



Auxiliary 1

Above and Beyond!

Steve Martin (ASCAP)  
Percussion by Blair Williams

Blastoff/Andromeda

♩ = 120

1 2 3 4 5 6 7 8 9 10 11 12 13 ♩ = 144

SusCym choke SizzleCym

*p* *mf* *mf* *f* *p*

14 15 16 17 18 19 20 21 22 23 24

Splash Sizzle SusCym choke China Crash

*f* *p* *f* *p* *f*

25 26 27 28 29 30 31 32 33 34 35 36

SusCym choke China/Splash SusCym China SusCym Tambourine

*p* *f* *ff* *p* *ff* *p* *ff* *p* *mf* *mp*

37 38 39 40 41 42 43 44 45

46 47 48 49 50 51 52 53 54 55

China SusCym

*f* *p* *f*

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Above and Beyond! - Auxiliary 1 - Page 2

56 57 58 59 60 61 62 63 64

Triangle

65 66 67 68 69 70 71 72 73 74 75 76 77 78

SusCym *poco accel.* ♩ = 152 Splash SusCym

*p* *f* *p* *f* *p* *f* *p* *f* *p*

79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94

Gemini

*f* *p* *ff* *p* *mf*

95 96 97 98 99 100 101 102 103 104 105 106 107 108 109

Wind Chimes SusCym Wind Chimes SizzleCym Wind Chimes

*p* *mf* *mf* *p* *mf* *mf* *mf* *f*

110 111 112 113 114 115 116 117 118 119 120 121 122 123 124 125

SusCym

*p* *ff* *p* *f* *p* *f*

126 127 128 129 130 131 132 133 134 135 136 137 138

China/Sizzle Wind Chimes Black Hole SizzleCym

*f* *mp* *p* *mf* *mf*

Above and Beyond! - Auxiliary 1 - Page 3

139 140 141 142 143 144 145 146 **147**  $\text{♩} = 160$   
Marching Machine accel. RideCym w/ stick  
*f* *mp*

148 149 150 151 152 153 154 155 **2**  
*f* *mp* *f* *mp* *f* *mp* *ff*

**157** 158 159 160 161 162 163 164  
*p* *f* *p* *f* *p* *f* *p* *ff*

165 166 Splash choke 167 **169** 170 171 172 Brake Drum 173 China choke 174  
SusCym *p* *f* **2**

175 Sizzle 176 **177** **185** 186 187 188 189  
Toms **8** *mp* *f* *mp* *f* *mp*

190 191 Temple Blocks 192 193 194 195 Splash choke 196  $\text{♩} = 152$  **197**  
SusCym *f* *mp* *f* *f* *p* *f* Wormhole Home

Above and Beyond! - Auxiliary 1 - Page 4

198 Splash Sizzle 199 200 201 202 203 204 **205** China Crash 206 207 208 SusCym choke  
SusCym *p* *f* *p* *f* *p* *f*

**209** 210 211 212 213 214 215 216 218 219 220 **2**  
China/Splash SusCym China SusCym *ff* *p* *ff* *p* *ff* *p* *f* *p* *f*

222 223 224 225 226 227 228 229 230  
SusCym Splash SusCym *p* *f* *p* *f* *p* *f* *p* *ff*

231 232 233 234 235 236 237 238  
China Splash SusCym China *p* *ff*



# Above and Beyond!

Steve Martin (ASCAP)  
Percussion by Blair Williams

## Auxiliary 2

[Blastoff/Andromeda] Wind Chimes

♩ = 120

2 3 4 5 6 7 8 9 10 11 12 13 ♩ = 144 14

BD/Tam Tam

*mp* *f*

15 18 19 20 21 22 23 24 25 26

*p* *f*

27 28 29 30 31 33 Wind Chimes 34 35 RideCym w/stick 36 37 38

*ff* *mf* *mp*

39 40 41 42 43 BD 44 45 46 47 48

*mf*

49 50 51 52 53 54 55 56 57 58 59 60 61

*f* *mf*

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## Above and Beyond! - Auxiliary 2 - Page 2

62 63 RideCym 64 poco accel. 65 ♩ = 152 66 Tambourine 67 68 69 70

*mf* *f*

71 72 73 74 75 76 Brake Drum 77 78 Gong BD 79

*f*

80 Mute 81 82 84 85 ♩ = 88 86 87 90 94 2

*f* *ff* *mp*

96 97 98 99 102 107 TamTam 108 109 111 115 Triangle

*mp* *p* *mf*

116 117 118 119 120 121 122 123 124 125 2 127

*mp* *ff*

128 129 130 134 ♩ = 132 135 138 Tom 139 140 TamTam 141

*mp* *mf* *f*

Above and Beyond! - Auxiliary 2 - Page 3

142 BD 143 144 145 accel.  $\text{♩} = 160$  147 157 158 161 162

163 164 165 166 167 168 169 170 171 172 173 174 175 176

177 185 191 BD 192 193 194 195 196  $\text{♩} = 152$  197 Wormhole Home BD/Tam Tam

