

DRAGON SLAYER

ROB GRICE
(ASCAP)

Aggressive! ($\text{♩} = 144$)

The score is written for a full orchestra and includes the following parts:

- Flute**: Treble clef, 2/4 time, starting with a dynamic marking of *sf*.
- Oboe**: Treble clef, 2/4 time, starting with a dynamic marking of *sf*.
- Bassoon**: Bass clef, 2/4 time, starting with a dynamic marking of *sf*.
- B♭ Clarinet**: Treble clef, 2/4 time, starting with a dynamic marking of *sf*.
- B♭ Bass Clarinet**: Treble clef, 2/4 time, starting with a dynamic marking of *sf*.
- E♭ Alto Saxophone**: Treble clef, 2/4 time, starting with a dynamic marking of *sf*.
- B♭ Tenor Saxophone**: Treble clef, 2/4 time, starting with a dynamic marking of *sf*.
- E♭ Baritone Saxophone**: Treble clef, 2/4 time, starting with a dynamic marking of *sf*.
- E♭ Trumpet**: Treble clef, 2/4 time, starting with a dynamic marking of *sf*.
- F Horn**: Treble clef, 2/4 time, starting with a dynamic marking of *sf*.
- Trombone**: Bass clef, 2/4 time, starting with a dynamic marking of *sf*.
- Baritone/Euphonium**: Bass clef, 2/4 time, starting with a dynamic marking of *sf*.
- Tuba**: Bass clef, 2/4 time, starting with a dynamic marking of *sf*.
- Bells**: Treble clef, 2/4 time, starting with a dynamic marking of *sf*.
- Percussion 1** (Gaug Drum, Bass Drum): Treble clef, 2/4 time, starting with a dynamic marking of *sf*. Includes markings for *more off* and *Brake Drum*.
- Percussion 2** (Brake Drum, Jangle Bell): Treble clef, 2/4 time, starting with a dynamic marking of *sf*.
- Percussion 3** (Gong, Tambourine, Suspended Cymbal): Treble clef, 2/4 time, starting with a dynamic marking of *sf*. Includes a marking for *Gong*.