

Battle of Realms

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String Edits by Blair Williams

Moderato $\text{♩} = 90$

Flute *mf*

Oboe *mf*

Clarinet in B \flat 1 *mf*

Clarinet in B \flat 2 *mf*

Bass Clarinet *mf*

Alto Sax *mf*

Bassoon *mf*

Horn in F *mf*

Trumpet in B \flat 1 *mf*

Trumpet in B \flat 2 *mf*

Trombone *mf*

Tuba *mf*

Timpani *mf*

Cymbals *mf*

Snare Drum *ff*

Bass Drum *mf*

Violin I *mf legato*

Violin II *mf legato*

Viola *mf legato*

Cello *mf legato*

Contrabass *mf legato*

Battle of Realms

Allegro (M.M. ♩ = c. 132)

The musical score is divided into two systems. The first system includes woodwinds, brass, and percussion. The second system includes strings.

Woodwinds:
Flute (Fl.) and Oboe (Ob.) play a melodic line starting with a forte (*f*) dynamic. Bassoon (Bsn.) and Clarinets (B♭ Cl. 1, B♭ Cl. 2) provide harmonic support with a mezzo-forte (*mf*) dynamic.

Brass:
Trumpets (B♭ Tpt. 1, B♭ Tpt. 2), Trombones (Tbn.), and Tuba play a rhythmic accompaniment with a mezzo-forte (*mf*) dynamic.

Percussion:
Cymbals (Cym.) play a rhythmic pattern with a forte (*f*) dynamic. Snare Drum (S. Dr.) and Bass Drum (B. Dr.) provide a driving rhythm with a forte (*f*) dynamic.

Strings:
Violins I (Vln. I) and Violins II (Vln. II) play a melodic line with a forte (*f*) dynamic and *marcato* articulation. Viola (Vla.), Violoncello (Vc.), and Contrabass (Cb.) provide harmonic support with a mezzo-forte (*mf*) dynamic and *marcato* articulation.

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17

Fl. *mf*

Ob. *mf*

B \flat Cl. 1 *mf*

B \flat Cl. 2 *mf*

B. Cl. *mf* *mp*

A. Sx. *mf*

Bsn. *mf* *mp*

Hr. *mp*

B \flat Tpt. 1 *mf*

B \flat Tpt. 2 *mf*

Tbn. *mf* *mp*

Tuba *mf* *mp*

17

Timp. *mf* *mp*

17

Cym.

17

S. Dr. *mf*

B. Dr. *mf*

17

Vln. I *mf*

Vln. II *mf*

Vla. *mf*

Vc. *mf* *mp*

Cb. *mf* *mp*

Battle of Realms

This page of the musical score, titled "Battle of Realms", is numbered 4. It features a variety of instruments, each with a staff and a dynamic marking of *f* (forte). The instruments listed are:

- Fl. (Flute)
- Ob. (Oboe)
- B♭ Cl. 1 (B-flat Clarinet 1)
- B♭ Cl. 2 (B-flat Clarinet 2)
- B. Cl. (Bass Clarinet)
- A. Sx. (Alto Saxophone)
- Bsn. (Bassoon)
- Hn. (Horn)
- B♭ Tpt. 1 (B-flat Trumpet 1)
- B♭ Tpt. 2 (B-flat Trumpet 2)
- Tbn. (Trombone)
- Tuba
- Timp. (Timpani)
- Cym. (Cymbal)
- S. Dr. (Snare Drum)
- B. Dr. (Bass Drum)
- Vln. I (Violin I)
- Vln. II (Violin II)
- Vla. (Viola)
- Vc. (Violoncello)
- Cb. (Contrabass)

The score is written in a key signature of one flat (B-flat) and a time signature of 4/4. The music is marked with a forte (*f*) dynamic throughout. The page contains 12 measures of music, with a measure rest in the Snare Drum part at the beginning of the second measure.

