

Driving! (♩=132-144)

1. FIGHT CHANT

The musical score is arranged in 12 staves. The first nine staves are for woodwinds and brass: FLUTE, B♭ CLARINET, E♭ ALTO SAX., B♭ TRUMPET 1, B♭ TRUMPET 2, F HORN, TROMBONE, BARITONE, and TUBA. The tenth staff is for KEYBOARD (opt.) in grand staff. The eleventh staff is for BELLS/XYLO. The twelfth staff is for SNARE DRUM. The thirteenth staff is for CYMBALS. The fourteenth staff is for QUAD TOMS (opt.). The fifteenth staff is for BASS DRUM. The sixteenth staff is for AUX. PERC. with a Tamborine. The score is in 4/4 time with a key signature of two flats (B♭ and E♭). It begins with a dynamic marking of *f* and includes first and second endings. Measure numbers 1, 2, 3, 4, and 5 are indicated at the bottom of the page.

Medium Swing (♩=128-132) (♩ + ♩ =  $\overset{\sim}{\underset{\sim}{\text{J}}}$ )

## 2. SWING CHING A-LING

FLT. *f*

CLT. *f*

A SX. *f*

TPT. 1 *f*

TPT. 2 *f*

F HN. *f*

TBN. *f*

BTN. *f*

TUBA *f*

KBD. *f*

BELLS/XYLO. *f* <sup>a2</sup>

SN. DR. *f* Ride Cym. rim knock

CYMS. Hold open for snare

QUADS *f* L 3 R 3 2 2

B.D. *f*

AUX. Tamborine

### 3. MIGHTY MASCOT

Heavy Rock (♩=144-156)

The score is arranged in a standard orchestral layout with the following parts from top to bottom:

- FLT. (Flute)
- CLT. (Clarinet)
- A SX. (Alto Saxophone)
- TPT. 1 (Trumpet 1)
- TPT. 2 (Trumpet 2)
- F HN. (French Horn)
- TBN. (Tenor Trombone)
- BTN. (Baritone Trombone)
- TUBA
- KBD. (Keyboard)
- BELLS/XYLO. (Bells/Xylophone)
- SN. DR. (Snare Drum)
- CYMS. (Cymbals)
- QUADS (Quadrant Drums)
- B.D. (Bass Drum)
- AUX. (Auxiliary Drums)

The score is divided into two main sections: a first ending (1.) and a second ending (2.), both in 4/4 time. The first ending concludes with a double bar line. The second ending begins with a key signature change to B-flat major and a tempo marking of *f*. The drum parts include triplets and specific performance instructions such as "stick crashes + play on drum head", "Crash", "Ride cym. (or loose Hi Hat)", "Hold for snare", and "Tamborine".

This musical score is for Aspire Stands Set No. 1 - 4, covering measures 17 through 22. The score is written for a large ensemble and includes the following parts:

- FLT. (Flute):** Treble clef, playing a melodic line with accents.
- CLT. (Clarinet):** Treble clef, playing a melodic line with accents.
- ASX. (Alto Saxophone):** Treble clef, playing a melodic line with accents.
- TPT. 1 (Trumpet 1):** Treble clef, playing a melodic line with accents.
- TPT. 2 (Trumpet 2):** Treble clef, playing a melodic line with accents.
- FHN. (F Horn):** Treble clef, playing a melodic line with accents.
- TBN. (Tenor Horn):** Bass clef, playing a melodic line with accents.
- BTN. (Baritone Horn):** Bass clef, playing a melodic line with accents.
- TUBA:** Bass clef, playing a melodic line with accents.
- KBD. (Keyboard):** Grand staff (treble and bass clefs), playing a harmonic accompaniment.
- BELLS/XYLO. (Bells/Xylophone):** Treble clef, playing a melodic line with accents.
- SN. DR. (Snare Drum):** Percussion staff, playing a rhythmic pattern with accents.
- CYMS. (Cymbals):** Percussion staff, playing a rhythmic pattern with accents.
- QUADS (Quads):** Percussion staff, playing a rhythmic pattern with accents.
- B.D. (Bass Drum):** Percussion staff, playing a rhythmic pattern with accents.
- AUX. (Auxiliary):** Percussion staff, playing a rhythmic pattern with accents.

The score features a variety of musical notations, including accents (^), slurs, and dynamic markings. A "Crash" is indicated on the Cymbals staff in measure 22. The percussion parts include various rhythmic patterns and rests.