (Tuba)
- Bls. (Baritone)
- Xyl. (Xylophone)
- Vibes. (Vibraphone)
- Mar. 1 (Maracas 1)
- Mar. 2 (Opt.) (Maracas 2 - Optional)
- Aux. Perc. (Opt.) (Auxiliary Percussion - Optional)
- S. Dr. (Snare Drum)
- Quints (Quintets)
- B. Dr. (Bass Drum)
- Cym. (Cymbal)

The score features complex rhythmic patterns, including triplets and sixteenth-note runs. Dynamic markings such as *f*, *fp*, *mf*, and *mp* are used throughout. A "Choke" instruction is present for the Cymbal part in measure 24.

# The Need for Speed: The Race Begins

32

33

34

35

This musical score is for a piece titled "The Need for Speed: The Race Begins". It is arranged for a large ensemble of instruments. The score is divided into four measures, numbered 32, 33, 34, and 35. The key signature is one flat (B-flat), and the time signature is 2/4. The instruments included are:

- Flute (Fl.)
- Clarinet (Clar.)
- Alto Saxophone (A. Sax)
- Tenor Saxophone (T. Sax)
- F Horn
- Trumpet 1 (Tpt. 1)
- Trumpet 2 (Tpt. 2)
- Trumpet 3 (Tpt. 3)
- Baritone 1 (LB 1)
- Baritone 2 (LB 2)
- Baritone 3 (LB 3)
- Trombone (Tb.)
- Bassoon (Bls.)
- Xylophone (Xyl.)
- Vibraphone (Vibes.)
- Maracas 1 (Mar. 1)
- Maracas 2 (Opt.) (Mar. 2 (Opt.))
- Auxiliary Percussion (Opt.) (Aux. Perc. (Opt.))
- Snare Drum (S. Dr.)
- Quint
- Bass Drum (B. Dr.)
- Cymbal (Cym.)

The score includes various dynamics such as *f* (forte), *mf* (mezzo-forte), and *mp* (mezzo-piano). The percussion parts include specific notation for Hi-Hat, Snare Drum, and Cymbal. The woodwind and brass parts feature melodic lines with slurs and accents. The string parts (represented by the Aux. Perc. and S. Dr. staves) provide a rhythmic accompaniment.

# The Need for Speed: The Race Begins

40

41

42

43

44

45

This musical score is for a percussion ensemble and includes parts for various woodwinds and brass instruments. The score is divided into measures 40 through 45. The instruments listed are Flute (Fl.), Clarinet (Clar.), Alto Saxophone (A. Sax), Tenor Saxophone (T. Sax), French Horn (F. Horn), Trumpet 1 (Tpt. 1), Trumpet 2 (Tpt. 2), Trumpet 3 (Tpt. 3), Low Brass 1 (LB 1), Low Brass 2 (LB 2), Low Brass 3 (LB 3), Trombone (Tb.), Bassoon (Bls.), Xylophone (Xyl.), Vibraphone (Vibes.), Maracas 1 (Mar. 1), Maracas 2 (Opt.) (Mar. 2 (Opt.)), Auxiliary Percussion (Opt.) (Aux. Perc. (Opt.)), Snare Drum (S. Dr.), Quints, Bass Drum (B. Dr.), and Cymbals (Cym.).

The score features a variety of dynamics and articulations. Key dynamics include *f* (forte), *mp* (mezzo-piano), and *p* (piano). A common instruction is *cresc. poco a poco* (crescendo poco a poco). The percussion parts include specific rhythmic patterns, such as the 'RLRLLRLRLL' pattern for Snare Drum and Quints, and the 'p' (piano) pattern for Bass Drum. The Auxiliary Percussion part includes a pattern of '+' symbols. The score is written in a key signature of one flat (B-flat major or D minor) and a 4/4 time signature.

# The Need for Speed: The Race Begins

51

52

53

54

55

56

This musical score is for a brass and woodwind ensemble. It features the following instruments and parts:

- Fl.** (Flute)
- Clar.** (Clarinet)
- A. Sax.** (Alto Saxophone)
- T. Sax.** (Tenor Saxophone)
- F. Horn.** (French Horn)
- Tpt. 1, 2, 3.** (Trumpets)
- LB 1, 2, 3.** (Low Brass - Trombones)
- Tb.** (Tuba)
- Bls.** (Bassoon)
- Xyl.** (Xylophone)
- Vibes.** (Vibraphone)
- Mar. 1, 2 (Opt.).** (Maracas)
- Aux. Perc. (Opt.).** (Auxiliary Percussion)
- S. Dr.** (Snare Drum)
- Quints.** (Cymbals)
- B. Dr.** (Bass Drum)
- Cym.** (Cymbal)

The score is written in 4/4 time with a key signature of one flat (B-flat major). It begins with a *ff* (fortissimo) dynamic. The percussion parts include snare, cymbal, and bass drum patterns, while the woodwinds and brass play rhythmic accompaniment. The score concludes at measure 56.

