

# Jay Nava

# Harmony Shakes the Earth

## For Wind Band

1 Piccolo  
4 Flutes  
2 Oboes  
6 Clarinets  
1 Bass Clarinet  
1 Contrabass Clarinet  
2 Bassoons  
1 Contrabassoon  
2 Alto Saxophones  
1 Tenor Saxophone  
1 Baritone Saxophone  
4 Horns in F  
6 Trumpets in Bb  
2 Trombones  
2 Bass Trombones  
2 Euphoniums  
2 Tubas  
1 Double Bass  
6 Percussionists  
1 Piano

### Percussion:

4 Lowest Timpani with wooden mallets

Vibraphone

Xylophone (3 1/2 8ves)

### Multi-Kit Setup

- Rock Kick Drum on stand
- Snare
- Ride Cymbal - suspended  
OR more ideally: a "Zil-Bell"
- Crash Cymbal - suspended
- Hi Hat w/ pedal

### Tuned Gongs (optional)

- A2, Bb2, C3, Db3,  
F3, G3, Ab3, A3

### Chimes

Triangle - held

Vibraslap

"solo" in the score means one player to the part as contrasted with "a2" which means two players to the part. Unless otherwise stated with an expressive markings, "solo" is strictly a logistical marking.

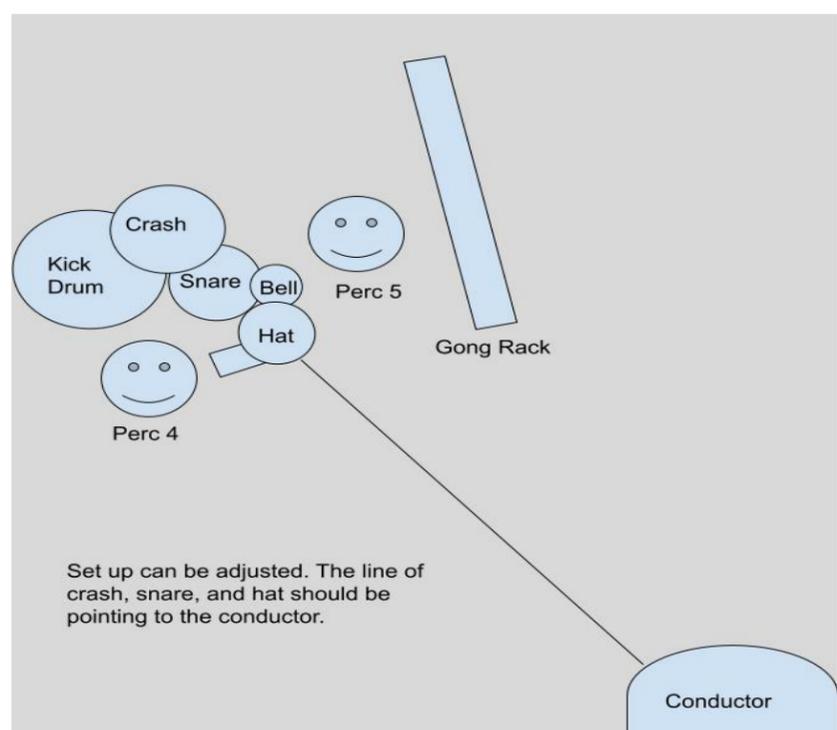
Staccato and staccatissimo markings in keyboard percussion can be interpreted as "dead strokes".

The multi-kit includes a kick drum which is put on a stand and made to face upright. This drum is played with sticks. There are several options for playing the kick in context of the multi-kit:

- Use regular drum kit wood drumsticks the whole time. These can be held backwards if desired.
- Use "swizzle" sticks or some variant thereof. Then follow "stick flip" notations to strike the kick drum with the mallet side and the rest of the drums with the stick side.
- In some sections, it may be ergonomic to hold the "swizzle" in the middle and pronate the wrist.