198 201 202 203 204 205 206 207 208 209

210 211 212 213 214 215 216 217 218 219 220

221 222 223 224 225 Brake Drum 226 227 228

229 Mute 230 231 232 233 234 235 236 237 238



Bass Drums (3)

# Above and Beyond!

Steve Martin (ASCAP)  
Percussion by Blair Williams

**[Blastoff/Andromeda]**  
♩ = 120

6 7 8 9 10 11

mf f

12 13 ♩ = 144 14 15 16 17

mp f

18 19 20 21 22 23

24 25 26 27 28

mf mp

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## Above and Beyond! - Bass Drums (3) - Page 2

36 37 38 39 40 41 42

43 44 45 46 47 48 49 50 51 52

p mf f p f

53 54 55 56 57 58 59 60 61 62 63 64 65 66 ♩ = 152

p f f p ff mp

67 68 69 70 71 72 73

f

74 75 76 77 78 79

f ff

80 81 82 83 84 85 ♩ = 88

Gemini

5

Above and Beyond! - Bass Drums (3) - Page 3

90 4 94 8 102 9 111 7 118 6 6 6 6 6 6 119

120 121 122 123 124 6 6

125 126 127 128 129 5 134 3 3 135 3 3 3

136 137 138 139 140 141 142 3 3

143 144 145 146 147 148 151 3

152 153 154 155 156 157 158 5 163

*p* *f* *ff* *f* *mp* *f* *p* *mp* *p*

Black Hole  $\text{♩} = 132$

accel.  $\text{♩} = 160$

Above and Beyond! - Bass Drums (3) - Page 4

164 165 166 167 168 169 170

171 172 173 174 175 176 177 178

179 180 181 182 183 184 185

186 187 188 189 190 192 2

193 194 195 196 197 198 199

200 201 202 203 204 205

*f* *p* *mp* *f* *mp* *f* *mp* *f* *mp* *f* *mp* *f* *mp* *f* *mp* *f*

Wormhole Home  $\text{♩} = 152$

Above and Beyond! - Bass Drums (3) - Page 5

206 207 208 209 210 211

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

212 213 214 215 216 217

*p* *fp* *ff mp* *f*

218 219 220 221 222 223 224

*f*

225 226 227 228 229 230

*ff*

231 232 233

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

234 235 236 237 238

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



Bass Drums (4)

# Above and Beyond!

Steve Martin (ASCAP)  
Percussion by Blair Williams

**[Blastoff/Andromeda]**  
♩ = 120

mf f

mp f

mf mp

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## Above and Beyond! - Bass Drums (4) - Page 2

p mf f p f

p f f p ff mp

f

f ff

Gemini

f mp



Above and Beyond! - Bass Drums (4) - Page 3

Musical score for Bass Drums (4) on page 3, measures 90-163. The score is written on a single staff with a 4/4 time signature. It includes various rhythmic patterns, including sixteenth and thirty-second notes, and rests. Dynamic markings include *p*, *f*, *ff*, *mp*, and *mf*. There are also markings for *accel.* and *Black Hole*. Measure numbers 90, 94, 102, 111, 118, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 151, 152, 153, 154, 155, 156, 157, 158, and 163 are indicated. Some measures contain multi-measure rests for 4, 8, 9, 7, 6, 5, and 3 measures. Pedal markings (R, L) are present throughout the score.

Above and Beyond! - Bass Drums (4) - Page 4

Musical score for Bass Drums (4) on page 4, measures 164-205. The score continues from page 3 on a single staff with a 4/4 time signature. It includes various rhythmic patterns, including sixteenth and thirty-second notes, and rests. Dynamic markings include *f*, *p*, *mp*, and *f*. There are also markings for *Wormhole Home*. Measure numbers 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, and 205 are indicated. Some measures contain multi-measure rests for 2 and 6 measures. Pedal markings (R, L) are present throughout the score.

