

Spy Games

FULL SCORE
Approx. Duration - 2:00

Ralph Ford (ASCAP)

Top secret energy ♩ = 126-132

Flute

Oboe

B♭ Clarinet

B♭ Bass Clarinet

E♭ Alto
Saxophone

B♭ Tenor
Saxophone

E♭ Baritone
Saxophone

B♭ Trumpet

F Horn

Trombone/Baritone/
Bassoon

Tuba

Mallet Percussion
(Xylophone)

Optional Timpani

Percussion 1
(Snare Drum, Bass Drum)

Percussion 2
(Susp. Cymbal w/stick,
Congas or
Optional Small Toms)

The musical score is arranged in a standard orchestral format with five systems. The first system includes Flute, Oboe, B♭ Clarinet, B♭ Bass Clarinet, E♭ Alto Saxophone, B♭ Tenor Saxophone, and E♭ Baritone Saxophone. The second system includes B♭ Trumpet, F Horn, Trombone/Baritone/Bassoon, and Tuba. The third system includes Mallet Percussion (Xylophone), Optional Timpani, Percussion 1 (Snare Drum, Bass Drum), and Percussion 2 (Susp. Cymbal w/stick, Congas or Optional Small Toms). The score is in 4/4 time with a key signature of two flats (B♭ and E♭). It features dynamic markings of *ff* (fortissimo) and *p* (piano). A tempo marking of ♩ = 126-132 is provided. A rehearsal mark '5' is placed at the beginning of the fifth measure of each system. The percussion parts include specific instructions: 'Tune: F, B♭' for the Mallet Percussion, and 'Congas (or Small Toms)' for Percussion 2. The score concludes with a final measure marked with a '5' in a box.