The multi-kit is shared amongst percussionist 4, the main kit player, and percussionist 5, the auxiliary kit player and tuned gong player. The kit should be between the two players with the exception of the kick drum which is only played by percussionist 4. Percussionist 4 should be able to swap between wooden drum sticks and gong mallets.

The tuned gongs should be on the other side of percussionist 5 so the both sets of instruments are easily accessible by rotating the body and so the players can see both their music and the conductor at all times. An optimized stage plot is provided below.



# Harmony Shakes the Earth

A

J. E. Nava

(♩ = 120)

The score is for a large ensemble, including woodwinds, brass, percussion, and piano. The tempo is marked as quarter note = 120. The score is divided into sections for woodwinds, brass, and percussion/piano.

**Woodwind Section:**

- Piccolo:** Rests throughout.
- Flute 1 & 2:** *pp* to *f* to *mp*. Solo starting at measure 10.
- Flute 3 & 4:** *pp* to *f* to *mp*.
- Oboe 1 & 2:** Solo starting at measure 10.
- Clarinet in B♭ 1 & 2:** Solo starting at measure 3, *f* dynamics.
- Clarinet in B♭ 3 & 4:** *f* dynamics.
- Clarinet in B♭ 5 & 6:** Solo starting at measure 5, *mf* to *f* dynamics.
- Bass Clarinet:** *pp* to *f* to *mp*. *f* dynamics.
- Contrabass Clarinet:** *f* to *mp* to *f*.
- Bassoon 1 & 2:** Solo starting at measure 3, *f* to *mp* to *f* to *mp* to *f*.
- Contrabassoon:** *pp* to *f* to *mp*. *f* dynamics.
- Alto Sax 1 & 2:** *pp* to *f* to *mp*. *f* dynamics.
- Tenor Sax:** Rests throughout.
- Baritone Sax:** Rests throughout.

**Brass Section:**

- Horn in F 1 & 2:** *f* to *p*.
- Horn in F 3 & 4:** Rests throughout.
- Trumpet in B♭ 1 & 2:** Rests throughout.
- Trumpet in B♭ 3 & 4:** Rests throughout.
- Trumpet in B♭ 5 & 6:** Rests throughout.
- Trombone 1 & 2:** Rests throughout.
- Bass Trombone 1 & 2:** Rests throughout.
- Euphonium 1 & 2:** Rests throughout.
- Tuba 1 & 2:** Rests throughout.

**Percussion and Piano:**

- Double Bass:** *pp* to *f* to *mp*.
- Percussion 1 (Timpani):** L.V. *pp* to *f*.
- Percussion 2 (Vibes):** L.V. *pp* to *f*. Includes asterisks for vibraphone effects.
- Percussion 3 (Xylophone):** L.V. *f*. Note: "move to xylophone" at measure 3.
- Percussion 4 (Multi Kit):** L.V. *f*. Includes PERC KEY: Kick, Snare, Stick Shot, Ride Bell, Closed Hat, Open Hat, Crash.
- Percussion 5 (Tuned Gongs):** L.V. *pp* to *f*. Note: "move to kit" at measure 3.
- Percussion 6 (Chimes):** L.V. *pp* to *f*. Note: "get triangle" at measure 3.
- Piano:** *pp* to *f* L.V. Includes bass line with flats.

B

14

Picc.

Fl. 1 & 2

Fl. 3 & 4

Ob. 1 & 2

Cl. 1 & 2

Cl. 3 & 4

Cl. 5 & 6

B. Cl.

Cb. Cl.

Bsn. 1 & 2

C. Bn.

A. Sx. 1 & 2

T. Sx.

B. Sx.

14

Hn. 1 & 2

Hn. 3 & 4

Tpt. 1 & 2

Tpt. 3 & 4

Tpt. 5 & 6

Tbn. 1 & 2

B. Tbn. 1 & 2

Euph. 1 & 2

Tuba 1 & 2

14

D.B.

14

Prc. 1 (Timp)

Prc. 2 (Vibes)

Prc. 3 (Xylo)

Xylophone

14

Prc. 4 (Kit)

14

Prc. 5

Prc. 6

Triangle

move to chimes

14

Pno.