Battle of Realms

This page of the musical score, titled "Battle of Realms" and numbered 5, contains the following instruments and parts:

- Fl.** (Flute): Treble clef, starting with a measure rest and a dynamic marking of v .
- Ob.** (Oboe): Treble clef, starting with a measure rest and a dynamic marking of v .
- B♭ Cl. 1** (B-flat Clarinet 1): Treble clef, starting with a measure rest and a dynamic marking of v .
- B♭ Cl. 2** (B-flat Clarinet 2): Treble clef, starting with a measure rest and a dynamic marking of v .
- B. Cl.** (Bass Clarinet): Treble clef, starting with a measure rest and a dynamic marking of v .
- A. Sx.** (Alto Saxophone): Treble clef, starting with a measure rest and a dynamic marking of v .
- Bsn.** (Bassoon): Bass clef, starting with a measure rest and a dynamic marking of v .
- Hn.** (Horn): Treble clef, starting with a measure rest and a dynamic marking of v .
- B♭ Tpt. 1** (B-flat Trumpet 1): Treble clef, starting with a measure rest and a dynamic marking of v .
- B♭ Tpt. 2** (B-flat Trumpet 2): Treble clef, starting with a measure rest and a dynamic marking of v .
- Tbn.** (Trombone): Bass clef, starting with a measure rest and a dynamic marking of v .
- Tuba**: Bass clef, starting with a measure rest and a dynamic marking of v .
- Timp.** (Timpani): Bass clef, starting with a measure rest and a dynamic marking of v .
- Cym.** (Cymbal): Percussion clef, starting with a measure rest and a dynamic marking of v .
- S. Dr.** (Snare Drum): Percussion clef, starting with a measure rest and a dynamic marking of v .
- B. Dr.** (Bass Drum): Percussion clef, starting with a measure rest and a dynamic marking of v .
- Vln. I** (Violin I): Treble clef, starting with a measure rest and a dynamic marking of v .
- Vln. II** (Violin II): Treble clef, starting with a measure rest and a dynamic marking of v .
- Vla.** (Viola): Bass clef, starting with a measure rest and a dynamic marking of v .
- Vc.** (Violoncello): Bass clef, starting with a measure rest and a dynamic marking of v .
- Cb.** (Contrabass): Bass clef, starting with a measure rest and a dynamic marking of v .

The score is written in 4/4 time and begins at measure 33. The key signature is one sharp (F#). The woodwinds and strings play sustained notes, while the brass and percussion provide rhythmic accompaniment. The percussion parts include snare and bass drums, cymbals, and timpani.

Battle of Realms

This page of the musical score, titled "Battle of Realms" and numbered "6", contains the following parts and dynamics:

- Fl.** (Flute): *f*
- Ob.** (Oboe): *f*
- B♭ Cl. 1** (B-flat Clarinet 1): *f*
- B♭ Cl. 2** (B-flat Clarinet 2): *mf*
- B. Cl.** (Bass Clarinet): *mf*
- A. Sx.** (Alto Saxophone): *mf*
- Bsn.** (Baritone Saxophone): *mf*
- Hn.** (Horn): *mf*
- B♭ Tpt. 1** (B-flat Trumpet 1): *mf*
- B♭ Tpt. 2** (B-flat Trumpet 2): *mf*
- Tbn.** (Trombone): *mf*
- Tuba**: *mf*
- Timp.** (Timpani): *f*
- Cym.** (Cymbal): *f*
- S. Dr.** (Snare Drum): *f*
- B. Dr.** (Bass Drum): *f*
- Vln. I** (Violin I): *f*
- Vln. II** (Violin II): *f*
- Vla.** (Viola): *f*
- Vc.** (Violoncello): *f*
- Cb.** (Contrabass): *f*

The score includes various musical notations such as rests, notes, and dynamic markings. The woodwinds and brass sections are mostly in rests, while the percussion and string sections are active with rhythmic patterns. The strings are marked with accents (*v*) and slurs.