Above and Beyond! - Bass Drums (4) - Page 5

206 207 208 209 210 211

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

212 213 214 215 216 217

*p* *fp* *ff mp* *f*

R

218 219 220 221 222 223 224

*f*

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

225 226 227 228 229 230

*ff*

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

231 232 233

R R L R R L L R

234 235 236 237 238

R L R L R L R L R



Bass Drums (5)

# Above and Beyond!

Steve Martin (ASCAP)  
Percussion by Blair Williams

**[Blastoff/Andromeda]**  $\text{♩} = 120$  **5** **[6]** 7 8 9 10 11

*mf* *f*

12 13  $\text{♩} = 144$  **[14]** 15 16 17

*mp* *f*

18 19 20 21 22 23

24 25 26 27 28

29 30 31 32 33 34 35

*mf* *mp*

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## Above and Beyond! - Bass Drums (5) - Page 2

36 37 38 39 40 41 42

**[43]** 47 48 49 50 51 52

*p* *mf* *f* *p* *f*

53 54 55 **[56]** 64 65 66  $\text{♩} = 152$

*p* *f* *f* *p* *ff* *mp*

*poco accel.*

67 68 69 70 71 72 73

*f*

74 75 76 77 78 79

*f* *ff*

80 81 82 83 84 85  $\text{♩} = 88$  **[Gemini]** **5**

Above and Beyond! - Bass Drums (5) - Page 3

Musical score for Bass Drums (5) on page 3, measures 90-163. The score includes dynamic markings such as *p*, *f*, *ff*, *mf*, and *mp*. It features various rhythmic patterns including sixteenth notes, eighth notes, and triplets. Specific measures are boxed and numbered: 90, 94, 102, 111, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 151, 152, 153, 154, 155, 156, 157, 158, and 163. A section titled "Black Hole" begins at measure 134. An acceleration marking "accel." is present above measure 145. A tempo change to ♩ = 160 is indicated at measure 147. Rhythmic patterns are labeled with "R" for right and "L" for left. The score concludes with a 5-measure rest at the end of measure 163.

Above and Beyond! - Bass Drums (5) - Page 4

Musical score for Bass Drums (5) on page 4, measures 164-205. The score includes dynamic markings such as *f*, *p*, *mp*, and *f*. It features various rhythmic patterns including eighth notes, sixteenth notes, and triplets. Specific measures are boxed and numbered: 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, and 205. A section titled "Wormhole Home" begins at measure 196. A tempo change to ♩ = 152 is indicated at measure 196. Rhythmic patterns are labeled with "R" for right and "L" for left. The score concludes with a 2-measure rest at the end of measure 205.

Above and Beyond! - Bass Drums (5) - Page 5

206 207 208 209 210 211

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

212 213 214 215 216 217

*p* *fp* *ff* *mp* *f*

218 219 220 221 222 223 224

*f*

225 226 227 228 229 230

*ff*

231 232 233

R L R L R L R

234 235 236 237 238

R L R L R L R



# Above and Beyond!

Bass Guitar

Steve Martin (ASCAP)  
Percussion by Blair Williams

**Blastoff/Andromeda**  
♩ = 120

1 2 3 4 5 **6** 7 8 9 10 11 12

*mp* *fp*

13 ♩ = 144 **14** 15 16 17 18 19 20 21 **22** 23

*ff* *ff* *ff*

24 25 **26** 27 28 29 30 **31** 32

*ff* *fff* *ff* *ff* *fff* *mf*

33 34 **35** 36 37 38 39

*mp*

40 41 42 **43** 44 45 46 47 48 49 50 51

*f* *p* *mf sub. p* *mf fp* *mf fp*

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## Above and Beyond! - Bass Guitar - Page 2

