

Dark Horse - Part 1: The Dark Horse

Randall D. Standridge

Eerie $\text{♩} = 96$

5

The score is for a marching band piece in 4/4 time with a tempo of 96 beats per minute. The key signature has two flats. The score is divided into measures 1 through 6. A box with the number '5' is placed above measure 5. The instruments and their parts are as follows:

- Solo (Trans. for all instr.):** Starts in measure 5 with a quarter note G4, quarter note A4, quarter note B4, quarter note C5, quarter note B4, quarter note A4, quarter note G4. Dynamic: *mf*.
- Flute:** Rests throughout.
- B Clarinet 1 & 2:** Rests throughout.
- E Alto Saxophone:** Rests throughout.
- B Tenor Saxophone:** Rests throughout.
- Low Reeds:** Rests throughout.
- B Trumpet 1 & 2:** Rests throughout.
- Mellophone:** Rests throughout.
- Low Brass 1 & 2:** Rests throughout.
- Tuba:** Rests throughout.
- Strings (Optional):** Sustained chords in the upper register, dynamic *p*.
- Electric Bass (Optional):** Sustained chords in the lower register, dynamic *p*.
- Sound FX (Optional):** Labeled '01_01_Wind', sustained chords, dynamic *p*.
- Bells:** Melodic line starting in measure 2, dynamic *mf*.
- Xylophone (opt. Mar. 2):** Rests throughout.
- Vibraphone:** Melodic line starting in measure 2, dynamic *mf*.
- Marimba:** Sustained chords, dynamic *p*.
- Percussion 1:** Ride Cymbal (measures 2-3, *mf*), Sus. Cym. (measures 4-6, *p* to *mf* to *mp*).
- Percussion 2:** Bass Drum (measures 4-6, *p* to *mf* to *p*).
- Percussion 3:** Triangle (measures 2-3, *mf*).
- Snareline, Tenorline, Bass Drums (4):** Rests throughout.

1 2 3 4 5 6

This musical score is for the piece "Dark Horse - Part 1: The Dark Horse". It is a full orchestral score with multiple staves for different instruments. The score is divided into measures 25 through 30. The instruments listed on the left are: Solo, Solo 2, Fl. (Flute), Cl. 1 (Clarinet 1), Cl. 2 (Clarinet 2), A. Sax. 1-2 (Alto Saxophones 1-2), T. Sax. (Tenor Saxophone), L. R. (Low Reed), Tpt. 1 (Trumpet 1), Tpt. 2 (Trumpet 2), Mell. (Mellophone), L.B. 1 (Low Brass 1), L.B. (Low Brass), Tuba, Synth (Synthesizer), E.B. (Electric Bass), SFX (Saxophone), Bls. (Bassoon), Xyl. (Xylophone), Vb. (Vibraphone), Mar. (Maracas), Perc. 1 (Percussion 1), Perc. 2 (Percussion 2), Perc. 3 (Percussion 3), S. Dr. (Snare Drum), T. Dr. (Tom Drum), and B. Dr. (4) (Bass Drum). The score includes dynamic markings such as *p* (piano) and *f* (forte), and articulation marks like accents and slurs. The key signature is three flats (B-flat major or D-flat minor), and the time signature is 4/4. The score is written in a standard musical notation style with a grand staff for each instrument.

This musical score is for the piece "Dark Horse - Part 1: The Dark Horse". It is a full orchestral score with multiple staves for different instruments. The score is written in a key signature of two flats (B-flat major or D-flat minor) and a 4/4 time signature. The instruments listed on the left include Solo, Solo 2, Fl., Cl. 1, Cl. 2, A. Sax. 1-2, T. Sax., L. R., Tpt. 1, Tpt. 2, Mell., L.B. 1, L.B., Tuba, Synth, E.B., SFX, Bln., Xyl., Vb., Mar., Perc. 1, Perc. 2, Perc. 3, S.Dr., T. Dr., and B. Dr. (4). The score is divided into measures, with measure numbers 37, 38, 39, 40, 41, and 42 indicated at the bottom. Dynamics such as *f* (forte), *ff* (fortissimo), and *p* (piano) are used throughout. There are also markings for "Crash" and "(ch)". The score includes various musical notations such as notes, rests, beams, and slurs.

Dark Horse - Part 2: NightMARE

Randall D. Standridge

With Fury ♩ = 144

This musical score is for a marching band performance. It features a variety of instruments including woodwinds, brass, strings, and percussion. The score is divided into two main sections. The first section, starting at measure 1, is marked 'With Fury' with a tempo of 144 beats per minute. The second section, starting at measure 5, has a tempo of 150 beats per minute. The percussion section is particularly detailed, with parts for Snareline, Tenorline, Bass Drums, and three Percussion positions. The woodwind section includes Flute, Clarinets, Saxophones, and Reeds. The brass section includes Trumpets, Mellophone, and Tuba. The string section includes Synth (Optional), Electric Bass (Optional), and Bells. The xylophone and marimba parts are also present. The score includes dynamic markings such as *mp*, *mf*, *p*, and *f*, as well as performance instructions like 'Solo (Trans. for all instr.)', 'Crotales', 'Play down 8va', and 'Two Woodblocks'. The piece concludes at measure 8.

