

Commissioned by the University of Texas at Arlington Percussion Ensemble  
Michael Varner & Andrew Eldridge, Directors

# FEVER DREAM

Percussion Quartet No. 1

NATHAN DAUGHTREY

(ASCAP)

Uncomfortable ♩ = 108

Player 1: [Bell Tree] w/ 2 med. heavy triangle beams  
Player 2: [Congas/Bongos] w/ S.D. sticks  
Player 3: [Tam-Tam] w/ hard bell mallets  
Player 4: [Cymbal Stacks] w/ light heavy  
[Sizzle Ride]

Preview only

5

1

2

3

4

Preview only

9 SM

1

2

3

4

Preview only

Drop 1 beam, pick up 1 S.D. stick gradually dampen with towel

Grate on Timpani w/ hard bell mallet

With Timpani tuned to D3, strike the Grate once, then lower pitch & glide up to D3 to the stated rhythm

Sizzle Cym. Stacks

Tam-Tam w/ heavy beams

China w/ yarn

13

Cresc.  
(as before)

Preview only

Preview only

Preview only

Preview only

Preview only

17

21

Musical score for 'FEVER DREAM' featuring four staves (1-4) and dynamic markings. The score is divided into three systems, each starting with a rehearsal mark (13, 17, 21). The first system (measures 13-16) includes a 'Cresc. (as before)' marking and dynamic markings of *mf*, *mp*, and *p*. The second system (measures 17-20) features dynamic markings of *pp* and *mf*. The third system (measures 21-24) includes dynamic markings of *mf* and *pp*, and contains performance instructions: 'B.D. (dis. only)', 'press hard', 'w/ flaps', and 'to S.D. mid'. The score concludes with a *mf p* marking.

26

1 **Preview only**

2 **Preview only**

3 **Preview only**

4 **Preview only**

10s Toms w/ S.D. sticks  
p f p f

30

1 **Preview only**

2 **Preview only**

3 **Preview only**

4 **Preview only**

to mod. hard rubber  
mf ff mp

4 Aluminum Pipes w/ mod. hard rubber  
B  
mp

to 2 mod. elastic mallets

1st time: no gang beater  
2nd time: to mod. hard rubb  
ff

5m Pipes w/ mod rubber  
D  
mp

to 2 mod. plastic mallets

34 SH

1 **Preview only**

2 **Preview only**

3 **Preview only**

4 **Preview only**

mod. plastic  
mp Low Hardwood Slat

start all rolls on wood with upper pitch  
mf

Hardwood Slats

Toms/B.D. w/ mod. plastic  
p

start all rolls on wood with upper pitch





## TWIST &amp; CRUMBLE

62 Barbaric  $\text{♩} = 144$ 

turns snare on (b. 1)

Snare Drums

starts on

60

Quickly to S.D. sticks

*mp*  $\rightarrow$  *ff*

1

2

3

4

Preview only

to S.D. stick & gang leader

*mf*  $\rightarrow$  *ff*

Brass

Brass/Congas

Snare Drums starts on

66

*pp*  $\rightarrow$  *ff*

1

2

3

4

Preview only

*ff*

*ff*

o bell mutes

72

1

2

3

4

Preview only

*p*  $\rightarrow$  *ff*

Brake Drums w/ bell mutes

*p*  $\rightarrow$  *ff*

*p*  $\rightarrow$  *ff*

77 80

*p mb* *ff*

*p mb* *ff*

*p mb* *ff*

*ff*

Preview only

83

*p* *ff*

*p mb*

*p mb* *ff*

*ff*

turn snare off immediately to 1 med. rubber/ triangle beater

to 2 plastic mallets

Preview only

90 bell  
trian

*mp*

*p*

*mp*

Pipes/Triangles  
triangle beater on Triangles, med. rubber on Pipes

Preview only

96

1

2

3

4

Wood/B1  
sharp & p

fff

Preview only

102

1

2

3

4

*p*

*ff*

no 7 sharp written in 1 hand & 1 R.H. hand

Preview only

108

1

2

3

4

ff

Wood/B1  
sharp & precise

fff

Preview only

114 117

1 *no S.D. w/ sticks*

2 Preview only

3 *no bell mallets*

4 Preview only

120

1 *same as* **S.D.** (starts out)

2 Preview only

3 **Brake Drum**  
*w/ bell mallets*  
*ppp*

4 Preview only

125

1 *mf*

2 Preview only

3 *ppp*

4 Preview only



144

♩ = ♩ 146 Melting ♩ = 72

Bell Tree w/ tri. beater

*ff* *pp* *mf*

Preview only

w/ yarn

*p* *mf*

RSL: 2 hard bell mallets  
LRL: 2 med. hard rubber

Preview only

148

Triangles & Pipes

*pp* *mf* *pp* *mf*

Preview only

152

Preview only

*pp* *mf* *pp* *mf*

S.D./B.D.

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

Preview only

## 157 Cracking

156 *to S.D. sticks*

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

2 *pp* *mf* *pp* *mf* *pp*

3 *fp* *ff* *fp* *ff* *fp* *ff* *fp* *ff*

Preview only

161

1 *p* *ff* *p* *ff* *ff* *p* *ff*

2 *mf* *ff* *mf* *ff* *mf*

3 *mf* *pp* *mf* *pp*

4 *fp* *ff* *fp* *ff* *ff* *fp*

Preview only

165

167

1 *ff* *p* *ff* *p* *ff* *p* *ff*

2 *ff* *mf* *ff* *mf* *ff* *mf* *ff* *mf*

3 *mf* *pp* *mf* *pp* *mf*

4 *ff* *fp* *ff* *fp* *ff* *fp* *ff* *fp*

Preview only

169

1 *ff* *p* *ff* *p* *ff* *turn mallet off immediately* *to hard bell mallet*

2 *ff* *mf* *ff* *mf* *ff* Preview only

3 *mf* *pp* *mf* Preview only

4 *ff* *ff* *fp* *ff* Preview only

173

1 *ff* *Castles* *pedal gliss. like m.11 (continue in time until completely faded)* *Wood/B.D.* *activate w/ fingertips*

2 *Cym. Strcks* Preview only

3 *pp* *mp* *pp* Preview only

4 *ppp* *ppp* *to 2 plastic mallets @ 1 S.D. stick* *ff* *S.D./Wood/B.D.* Preview only

Preview only

Preview only