# The Need for Speed: The Race Begins

63

64

65

66

67

68

This musical score is for a percussion ensemble and includes parts for various woodwinds and brass instruments. The score is divided into measures 63 through 68. The key signature is one flat (B-flat major or D minor), and the time signature is 4/4. The score features a complex rhythmic pattern with many triplets and sixteenth notes. The woodwinds (Flute, Clarinet, Saxophones, Horns, Trumpets, Trombones, Baritone Saxophone, and Xylophone) and strings (Saxophone Drums, Quints, Bass Drums, and Cymbals) play a driving, rhythmic accompaniment. The brass instruments (Trumpets, Trombones, and Baritone Saxophone) play a melodic line that is marked with a *ritard poco a poco* (ritardando) starting in measure 64. The Baritone Saxophone part includes a *(slower still)* instruction in measure 67. The Saxophone Drums part includes a *Running Out Of Gas* instruction in measure 68. The score is written for a large ensemble, with multiple parts for many instruments.

*ritard poco a poco*

*ritard poco a poco*

*ritard poco a poco*

*ritard poco a poco*

*ritard poco a poco*

*ritard poco a poco*

*ritard poco a poco*

*ritard poco a poco*

*ritard poco a poco*

*ritard poco a poco*

*ritard poco a poco*

*ritard poco a poco*

*ritard poco a poco*

*ritard poco a poco*

*ritard poco a poco*

*ritard poco a poco*

*ritard poco a poco*

*ritard poco a poco*

*ritard poco a poco*

*ritard poco a poco*

*ritard poco a poco*

*ritard poco a poco*

*f*

*f*

*(slower still)*

Running Out Of Gas

# The Need for Speed: The Race Begins

76

77

78

79

80

The musical score is arranged in a standard orchestral format. The top section includes woodwinds (Flute, Clarinet, Alto and Tenor Saxophones) and brass (French Horn, Trumpets 1-3, Trombones 1-3, and Tuba). The bottom section includes strings (Bassoon, Xylophone, Vibraphone, Maracas 1 and 2), auxiliary percussion, and drums (Snare, Quints, Bass, and Cymbals). Measures 76-78 are mostly rests for most instruments, with some activity in the percussion and string sections. Measure 79 begins with a 'Bls.' part and a 'Tuba' part, both marked *f*. Measure 80 features a complex rhythmic pattern with triplets in the Xylophone, Vibraphone, and Maracas parts, marked *mp*. The score includes dynamic markings such as *mf*, *f*, and *mp*, and performance instructions like '(even faster)' and 'Still faster'.



# The Need for Speed: The Race Begins

86

87

88

89

90

This musical score is for a piece titled "The Need for Speed: The Race Begins". It is arranged for a large ensemble and spans five measures, numbered 86 to 90. The instruments included are Flute (Fl.), Clarinet (Clar.), Alto Saxophone (A. Sax.), Tenor Saxophone (T. Sax.), French Horn (F. Horn), Trumpet 1 (Tpt. 1), Trumpet 2 (Tpt. 2), Trumpet 3 (Tpt. 3), Bassoon 1 (LB 1), Bassoon 2 (LB 2), Bassoon 3 (LB 3), Trombone (Tb.), Bass Clarinet (Bls.), Xylophone (Xyl.), Vibraphone (Vibes.), Maracas 1 (Mar. 1), Maracas 2 (Opt.) (Mar. 2 (Opt.)), Auxiliary Percussion (Opt.) (Aux. Perc.(Opt.)), Snare Drum (S. Dr.), Quints, Bass Drum (B. Dr.), and Cymbals (Cym.).

The score is written in 4/4 time. Measures 86 and 87 feature a melodic line in the Tenor Saxophone and French Horn, with a bass line in the Bassoons and Trombone. Measures 88 and 89 contain complex rhythmic patterns, including triplets and sixteenth-note runs, primarily in the Tenor Saxophone, French Horn, Bassoons, and Trombone. The Bass Drum and Cymbals provide a driving rhythmic accompaniment, with the Bass Drum featuring "RR Clicks" and the Cymbals playing a pattern of sixteenth notes. Measure 90 concludes with a final melodic flourish in the French Horn and a sixteenth-note run in the Bass Drum and Cymbals.

# The Need for Speed: The Race Begins

95 96 97 98 99

Fl.

Clar.

A. Sax.

T. Sax.

F Horn

Tpt. 1

Tpt. 2

Tpt. 3

LB 1

LB 2

LB 3

Tb.

Bls.