**52** 53 54 55 **56** **9** **poco accel.** **66** ♩ = 152 65 67 68 69

*f* *mp* *f* *ff*

70 71 72 73 74 75 76 77 **78** 79

*ff*

**Gemini**  
80 81 82 83 84 85 ♩ = 88 86 87 88 89 **90** 91 92

*ff* *fff* *mp* *f* *p*

93 **94** 95 96 97 98 99 100 101 **102** 103 104

*mp* *mf* *mp* *mf* *mf*

105 106 107 108 109 110 **111** **6** 117 118 119 **120**

*f* *mf* *p* *mp* *ff*

121 122 123 124 125 126 127 128 **129** 130 131 132

*mp*

Above and Beyond! - Bass Guitar - Page 3

**Black Hole**  $\text{♩} = 132$  **accel.**

133 134 136 137 138 139 140 141 142 143 144 145

*p* *ffp* *ff* *ffp* *ff* *ffp* *fp* *fp*

146 147  $\text{♩} = 160$  148 149 150 151 152

*f* *mf*

153 154 155 157 158 159 160

*ff* *mf*

161 162 163 164 165 166 167 169

*ff*

170 171 172 173 174 175 176 177 178 179 180 181

*mf* *f* *mf*

182 183 184 185 186 187 188 189 190 191 192 193

*f* *f* *fp* *fp* *fp* *fp* *mf*

Above and Beyond! - Bass Guitar - Page 4

**Wormhole Home**  $\text{♩} = 152$

194 195 196 197 198 199 200 201 202 203 204

*fp* *ff* *ff* *ff*

205 206 207 208 209 210 211 212 213 214 215

*ff* *fff* *ff* *ff* *fff* *ff*

216 217 218 219 220 221 222 223 224

225 226 227 228 229 230

*ff* *ff*

231 232 233 234 235 236 237 238

*fff*



# Above and Beyond!

Steve Martin (ASCAP)  
Percussion by Blair Williams

Mallet 1

Blastoff/Andromeda

♩ = 120 5 Bells 6 7 8 9 10 11 12 13 ♩ = 144 14

*mp* *f*

15 16 17 18 19 20 21 22 23

24 25 26 27 28 29 30 31 4

*mf* *ff*

35 36 37 38 39 40 41 42 43

*mp* *mf*

44 45 46 47 48 49 50 51

*f*

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## Above and Beyond! - Mallet 1 - Page 2

52 53 54 55 56 57 58 59 60 61

*f*

62 63 64 65 66 ♩ = 152 *poco accel.* 67 68 69

*ff*

70 71 72 73 74 75 76 77 3

Gemini

78 79 80 81 82 83 84 85 ♩ = 88 86 87 88 chimes 89 90 91 92 93

*mf* *f*

94 Bells 95 96 97 98 99 100 101

102 Bells - Plastic mallets 103 104 105 106 107 108 109 110 chimes 111 112 113 114

*mf* *mp* *mp* *f*



Above and Beyond! - Mallet 1 - Page 3

115 116 117 118 119 **120** Bells 121 122 123 124  
*ff*

125 126 127 **129** 130 131 132 134 = 132 139  
*mf* **Black Hole**

140 142 Chimes 143 144 145 *accel.* 146 **147** = 160 Bells 148 149  
*f* *mp* *f* *mp*

150 151 152 153 154 155 **157** 158 159  
*f* *mp* *f* *mp* *mf*

160 161 162 163 164 165 166 167 **169** 170 171

172 173 174 175 176 Chimes 178 179 180 181 182 183 184  
*mf* **177**

Above and Beyond! - Mallet 1 - Page 4

**185** Bells 186 187 188 189 190 191 192 193 194 195  
*mp*

Wormhole Home  
196 = 152 **197** 198 199 200 201 202 203 204

**205** 206 207 208 **209** 210 211 212  
*mf*

213 214 **215** 216 217 218 219 220  
*ff* *f*

221 222 223 224 225 226 **227** 228  
*3*

229 choke 230 231 choke 232 233 **3** 236 237 238



Mallet 2

# Above and Beyond!

Steve Martin (ASCAP)  
Percussion by Blair Williams

**Blastoff/Andromeda**

$\text{♩} = 120$  **5** **6** Xylo 7 8 9 10

*mp*

11 12 13  $\text{♩} = 144$  **14** 15 16 17

*f*

18 19 20 21 **22** **26** Crash Cymbals 27 28

*ff*

29 **31** Xylo 32 33 34 **35** 36

*f* *mp*

37 38 39 40 41 42 **43**

*mf*

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## Above and Beyond! - Mallet 2 - Page 2

