

Conductor
Duration - 1:45

THE HAUNTED MANSION

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$\text{♩} = 100$

2 3 4 5 6 7 8

Violin I
Violin II
Viola
Violoncello
Contrabass
Timpani (Opt.)
Percussion 1 (Opt.)
Percussion 2 (Opt.)
Percussion 3 (Opt.)

mp

B, F#
Hard Mallets

vibraslap

Vibraslap
Woodblock

Cabasa/Triangle
Flexitone

Temple Blocks
Slap Stick

9 10 11 12 13 14

Vln. I
Vln. II
Vla.
Vc.
Cb.
Timp.
Perc. 1
Perc. 2
Perc. 3

mp

p *mp*

wood block

triangle

cabasa

mp

mp

GMMOR240

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19

15 16 17 18 20 Shuffle feet 21 22 "Shhh"

Vln. I
Vln. II
Vla.
Vc.
Cb.
Timp.
Perc. 1
Perc. 2
Perc. 3

Shuffle feet
"Shhh"
"Shhh"
pizz arco
mf solo p
X4 X1
1/2 Pos.
vibraslap
Flexitone
mf
mf
p <

27

23 24 25 L1 26 28

Vln. I
Vln. II
Vla.
Vc.
Cb.
Timp.
Perc. 1
Perc. 2
Perc. 3

p p p p f f f
H3 L1 0 3 L1
X4 3 4 3 4
V 4
p f
wood block
mf f

This musical score page contains the following parts and markings:

- Violins I & II:** Measures 29-34. Includes dynamics *p* and *f*.
- Viola:** Measures 29-34. Includes dynamics *p* and *f*.
- Violoncello (Vc.):** Measures 29-34. Includes dynamics *p* and *f*.
- Contrabass (Cb.):** Measures 29-34. Includes dynamics *p* and *f*.
- Timpani (Timp.):** Measures 29-34. Includes dynamics *p* and *f*, and a *solo* marking.
- Percussion 1 (Perc. 1):** Measures 29-34. Includes a *f* dynamic.
- Percussion 2 (Perc. 2):** Measures 29-34. Includes a *f* dynamic.
- Percussion 3 (Perc. 3):** Measures 29-34. Includes a *f* dynamic.
- Measures 35-42:**
 - Violins I & II:** Includes *subito p*, *div. pizz.*, *arco*, *f*, *div.*, and *p* dynamics.
 - Viola:** Includes *subito p*, *div.*, *pizz.*, *arco*, *f*, *div.*, and *p* dynamics.
 - Violoncello (Vc.):** Includes *arco*, *f*, *pizz.*, *arco*, *f*, *div.*, and *p* dynamics. Includes markings for triplets (3), x4, and vibrato (V).
 - Contrabass (Cb.):** Includes *arco*, *f*, *gliss.*, *III*, *4*, and *mp* dynamics.
 - Timpani (Timp.):** Includes *mp* dynamics.
 - Percussion 1 (Perc. 1):** Includes *f* dynamic.
 - Percussion 2 (Perc. 2):** Includes *f* dynamic and a *Flexitone* (top player) marking.
 - Whip:** Includes *f* and *p* dynamics.

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43

44 45 46 47 48

Vln. I *f*

Vln. II *f*

Vla. *f*

Vc. *f*

Cb. *f*

Timp. *f*

Perc. 1 *f*

Perc. 2 *f* Cabasa (bottom)

Perc. 3 *f*

49 50 51 52 53

Vln. I *fp* *fp* *f* *subito p*

Vln. II *fp* *fp* *f* *subito p*

Vla. *fp* *fp* *f* *subito p*

Vc. *f* *f* *f* *f*

Cb. *p* *f* *f* *f*

Timp. *p* *f* *f* *f*

Perc. 1 Flexitone *f* solo Optional scream

Perc. 2 *p* *f* *f*

Perc. 3 *p* *f* *subito p*

52 L2 H2 H3 53 pizz

div. *f* *subito p*

div. *f* *subito p*

div. *f* *subito p*

Dampen

vibraslap

bottom player to Flexitone