Xyl.

Vibes.

Mar. 1

Mar. 2 (Opt.)

Aux. Perc.(Opt.)

S.Dr.

Quints

B. Dr.

Cym.

*tr*

*f*

*mf*

Crash

Hold Ride Cym For Snares

Double Time Jazz (cymbal ride...)  
(The Race Resumes...)

R L R R L R R R L L R R L L

3 3 3 3 3

3

# The Need for Speed: The Race Begins

105

106

107

108

This musical score is for a percussion ensemble and includes parts for the following instruments: Flute (Fl.), Clarinet (Clar.), Alto Saxophone (A. Sax), Tenor Saxophone (T. Sax), French Horn (F. Horn), Trumpet 1 (Tpt. 1), Trumpet 2 (Tpt. 2), Trumpet 3 (Tpt. 3), Low Brass 1 (LB 1), Low Brass 2 (LB 2), Low Brass 3 (LB 3), Trombone (Tb.), Bassoon (Bls.), Xylophone (Xyl.), Vibraphone (Vibes.), Marching Mellophone 1 (Mar. 1), Marching Mellophone 2 (Opt.) (Mar. 2 (Opt.)), Auxiliary Percussion (Opt.) (Aux. Perc. (Opt.)), Snare Drum (S. Dr.), Quints, Bass Drum (B. Dr.), and Cymbal (Cym.).

The score is divided into four measures, numbered 105, 106, 107, and 108. Measure 105 shows the beginning of the piece with various melodic lines. Measure 106 introduces a dynamic change to *mf* for the woodwinds and brass. Measure 107 increases the dynamics to *f*. Measure 108 reaches a climax with dynamics of *ff*. The percussion parts include complex rhythmic patterns, including a snare drum line with 'x' marks indicating specific drum sounds, and a cymbal line with 'ã' marks. A 'R' (Rim) mark is present on the Snare Drum staff in measure 106.

# The Need for Speed: The Race Begins

	114	115	116	117	118
Fl.				-	-
Clar.				-	-
A. Sax.				-	-
T. Sax.				-	-
F Horn				-	-
Tpt. 1	-			Solo <i>Jazz solo--play anything that works!!</i>	
Tpt. 2	-			-	-
Tpt. 3	-			-	-
LB 1	-			<i>mp</i>	<i>mp</i>
LB 2	-			<i>mp</i>	<i>mp</i>
LB 3	-			<i>mp</i>	<i>mp</i>
Tb.				<i>mp</i>	<i>mp</i>
Bls.	-			<i>mp</i>	<i>mp</i>
Xyl.		-	-	<i>mp</i>	<i>mp</i>
Vibes.	-			<i>mp</i>	<i>mp</i>
Mar. 1		-	-	<i>mp</i>	<i>mp</i>
Mar. 2 (Opt.)		-	-	<i>mp</i>	<i>mp</i>
Aux. Perc.(Opt.)		-	-	<i>p</i>	<i>p</i>
S. Dr.					
Quints				<i>p</i>	<i>p</i>
B. Dr.					
Cym.		-	-	<i>p</i>	<i>p</i>

# The Need for Speed: The Race Begins

124

125

126

127

128

This musical score is for a section titled "The Need for Speed: The Race Begins" on page 25. It covers measures 124 through 128. The instrumentation includes Flute (Fl.), Clarinet (Clar.), Alto Saxophone (A. Sax.), Tenor Saxophone (T. Sax.), French Horn (F. Horn), Trumpet 1 (Tpt. 1), Trumpet 2 (Tpt. 2), Trumpet 3 (Tpt. 3), Librarian 1 (LB 1), Librarian 2 (LB 2), Librarian 3 (LB 3), Trombone (Tb.), Bassoon (Bls.), Xylophone (Xyl.), Vibraphone (Vibes.), Maracas 1 (Mar. 1), Maracas 2 (Opt.) (Mar. 2 (Opt.)), Auxiliary Percussion (Opt.) (Aux. Perc.(Opt.)), Snare Drum (S. Dr.), Quints, Bass Drum (B. Dr.), and Cymbal (Cym.).

Key features of the score include:

- Measures 124-125:** Flute, Clarinet, and Saxophones play melodic lines. The Librarians (LB 1-3) play a rhythmic pattern. The Auxiliary Percussion (Opt.) part includes a keyboard accompaniment section with the instruction "Add in keyboards (if possible)".
- Measures 126-127:** The brass section (Tpt. 1-3, Tb.) plays a rhythmic pattern with triplets. The Auxiliary Percussion (Opt.) part continues with a snare drum pattern.
- Measure 128:** The music concludes with a final chord and a snare drum hit.

Dynamic markings include *f* (forte) and *ff* (fortissimo) in the percussion and brass parts.