

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)

Musical score for **Spy Games**, measures 1-5. The score is for a full orchestra and includes percussion. It features woodwinds (Flute, Oboe, Clarinets, Saxophones), brass (Trumpet, Horn, Trombone, Tuba), and percussion (Mallet Percussion, Timpani, Snare/Bass Drum, Susp. Cymbal, Congas/Small Toms). Dynamics range from fortissimo (ff) to piano (p). The tempo is marked "Top secret energy" with a quarter note equal to 126-132. A box with the number "5" is present in the top right of the first two systems.

Fl.

Ob.

Cl.

B. Cl.

A. Sax.

T. Sax.

Bar. Sax.

Tpt.

Hn.

Tbn./Bar./Bsn.

Tuba

Mlt. Perc.

Timp.

Perc. 1

Perc. 2

6 7 8 9 10

mp

The musical score is presented for 18 instruments. The woodwind section includes Flute, Oboe, Clarinet, Bass Clarinet, Alto Saxophone, Tenor Saxophone, and Baritone Saxophone. The brass section includes Trumpet, Horn, Trombone/Euphonium, and Tuba. The percussion section includes Mallet Percussion, Timpani, Percussion 1, and Percussion 2. Measures 6 through 10 are shown. Dynamics of *mp* (mezzo-piano) are indicated for the B. Cl., T. Sax., Bar. Sax., Tbn./Bar./Bsn., Tuba, and Perc. 1. Percussion 2 features a rhythmic pattern of eighth notes with 'x' marks above them, indicating a specific sound effect.