44 45 46 47 48

49 50 51 **52** **2** 54 Rubber Mallets 55

*f* *mf* *f*

**56** 57 58 59 60

*mf* *f* *mf*

**66**  $\text{♩} = 152$  **67**

*poco accel.* *f* *ff*

68 69 70 71 72 73 74

75 76 77 **78** CrashCym 79 80 choke 81 82 **2** 84

*f* *ff*

Above and Beyond! - Mallet 2 - Page 3

85  $\text{♩} = 88$  **Gemini** 89 Xylo - Rubber Mallets 90 94 95 96

97 98 99 100 101 102 103

104 105 106 107 108 111 115

116 117 118 119 120 121 122 123

124 125 126 127 129 134 = 132 139 140

141 142 143 144 145 146 147 = 160

*mf* *p* *f* *ff* *f* *mp*

**Black Hole**

Above and Beyond! - Mallet 2 - Page 4

148 149 150 151 152 153 154 155

157 **Hard Mallets** 158 159 160 161 162 163

164 165 166 167 169 170 171 172 173

174 175 176 177 178 179

180 181 182 183

184 185 186 187 188 189

*f* *mp* *f* *mp* *f* *mp* *mf*

*p* *f* *p* *f* *p* *f* *p*

*ff* *ff*

*p*

Above and Beyond! - Mallet 2 - Page 5

Wormhole Home

190 191 192 193 194 195 196 =152

197 198 199 200 201 202

*f* *f* *ff*

203 204 205 209 Crash Cymbals 210 211 212 215 Xylo

*f*

216 217 218 219 220 221 222

223 224 225 226 227 CrashCym 228 229choke

*f*

230 231 232 233 236 237 238

**3**

Detailed description: This page contains musical notation for Mallet 2, measures 190 through 238. The notation is written on a single treble clef staff. Measures 190-196 are in 4/4 time, with measure 196 marked as a repeat of measure 152. Measures 197-202 feature dynamic markings of *f* and *ff*. Measures 203-215 include a key signature change to two flats and a time signature change to 3/4. Measure 209 is marked with 'Crash Cymbals' and a '4' above it. Measure 215 is marked with 'Xylo' and a '3' above it. Measures 216-222 continue in 3/4 time. Measures 223-229 include a key signature change to one flat and a time signature change to 2/4. Measure 227 is marked with 'CrashCym' and a '3' above it. Measure 229 is marked with 'choke'. Measures 230-238 are in 2/4 time, with measure 233 marked with a '3' above it. The piece concludes with a double bar line at measure 238.



# Above and Beyond!

Steve Martin (ASCAP)  
Percussion by Blair Williams

Mallet 3

Blastoff/Andromeda

♩ = 120

5

6 Vibes

7

8

9

10

11

12

*mp*

*f*

13

♩ = 144

14

15

16

17

18

*ff*

19

20

21

22 SusCym

23

24

25 choke

26

*p* *f* *p* *f*

27

2

29

30

31

32 Vibes

33

34

35

*p* *ff* *f* *mp*

36

37

38

39

40

41

42

43

*mf*

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Above and Beyond! - Mallet 3 - Page 2

44

45

46

47

48

49

50

51

52 SusCym

53

*f*

54 Vibes

55

56

57

58

59

60

61

*f*

62

63

64

65

66

67

68

69

poco accel. ♩ = 152

*ff*

70

71

72

73

74

75

76 SusCym

*mp* *f*

Above and Beyond! - Mallet 3 - Page 3

77 Vibes 78 79 SusCym 80 choke 81 82 83 84 85 = 88

*p* *f* *p* *ff*

86 Vibes 87 88 89 90 91 92 93 94

*mf* *f*

95 96 97 98 99 100 101

102 103 104 105 106 107 108

*f*

110 111 112 113 114 115 116 117

*mp* *f*

Above and Beyond! - Mallet 3 - Page 4

118 119 SusCym 120 Vibes 121 122 123 124 125

*f* *mp* *f* *ff*

126 SusCym 127 128 129 Vibes 130 131 132 133 134 = 132 138 139 140

*p* *f* *mf* *f*

141 142 Vibes 143 144 145 accel. 146 147 = 160 148 149

*f* *mp* *f* *mp*

150 151 152 153 154 155 156 157 158 159

*f* *mp* *f* *mp* *mf*

160 161 162 163 164 165 166 167 168 169 170

*f* *mp* *f* *mp* *mf*

Above and Beyond! - Mallet 3 - Page 5

171 172 173 174 175 176 **177**

*ff*

Musical notation for measures 171-177. Measure 177 is boxed. Dynamics include *ff*.

178 179 180 181

Musical notation for measures 178-181.

182 183 184 **185** 186 187

*mp*

Musical notation for measures 182-187. Measure 185 is boxed. Dynamics include *mp*.

188 189 190 191 192 193 194 195 196  $\text{♩} = 152$

**Wormhole Home**

Musical notation for measures 188-196. Measure 196 has a tempo marking  $\text{♩} = 152$ . A section titled "Wormhole Home" begins at measure 188.

**197** 198 199 200 201 202

*f*

Musical notation for measures 197-202. Measure 197 is boxed. Dynamics include *f*.

Above and Beyond! - Mallet 3 - Page 6

203 204 **205** SusCym 206 207 208 choke **209** 210 2 212

*p*  $\longleftarrow$  *f* *p*  $\longleftarrow$  *f* *p*  $\longleftarrow$

Musical notation for measures 203-212. Measures 205, 209, and 210 are boxed. Performance markings include "SusCym", "choke", and a "2" above measure 210. Dynamics include *p* and *f*.

213 214 **215** Vibes 216 217 218 219

*ff* *f*

Musical notation for measures 213-219. Measure 215 is boxed. Performance marking includes "Vibes". Dynamics include *ff* and *f*.

220 221 222 223 224 SusCym 225 choke 226 Vibes 3 3

*mp*  $\longleftarrow$  *f*

Musical notation for measures 220-226. Performance markings include "SusCym", "choke", and "Vibes". Dynamics include *mp* and *f*.

**227** 228 SusCym 229 choke 230 231 232

*p*  $\longleftarrow$  *f*

Musical notation for measures 227-232. Measures 227, 228, and 229 are boxed. Performance markings include "SusCym" and "choke". Dynamics include *p* and *f*.