Battle of Realms

This page of the musical score, titled "Battle of Realms" and numbered 7, contains the following instruments and parts:

- Fl.** (Flute): Starts at measure 49 with a *mf* dynamic.
- Ob.** (Oboe): Starts at measure 49 with a *mf* dynamic.
- B♭ Cl. 1** (B-flat Clarinet 1): Starts at measure 49 with a *mf* dynamic.
- B♭ Cl. 2** (B-flat Clarinet 2): Starts at measure 49 with a *mf* dynamic, changing to *mp* later.
- B. Cl.** (Bass Clarinet): Starts at measure 49 with a *mf* dynamic, changing to *mp* later.
- A. Sx.** (Alto Saxophone): Starts at measure 49 with a *mf* dynamic.
- Bsn.** (Bassoon): Starts at measure 49 with a *mf* dynamic, changing to *mp* later.
- Hn.** (Horn): Starts at measure 49 with a *mp* dynamic.
- B♭ Tpt. 1** (B-flat Trumpet 1): Starts at measure 49 with a *mf* dynamic.
- B♭ Tpt. 2** (B-flat Trumpet 2): Starts at measure 49 with a *mf* dynamic, changing to *mp* later.
- Tbn.** (Trombone): Starts at measure 49 with a *mf* dynamic, changing to *mp* later.
- Tuba**: Starts at measure 49 with a *mf* dynamic, changing to *mp* later.
- Timp.** (Timpani): Starts at measure 49 with a *mf* dynamic, changing to *mp* later.
- Cym.** (Cymbal): Remains silent throughout the page.
- S. Dr.** (Snare Drum): Starts at measure 49 with a rhythmic pattern.
- B. Dr.** (Bass Drum): Starts at measure 49 with a rhythmic pattern.
- Vln. I** (Violin I): Starts at measure 49 with a *mf* dynamic.
- Vln. II** (Violin II): Starts at measure 49 with a *mf* dynamic, changing to *mp* later.
- Vla.** (Viola): Starts at measure 49 with a *mf* dynamic.
- Vc.** (Violoncello): Starts at measure 49 with a *mf* dynamic, changing to *mp* later.
- Cb.** (Contrabass): Starts at measure 49 with a *mf* dynamic, changing to *mp* later.

This page of the musical score, titled "Battle of Realms", contains 18 staves of music. The score begins at measure 57. The instruments and their parts are as follows:

- Fl.:** Flute, starting with a forte (*f*) dynamic and ending with fortissimo (*ff*).
- Ob.:** Oboe, starting with a forte (*f*) dynamic and ending with fortissimo (*ff*).
- B♭ Cl. 1 & 2:** Bass Clarinet 1 and 2, both starting with a forte (*f*) dynamic and ending with fortissimo (*ff*).
- B. Cl.:** Baritone Clarinet, starting with a forte (*f*) dynamic and ending with fortissimo (*ff*).
- A. Sx.:** Alto Saxophone, starting with a forte (*f*) dynamic and ending with fortissimo (*ff*).
- Bsn.:** Bassoon, starting with a forte (*f*) dynamic and ending with fortissimo (*ff*).
- Hn.:** Horn, starting with a forte (*f*) dynamic and ending with fortissimo (*ff*).
- B♭ Tpt. 1 & 2:** Trumpets 1 and 2, both starting with a forte (*f*) dynamic and ending with fortissimo (*ff*).
- Tbn.:** Trombone, starting with a forte (*f*) dynamic and ending with fortissimo (*ff*).
- Tuba:** Tuba, starting with a forte (*f*) dynamic and ending with fortissimo (*ff*).
- Timp.:** Timpani, starting with a forte (*f*) dynamic and ending with fortissimo (*ff*).
- Cym.:** Cymbals, starting with a forte (*f*) dynamic and ending with fortissimo (*ff*).
- S. Dr.:** Snare Drum, starting with a forte (*f*) dynamic and ending with fortissimo (*ff*).
- B. Dr.:** Bass Drum, starting with a forte (*f*) dynamic and ending with fortissimo (*ff*).
- Vln. I & II:** Violins I and II, both starting with a forte (*f*) dynamic and ending with fortissimo (*ff*).
- Vla.:** Viola, starting with a forte (*f*) dynamic and ending with fortissimo (*ff*).
- Vc.:** Violoncello, starting with a forte (*f*) dynamic and ending with fortissimo (*ff*).
- Cb.:** Contrabass, starting with a forte (*f*) dynamic and ending with fortissimo (*ff*).