

Score

Dragon Hunt - Part 2

Randall D. Standridge (Winds/Front Ensemble)

Maureen "Mo" Longo (Battery)

Mysterious ♩ = 80

4 Recommended: Horn, Euphonium,
Flugel Horn, Alto Saxophone

The score is written for a 4/4 time signature with a tempo of 80 beats per minute. It features a variety of instruments:

- Solo (Trans. for all instr.)**: Melody line starting at measure 4 with a *mf* dynamic.
- Melody (Trans. for all instr.)**: Similar to the Solo part.
- Flute**: Resting throughout.
- B♭ Clarinet 1-2**: Resting throughout.
- E♭ Alto Saxophone**: Resting throughout.
- B♭ Tenor Saxophone**: Resting throughout.
- Low Reeds**: Resting throughout.
- B♭ Trumpet 1-2**: Resting until measure 6, then playing a *p* dynamic.
- Mellophone**: Resting until measure 6, then playing a *p* dynamic.
- Low Brass**: Resting until measure 6, then playing a *p* dynamic.
- Low Br. (Bass Double) / Tuba**: Playing a *p* dynamic line from measure 2 to 6.
- Synth (Optional)**: Playing a *p* dynamic line from measure 2 to 6.
- Electric Bass (Optional)**: Playing a *p* dynamic line from measure 2 to 6.
- Sound FX (Optional)**: Includes "02_02_Narrator04" and "02_01_Forest1".
- Mallets 1 Metallic**: Playing a *mf* dynamic line from measure 3 to 6.
- Mallets 2 Wood**: Playing a *mf* dynamic line from measure 2 to 6.
- Percussion 1**: Includes "Sus. Cym.", "Ride Cym. Dome", and "Finger Cym." with dynamics *p*, *mf*, and *mp*.
- Percussion 2**: Playing a *mp* dynamic line from measure 3 to 6.
- Snareline**: Resting throughout.
- Tenorline**: Resting throughout.
- Bass Drums (4)**: Resting throughout.
- Cymbal Line**: Resting throughout.

1 2 3 4 5 6

12 Slightly Faster $\text{♩} = 90$

Musical score for 'Dragon Hunt - Part 2' page 2. The score includes parts for Solo, Melody, Flute, Clarinets, Saxophones, Bassoon, Trombones, Trumpets, Mellophone, Bass Drum, Tuba, Synthesizer, Electric Bass, Snare Drum, Maracas, Percussion 1 & 2, Snare Drum, Tenor Drum, Bass Drum (4), and Cymbals. The score is in 4/4 time with a key signature of two flats. It features various dynamics such as *mf*, *p*, and *mp*, and includes performance markings like hairpins and articulation. A 'Wind Chimes' part is indicated for Perc. 1 starting at measure 11. A rhythmic pattern for S. Dr. is provided at the bottom right.

Dragon Hunt - Part 2

Solo
Melody
Fl.
Cl. 1-2
A. Sx. 1-2
T. Sx.
L. R.
Tpt. 1-2
Mell.
L.B.
Tuba
Synth
E.B.
SFX
Mal.1
Mal.2
Perc. 1
Perc. 2
S.Dr.
T. Dr.
B. Dr. (4)
Cym.

20

Solo

Melody

Fl.

Cl. 1-2

A. Sx. 1-2

T. Sx.

L. R.

Tpt. 1-2

Mell.

L.B.

Tuba

Synth

E.B.

SFX

02_03_Subdrop

Mal.1

Mal.2

Perc. 1

Sus. Cym.

Bass Drum

Perc. 2

Tam-Tam

S.Dr.

T.Dr.

B. Dr. (4)

Cym.

19 20 21 22 23 24

Solo
Melody
Fl.
Cl. 1-2
A. Sx. 1-2
T. Sx.
L. R.
Tpt. 1-2
Mell.
L.B.
Tuba
Synth
E.B.
SFX
Mal.1
Mal.2
Perc. 1
Perc. 2
S. Dr.
T. Dr.
B. Dr. (4)
Cym.

25 26 27 28 29

ff mp mf f ff Punch

30

Battle! ♩=140 Continue to part 3

Musical score for 'Dragon Hunt - Part 2' starting at measure 30. The score includes parts for Solo, Melody, Flute, Clarinets, Saxophones, Trumpets, Mellophone, Electric Bass, Tuba, Synth, Electric Bass (Optional), SFX, Maracas, Percussion 1 & 2, Snare Drum, Tom Drum, Bass Drum, and Cymbals. The score is in 4/4 time with a tempo of 140. Dynamics range from piano (p) to fortissimo (ff). The score ends at measure 37.