233 234 235 choke 236 237 238

*p*  $\longleftarrow$  *f* *p*  $\longleftarrow$  *f*

Musical notation for measures 233-238. Performance marking includes "choke". Dynamics include *p* and *f*.



Mallet 4

# Above and Beyond!

Steve Martin (ASCAP)  
Percussion by Blair Williams

**Blastoff/Andromeda**  
♩ = 120

5 **6** Marimba 7 8 9

10 11 12 13 ♩ = 144 **14** 15

16 17 **18** 19 20 21 **22** SusCym

23 24 25 *choke* **26** 27 28 29 30 **31** 32 33 Mar 34

*p* < *f* *p* < *f* *p* < *ff* *f*

**35** 36 37 38 39 40 41

*mp* 4 3 4 1 3 4 1 2 4 3 4 3 2 4 1 3 4 1 3 4 1 2 4 3 4 3 2 etc..

42 **43** 44 45 46 47

*mf*

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## Above and Beyond! - Mallet 4 - Page 2

48 49 50 51 **52** SusCym 53 54 Mar

*f* *mf*

55 **56** 57 58 59

*f* *mf* *f*

60 61 62 63 64 **66** ♩ = 152 *poco accel.* 65

*mf* *f* *ff*

67 68 69 70 71 72 73

74 75 SusCym 76 77 Mar 3 **78** 79 SusCym 80 *choke* 81 82 83 To Mar.

*mp* < *f* *p* < *f* *p*

**Gemini**  
84 85 ♩ = 88 89 Marimba - Soft Mallets **90** 91 92 93

*ff* *mf* *f* *f*



Musical score for Mallet 4, page 3, measures 94-150. The score is in 4/4 time and features various dynamics and articulations. Key elements include:

- Measures 94-100: Melodic line with triplets and slurs.
- Measures 101-108: Melodic line with slurs and a final triplet.
- Measures 111-119: Chordal texture with dynamics *pp*, *mf*, *p*, and *f*. Includes a *SusCym* marking at measure 119.
- Measures 120-130: Melodic line with *Mar* (Marimba) markings and dynamics *f*, *ff*, *p*, and *f*.
- Measures 131-142: Chordal texture with dynamics *pp*, *p*, and *f*. Includes a *Black Hole* marking at measure 134 and *SusCym* markings at measures 138 and 141.
- Measures 143-150: Melodic line with triplets and dynamics *f*, *mp*, *f*, *mp*, *f*, and *mp*. Includes an *accel.* marking at measure 145 and a tempo change to  $\text{♩} = 160$  at measure 147.

Musical score for Mallet 4, page 4, measures 151-192. The score continues in 4/4 time with various dynamics and articulations. Key elements include:

- Measures 151-159: Chordal texture with dynamics *f*, *mp*, *mf*, *p*, *f*, and *p*. Includes a *Hard Mallets* marking at measure 157.
- Measures 160-166: Melodic line with dynamics *f*, *p*, *f*, *p*, and *ff*.
- Measures 167-176: Melodic line with dynamics *ff* at measure 176.
- Measures 177-180: Melodic line with slurs and articulations.
- Measures 181-184: Melodic line with slurs and articulations.
- Measures 185-192: Melodic line with dynamics *p* at measure 185.

Above and Beyond! - Mallet 4 - Page 5

Wormhole Home

193 194 195 196 =152 197 198 199

200 201 202 203 204 205 SusCym 206 207 208 choke

209 210 212 213 214 215 Mar. 216 217 218

219 220 221 222 223 224 SusCym 225 choke 226 Mar 3

227 228 SusCym choke 229 230 231 232 233 234 235 choke 236 237 238



# Above and Beyond!

Steve Martin (ASCAP)  
Percussion by Blair Williams

## Snare Drums

**[1]** Blastoff/Andromeda Solo Player  $\text{♩} = 120$  **[6]** Players Add

Measures 1-12:  $\text{♩} = 120$ . Dynamics: *mf*, *f*. Includes a section for "Players Add" starting at measure 6.

Measures 13-18:  $\text{♩} = 144$ . Dynamics: *mp*, *f*. Includes a section for "Players Add" starting at measure 14.

Measures 19-24: Dynamics: *f*, *mp*. Includes a section for "Players Add" starting at measure 22 with a "stick click" instruction.

Measures 25-31: Dynamics: *f*, *mp*. Includes a section for "Players Add" starting at measure 26.

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## Above and Beyond! - Snare Drums - Page 2

**[35]** **[43]** **[44]** **[45]** Stick shot **[46]** **[47]** **[5]**

Measures 35-54: Dynamics: *mp*, *f*, *p*. Includes a section for "Stick shot" starting at measure 45.

