

Score

Dragon Hunt - Part 3

Randall D. Standridge (Winds/Front Ensemble)

Maureen "Mo" Longo (Battery)

Continued from part 2

Battle! ♩=140

5

The score is for a 4/4 piece in B-flat major, marked 'Battle!' with a tempo of 140. It features a variety of instruments including woodwinds, brass, strings, and percussion. The score is divided into six measures, with a key change to C major at the beginning of measure 5. Dynamics range from *mf* to *ff*. The percussion section includes mallets, snare, tenor, and bass drums, with specific patterns and accents.

Instrument Parts:

- Solo (Trans. for all instr.):** Treble clef, whole notes.
- Melody (Trans. for all instr.):** Treble clef, whole notes.
- Flute:** Treble clef, *p* to *ff*.
- B♭ Clarinet 1-2:** Treble clef, *p* to *ff*.
- E♭ Alto Saxophone:** Treble clef, *p* to *ff*.
- B♭ Tenor Saxophone:** Treble clef, *p* to *ff*.
- Low Reeds:** Bass clef, *p* to *ff*.
- B♭ Trumpet 1-2:** Treble clef, *p* to *ff*.
- Mellophone:** Treble clef, *p* to *ff*.
- Low Brass:** Bass clef, *p* to *ff*.
- Low Br. (Bass Double) Tuba:** Bass clef, *p* to *ff*.
- Synth (Optional):** Treble and Bass clefs, *p* to *ff*.
- Electric Bass (Optional):** Bass clef, *p* to *ff*.
- Sound FX (Optional):** Treble clef, *mf*.
- Mallets 1 Metallic:** Treble clef, *ff*.
- Mallets 2 Wood:** Treble clef, *ff*.
- Percussion 1:** Snare drum, *mf* to *ff*.
- Percussion 2:** Snare drum, *mf* to *ff*.
- Snareline:** Snare drum, *mp* to *ff*.
- Tenorline:** Snare drum, *mp* to *ff*.
- Bass Drums (4):** Bass drum, *mp* to *ff*.
- Cymbal Line:** Cymbals, *ff*.

1

2

3

4

5

6

GMMB076A

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This musical score is for 'Dragon Hunt - Part 3' and spans measures 7 to 12. The instrumentation includes:

- Solo
- Melody
- Fl.
- Cl. 1-2
- A. Sx. 1-2
- T. Sx.
- L. R.
- Tpt. 1-2
- Mell.
- L.B.
- Tubo
- Synth
- E.B.
- SFX
- Perc.
- Mal.2
- Perc. 1 (with 'ch' markings)
- Perc. 2
- S.Dr.
- T. Dr.
- B. Dr. (4)
- Cym.

The score features various musical notations such as rests, notes, and dynamic markings like *ff*. Percussion parts include specific rhythmic patterns and 'ch' (chimes) markings. The bottom of the page is numbered 7, 8, 9, 10, 11, and 12, corresponding to the measures.

13

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

Perc.

Mal.2

Perc. 1

Perc. 2

S. Dr.

T. Dr.

B. Dr. (4)

Cym.

mf

f

mp

Ride Cym.

rim

double stopson drum 3x4 shells

CC

Siz

13 14 15 16 17 18

21

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.

Br. Drum, Anvil, or metallic object

p

f

ff

(ch)

CC

Dragon Hunt - Part 3

29

FULL ENSEMBLE METALLIC HITS (optional)* *This can be percussion, winds, or guard

Dragon Hunt - Part 3

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.

mf *ff* *fff*

(ch) (ch) (ch) (ch)

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

Siz Siz C CC

31 32 33 34 35 36 37

38 1st measure of part 4
Dramatic ♩=84

Solo

Melody

Fl.

Cl. 1-2

A. Sx. 1-2

T. Sx.

L. R.

Tpt. 1-2

Mell.

L.B.

Electric Bass (Optional)

Tuba

Synth

E.B.

SFX

04_01_Narrator06

Mal. 1

Mal. 2

Perc. 1

Sus. Cym.

Bass Drum

Perc. 2

Tam-Tam

S. Dr.

T. Dr.

B. Dr. (4)

Cym.

mf

fp

f

p

f

One player

All

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

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

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

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

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