

Dawn Patrol

CONDUCTOR'S SCORE

Trio for Snare Drums
Time of performance 4½ minutes.

JOHN J. HENEY

47 E *Mysterioso* ♩ = 76

I
II
III

pppp *pppp < p > pppp < p > pppp < p >*

pppp *pp < p >* *pppp*

pp < p > *pppp*

pp < p > *p* *p accelerando*

① DAWN ♩ = 100

p accelerando

accelerando

f *ff* *f* *p*

f *ff* *p*

f *ff* *p*

Maestoso ♩ = 92 ② REVEILLE

f *f* *f*

f *f* *f*

③ THE ALARM
Agitato ♩ = 144

Trio

First system of the Trio section, consisting of three staves. The music features complex rhythmic patterns, including many triplets and sixteenth-note runs. The key signature has one sharp (F#).

Second system of the Trio section, continuing the complex rhythmic patterns and triplets from the first system.

TAKE OFF
 Agitato ♩ = 168

Third system, starting with dynamic markings: *pp* < *f* > *mp* < *f* > *pp* < *fff* >. The time signature changes to 4/4. The music includes triplets and dynamic shifts to *ff*.

Fourth system, featuring triplets and dynamic markings such as *fff* and *pp*.

ENEMY SIGHTED

Fifth system, featuring dynamic markings like *pp*, *fff*, and *ff*.

Sixth system, featuring dynamic markings such as *pp*, *f*, *ff*, and *fff*.

BATTLE

Trio

F Furioso ♩ = 168

The musical score is written for three staves in 4/4 time. It begins with a key signature of one sharp (F#) and a tempo of ♩ = 168. The first system includes dynamics *f* and *fff*. The second system features a circled 'C' above the first staff and continues with *f* and *fff* dynamics. The third system has a circled 'C' above the first staff and includes *f* and *fff* dynamics. The fourth system contains *f* and *fff* dynamics. The fifth system includes *f* and *fff* dynamics. The sixth system features *f* and *fff* dynamics. The seventh system includes *f* and *fff* dynamics. The score is characterized by frequent use of triplets and sixteenth-note passages, with many notes marked with accents.

Trio

VICTORY

① Maestoso ♩ = 92

① (H)

fff *f* *fff* *f* *fff* *f*

ff *pp* *f* *pp* *f* *pp*

pp *f* *pp* *f* *ff*

ff *f*

RETURN

① ♩ = 112

f *pp* *f* *ff*

ff

p *f* *p* *f*

p *f* *p* *f* *p* *f* *p*

DUSK

Ⓚ ♩ = 80

ff *pppp*

TAPS

f *p* *p* *pp*

p *morendo e ritard.*

pp

mm