Measures 55-67: **[56]** **[64]** **[65]** poco accel. **[66]**  $\text{♩} = 152$  **[67]**

Measures 55-67: Dynamics: *f*, *p*, *ff*, *>mp*. Includes a section for "Stick shot" starting at measure 64 and a tempo change to  $\text{♩} = 152$  at measure 66.

Measures 68-73: Dynamics: *f*, *mp*.

Measures 74-80: **[74]** **[75]** **[76]** **[77]** **[78]** **[79]** **[80]**

Measures 74-80: Dynamics: *f*.

Above and Beyond! - Snare Drums - Page 3

81  $\overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}}$  82  $\overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}}$  83  $\overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}}$  84  $\overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}}$  85  $\overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}}$  Gemini  $\text{♩} = 88$  90 4 94 8

102 9 111 7 118 edge 6 6 to center... 6 119 center 120  $p \text{-----} f \text{-----} ff$

121  $\overset{6}{\text{R}} \overset{6}{\text{L}} \overset{6}{\text{R}} \overset{6}{\text{L}}$  122  $\overset{6}{\text{R}} \overset{6}{\text{L}} \overset{6}{\text{R}} \overset{6}{\text{L}}$  123  $\overset{6}{\text{R}} \overset{6}{\text{L}} \overset{6}{\text{R}} \overset{6}{\text{L}}$  124  $\overset{6}{\text{R}} \overset{6}{\text{L}} \overset{6}{\text{R}} \overset{6}{\text{L}}$  Stick Click

125  $\overset{6}{\text{R}} \overset{6}{\text{L}} \overset{6}{\text{R}} \overset{6}{\text{L}}$  126 Stick Click  $\overset{6}{\text{R}} \overset{6}{\text{L}} \overset{6}{\text{R}} \overset{6}{\text{L}}$  127  $\overset{6}{\text{R}} \overset{6}{\text{L}} \overset{6}{\text{R}} \overset{6}{\text{L}}$  128  $\overset{6}{\text{R}} \overset{6}{\text{L}} \overset{6}{\text{R}} \overset{6}{\text{L}}$  Black Hole 129 5 134  $\text{♩} = 132$  2

136  $\overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}}$  137  $\overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}}$  138  $\overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}}$  139  $\overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}}$  140  $\overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}}$  141  $\overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}}$  142  $\overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}}$   $f > p \quad mf \quad f$

Above and Beyond! - Snare Drums - Page 4

143  $\overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}}$  144  $\overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}}$  145  $\overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}}$  146  $\overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}}$  accel. 147  $\text{♩} = 160$  148  $\overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}}$  149  $\overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}}$   $mp \text{-----} f p \text{-----} mf \text{-----} p$

150  $\overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}}$  151  $\overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}}$  152  $\overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}}$  153  $\overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}}$  154  $\overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}}$  155  $\overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}}$  157 2 6  $p \text{-----} mf \text{-----} p \text{-----} mf$

163 edge 164 to center.. 165 center 166  $\overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}}$  167  $\overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}}$  168  $\overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}}$   $p \text{-----} f$

169  $\overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}}$  170  $\overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}}$  171  $\overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}}$  172  $\overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}}$  173  $\overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}}$  174  $\overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}}$  175  $\overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}}$  176  $\overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}}$   $p$

177  $\overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}}$  178  $\overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}}$  179  $\overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}}$  180  $\overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}}$  181  $\overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}}$  182  $\overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}}$  183  $\overset{3}{\text{L}} \overset{3}{\text{R}} \overset{3}{\text{L}} \overset{3}{\text{R}}$   $f \text{-----} mp \text{-----} f \text{-----} mp$





Synthesizer

# Above and Beyond!

Steve Martin (ASCAP)  
Percussion by Blair Williams

1 Blastoff/Andromeda 2 3 4 5 6 7 8 9 10 11 12

♩ = 120 "Space" Pad or Strings

mp mp fp

13 ♩ = 144 14 15 16 17 18 19 20 21 22 23 24

ff ff ff ff

25 26 27 28 29 30 31 35 43 9

fff ff ff fff 4 8 9

fff ff fff

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## Above and Beyond! - Synthesizer - Page 2

52 54 55 56 57 58 59 60 61 62 63 64 poco accel. 66 ♩ = 152 67

mf f mf f mf f ff f

68 69 70 71 72 73 74 75 76 77 78 79 80

ff ff

81 82 83 84 85 ♩ = 88 Gemini 90 94 95 96 97 98 99

ff fff mp mf mp

100 101 102 103 104 105 106 107 108 109 111 112 113

"Fuzzy" Pad (Halo/angel/dream patch)

mf f mf

Musical score for pages 114-157. The score is written for piano and includes various dynamics and performance instructions. Measure numbers 114 through 157 are indicated above the staves. Dynamics include *mf*, *ff*, *mp*, *p*, *ffp*, *ff*, *fp*, *f*, and *mf*. Performance instructions include *accel.*, *Black Hole*, and *Wormhole Home*. Rehearsal marks are present at measures 120, 129, 147, and 157. A tempo marking of  $\text{♩} = 132$  is shown at measure 134, and  $\text{♩} = 160$  at measure 147. The score features complex rhythmic patterns, including triplets and sixteenth-note runs.

