

Halo 3

Arranged by Michael Story

INSTRUMENTATION

- | | |
|--------------------------------|--|
| 1 Conductor | 4 Trombone |
| 8 Flute | 2 Baritone |
| 2 Oboe | 2 Baritone Treble Clef |
| 2 Bassoon | 4 Tuba |
| 4 1st B \flat Clarinet | 1 Mallet Percussion
(Chimes) |
| 4 2nd B \flat Clarinet | 1 Timpani
(Tune: G, A, D) |
| 2 B \flat Bass Clarinet | 3 Percussion 1
(Snare Drum and/or Tom-Tom, Bass Drum) |
| 5 E \flat Alto Saxophone | 3 Percussion 2
(Suspended Cymbal, Tambourine, Gong or
Crash Cymbals) |
| 2 B \flat Tenor Saxophone | |
| 2 E \flat Baritone Saxophone | |
| 4 1st B \flat Trumpet | |
| 4 2nd B \flat Trumpet | |
| 4 F Horn | |

WORLD PARTS

Available for download from
www.alfred.com/worldparts

- Horn in E \flat
Trombone in B \flat Bass Clef
Trombone in B \flat Treble Clef
Baritone in B \flat Bass Clef
Tuba in E \flat Bass Clef
Tuba in E \flat Treble Clef
Tuba in B \flat Bass Clef
Tuba in B \flat Treble Clef

NOTES TO THE CONDUCTOR

This arrangement of music from the popular video game *Halo 3* contains numerous sforzando-piano markings followed by crescendos. These should be as dramatic as possible, but only to the point where a good ensemble sound can be maintained.

The Percussion I part calls for Snare Drum/Tom-Tom with the snares off. Although one drummer is sufficient, using multiple drums and players on this part would enhance the performance. The Percussion 2 part includes Gong/Crash Cymbals. Either may be used effectively.

I hope you and your ensemble find *Halo 3* to be an exciting and worthwhile experience.

Michael Story

Halo 3

By Marty O'Donnell and Michael Salvatori

Arranged by Michael Story

FULL SCORE

Approx. Duration - 2:00

Mysteriously ♩ = 80

Flute

Oboe

Bassoon

B♭ Clarinets

B♭ Bass Clarinet

E♭ Alto Saxophone

B♭ Tenor Saxophone

E♭ Baritone Saxophone

B♭ Trumpets

F Horn

Trombone

Baritone

Tuba

Mallet Percussion
(Chimes)

Timpani

Percussion 1
(Snare Drum and/or
Tom-Tom, Bass Drum)

Percussion 2
(Suspended Cymbal,
Tambourine,
Gong or Crash Cymbals)

The musical score is arranged in five systems. The first system includes Flute, Oboe, Bassoon, B♭ Clarinets (1 and 2), B♭ Bass Clarinet, E♭ Alto Saxophone, B♭ Tenor Saxophone, and E♭ Baritone Saxophone. The second system includes B♭ Trumpets (1 and 2), F Horn, Trombone, Baritone, and Tuba. The third system includes Mallet Percussion (Chimes) and Timpani. The fourth system includes Percussion 1 and Percussion 2. The fifth system includes Percussion 2. The score is in 4/4 time, key of B-flat major, and marked 'Mysteriously' with a tempo of 80. A large red watermark 'Preview Only' is overlaid diagonally across the score.

1 2 3 4 p 5

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Fl. *mp*

Ob.

Bsn.

1 *mp*

2

Cl. 1

Cl. 2

B. Cl.

A. Sax.

T. Sax.

Bar. Sax.

1 *mp*

2

Tpts. 1

Tpts. 2

Hn.

Tbn.

Bar.

Tuba

Mlt. Perc.

Timp.

Perc. 1

Perc. 2

Fl. *mp* *mf*

Ob. *mp* *mf*

Bsn. *mp* *mf*

1 Cls. *mp*

2 Cls. *mp*

B. Cl. *mp*

A. Sax. *mp*

T. Sax. *mp*

Bar. Sax. *mp*

1 Tpts. *mp* *mf*

2 Tpts. *mp*

Hn. *mp*

Tbn. *mp* Play

Bar. *mp*

Tuba *mp*

Mlt. Perc. *mp*

Timp. *mp* *mf*

Perc. 1 *mp* *mf*

Perc. 2 *mp* *mf* Choke

rit. 17 Bright ♩ = 126

Fl.

Ob.

Bsn.

1
Cls. *mf*

2

B. Cl. *mf*

A. Sax. *mf*

T. Sax. *mf*

Bar. Sax. *mf*

1
Tpts. *mf*

2

Hn. *mf*

Tbn. *mf*

Bar. *mf*

Tuba *mf*

Mlt. Perc. *mf* Chimes *f*

Timp. *mf*

Perc. 1 *mf*

Perc. 2 *f*

Fl.

Ob.

Bsn.

1
Cls.

2

B. Cl.

A. Sax.

T. Sax.

Bar. Sax.

1
Tpts.

2

Hn.

Tbn.

Bar.

Tuba

Mlt. Perc.

Timp.

Perc. 1

Perc. 2

Fl. *sfp* *ff*

Ob. *sfp* *ff*

Bsn. *sfp* *ff*

1 Cls. *sfp* *ff*

2 Cls. *sfp* *ff*

B. Cl. *sfp* *ff*

A. Sax. *sfp* *ff*

T. Sax. *sfp* *ff*

Bar. Sax. *sfp* *ff*

1 Tpts. *sfp* *ff*

2 Tpts. *sfp* *ff*

Hn. *sfp* *ff*

Tbn. *sfp* *ff*

Bar. *sfp* *ff*

Tuba *sfp* *ff*

Mlt. Perc. *f*

Timp. *ff*

Perc. 1 *ff*

Perc. 2 *ff* Choke

