

Ovation

A Celebration for Band

By Michael Story (ASCAP)

FULL SCORE

Approx. Duration - 1:45

Allegro moderato ♩ = 126

Flute

Oboe

B♭ Clarinet

B♭ Bass Clarinet

E♭ Alto Saxophone

B♭ Tenor Saxophone

E♭ Baritone Saxophone

Musical notation for the woodwind section. The score is in 4/4 time with a key signature of two flats (B♭ and E♭). The tempo is marked 'Allegro moderato' with a quarter note equal to 126 beats per minute. The woodwinds play a melodic line starting with a half note G4, followed by quarter notes A4, B4, and C5. Dynamics include *f* (forte) and accents (>).

Allegro moderato ♩ = 126

B♭ Trumpet

F Horn

Trombone/Baritone/
Bassoon

Tuba

Musical notation for the brass section. The B♭ Trumpet and F Horn parts play a melodic line starting with a half note G4, followed by quarter notes A4, B4, and C5. The Trombone/Baritone/Bassoon and Tuba parts play a harmonic line starting with a half note G3, followed by quarter notes A3, B3, and C4. Dynamics include *f* (forte) and accents (>).

Mallet Percussion
(Bells)

Timpani

Percussion 1
(Snare Drum, Bass Drum)

Percussion 2
(Suspended Cymbal,
Triangle/Shaker)

Musical notation for the percussion section. The Mallet Percussion (Bells) part plays a melodic line starting with a half note G4, followed by quarter notes A4, B4, and C5. The Timpani part plays a rhythmic pattern of quarter notes G3, A3, B3, and C4. Percussion 1 (Snare Drum, Bass Drum) plays a rhythmic pattern of quarter notes G3, A3, B3, and C4. Percussion 2 (Suspended Cymbal, Triangle/Shaker) plays a rhythmic pattern of quarter notes G3, A3, B3, and C4. Dynamics include *f* (forte) and accents (>). The score includes a 'Tune: F, B♭' instruction for the Mallet Percussion part.

9

Fl. *mf* *mf*

Ob. *mf* *mf*

Cl. *mf* *mf*

B. Cl. *mf* *f* *mf*

A. Sax. *mf* *f* *mf*

T. Sax. *mf* *f* *mf*

Bar. Sax. *mf* *f* *mf*

9

Tpt. *mf* *f* *mf*

Hn. *mf* *f* *mf*

Tbn./Bar./Bsn. *mf* *f* *mf*

Tuba *mf* *f* *mf*

Mlt. Perc. *mf* *f*

Timp.

Perc. 1 *mf* *f* *mf*

Perc. 2 *mf* *p* *f* ch.

6 7 8 9 10