Musical score for pages 158-201. The score continues from page 3 and includes various dynamics and performance instructions. Measure numbers 158 through 201 are indicated above the staves. Dynamics include *ffp*, *f*, *fp*, *ff*, *f*, *mf*, *ff*, and *ff*. Performance instructions include *Wormhole Home*. Rehearsal marks are present at measures 169, 185, and 197. A tempo marking of  $\text{♩} = 152$  is shown at measure 196. The score features complex rhythmic patterns, including triplets and sixteenth-note runs.

Above and Beyond! - Synthesizer - Page 5

Musical score for 'Above and Beyond!' on page 5, measures 202-238. The score is written for a synthesizer in 4/4 time. It features two staves: a treble clef staff for the upper voice and a bass clef staff for the lower voice. The key signature is one flat (B-flat major/D minor). The score includes various dynamic markings such as *ff* (fortissimo), *fff* (fortississimo), and *f* (forte), as well as accents and slurs. Measure numbers 202 through 238 are indicated above the notes. Specific measures are boxed with their numbers: 205, 209, 215, 227, and 233. The piece concludes with a double bar line at the end of measure 238.





Tenor Drums

# Above and Beyond!

Steve Martin (ASCAP)  
Percussion by Blair Williams

**[Blastoff/Andromeda]**  
♩ = 120

Measures 5-43 of the score for Tenor Drums. The score is in 4/4 time with a tempo of 120. It features various rhythmic patterns, including eighth and sixteenth notes, and rests. Dynamic markings include *mf*, *f*, and *mp*. Measure numbers 5, 6, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 35, 36, 37, 38, 39, 40, 41, 42, and 43 are indicated. A section labeled "Dreads" begins at measure 35.

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## Above and Beyond! - Tenor Drums - Page 2

Measures 48-122 of the score for Tenor Drums. The score continues with complex rhythmic patterns, including triplets and sixteenth-note runs. Dynamic markings include *mf*, *f*, *p*, *ff*, and *mp*. Measure numbers 48, 49, 50, 51, 52, 53, 54, 55, 56, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 90, 94, 102, 111, 118, 119, 120, 121, and 122 are indicated. A section labeled "Gemini" begins at measure 85. A tempo change to 152 is noted at measure 66, and a tempo change to 88 is noted at measure 85.

Above and Beyond! - Tenor Drums - Page 3

123 124 125 6 3 6 126 Stick Click 127 3

128 129 5 134 = 132 135 136 137 3 3 3 138 139 3

mf f > p mf

140 141 142 3 3 3 143 3 3 144 3 3 145 accel. . . .

f ff

146 147 = 160 148 149 150 151 152 153 rim

mp f p mf p mf p

154 155 157 Dreads 158 159 160 161

mf mp

162 163 164 165 Sticks 166 167 168 169

f

Above and Beyond! - Tenor Drums - Page 4

170 171 172 3 173 174 175 176 177 178 3

p p

179 180 181 182 183 184

f mp < f

185 186 3 189 190 191 192 193

194 195 196 = 152 197 198 199

mp f mp f

200 201 202 203 204 205 206

207 208 209 210 211 212 213 3 3

Above and Beyond! - Tenor Drums - Page 5

Musical score for Tenor Drums, measures 214-238. The score is written on a single staff with a treble clef and a 4/4 time signature. It features various rhythmic patterns, including triplets and sixteenth notes, and dynamic markings such as *p*, *fp*, *ff*, *mp*, and *f*. The measures are numbered 214 through 238. Measure 215 is boxed. The score includes performance instructions like *p*, *fp*, *ff*, *mp*, and *f*, along with dynamic hairpins. Rhythmic patterns are indicated by 'R' and 'L' below the notes. Measure 227 is boxed. The score includes performance instructions like *ff*. Rhythmic patterns are indicated by 'R' and 'L' below the notes. Measure 230 has a 'B' below it. The score includes performance instructions like *ff*. Rhythmic patterns are indicated by 'R' and 'L' below the notes. Measure 236 has a '3' above it. The score includes performance instructions like *ff*. Rhythmic patterns are indicated by 'R' and 'L' below the notes.