9

Solo

Fl. *f*

Cl. 1 *f*

Cl. 2 *f*

A. Sx. 1-2 *f*

T. Sx. *f*

L. R. *f*

Tpt. 1

Tpt. 2

Mell.

L.B. 1

L.B.

Tuba

Synth

E.B.

SFX

Bl. *mf*

Xyl. *mf*

Vb. *mp* *mf* *mp* *mf* *mp* *mf*

Mar. *mp* *mf* *mp* *mf* *mp* *mf*

Perc. 1

Perc. 2 *mp*

Perc. 3

S.Dr. *mp*

T. Dr.

B. Dr. (4) *mp*

Ride Cym. Dome

Triangle

17

Musical score for 'Dark Horse - Part 2: NightMARE' page 3, measures 15-20. The score includes parts for Solo, Fl., Cl. 1, Cl. 2, A. Sax. 1-2, T. Sax., L. R., Tpt. 1, Tpt. 2, Mell., L.B. 1, L.B., Tuba, Synth, E.B., SFX, Bln., Xyl., Vb., Mar., Perc. 1, Perc. 2, Perc. 3, S.Dr., T. Dr., and B. Dr. (4). Dynamics include mf, mp, and p.

Solo

Fl.

Cl. 1

Cl. 2

A. Sx. 1-2

T. Sx.

L. R.

Tpt. 1

Tpt. 2

Mell.

L.B. 1

L.B.

Tuba

Synth

E.B.

SFX

Bls.

Xyl.

Vb.

Mar.

Perc. 1

Perc. 2

Perc. 3

S.Dr.

T. Dr.

B. Dr. (4)

mf

f

Crash Cym.

China Cym.

Broke Drum

Bass Drum

Play normal octave

21 22 23 24 25 26

Musical score for 'Dark Horse - Part 2: NightMARE' page 5. The score includes staves for Solo, Fl., Cl. 1, Cl. 2, A. Sax. 1-2, T. Sax., L. R., Tpt. 1, Tpt. 2, Mell., L.B. 1, L.B., Tuba, Synth, E.B., SFX, Bls., Xyl., Vb., Mar., Perc. 1, Perc. 2, Perc. 3, S.Dr., T. Dr., and B. Dr. (4). The score is in 4/4 time with a key signature of two flats. It features various musical notations including notes, rests, dynamics (mf, f, p), and articulation marks.

41

Solo

Fl.

Cl. 1

Cl. 2

A. Sx. 1-2

T. Sx.

L. R.

Tpt. 1

Tpt. 2

Mell.

L.B. 1

L.B.

Tuba

Synth

E.B.

SFX

Bls.

Xyl.

Vb.

Mar.

Perc. 1

Perc. 2

Perc. 3

S.Dr.

T. Dr.

B. Dr. (4)

39 40 41 42 43 44

55

Solo

Fl.

Cl. 1

Cl. 2

A. Sax. 1-2

T. Sax.

L. R.

Tpt. 1

Tpt. 2

Mell.

L.B. 1

L.B.

Tuba

Synth

E.B.

SFX

Bls.

Xyl.

Vb.

Mar.

Perc. 1

Perc. 2

Perc. 3

S.Dr.

T. Dr.

B. Dr. (4)

Choir

mf

f

ff

p

mf

f

ff

02_02_Subdrop 2

51 52 53 54 55 56

This musical score is for the piece "Dark Horse - Part 2: NightMARE". It features a solo part at the top, followed by a woodwind section (Flute, Clarinets 1 & 2, Saxophones 1-2, Tenor Sax, and Bassoon), a brass section (Trumpets 1 & 2, Mellophone, Baritone 1, Baritone, Tuba, and Euphonium), and a percussion section (SFX, Bells, Xylophone, Vibraphone, Maracas, Percussion 1, 2, and 3, Snare Drum, Tom Drum, and Bass Drum). The score is written in a key signature of two flats and a 4/4 time signature. It includes dynamic markings such as *p* (piano), *f* (forte), *ff* (fortissimo), and *mf* (mezzo-forte). Performance instructions include accents, slurs, and a "Div." (divisi) marking for the woodwinds. The score is divided into measures 57 through 64, with a page number of 10 at the top left.

Dark Horse - Part 3: Under the Red Moon

Randall D. Standridge

Eerie $\text{♩} = 96$

Solo (Trans. for all instr.)
mf

Flute
ff

B♭ Clarinet 1
ff

B♭ Clarinet 2
ff

E♭ Alto Saxophone
ff

B♭ Tenor Saxophone
ff

Low Reeds
ff

B♭ Trumpet 1
ff

B♭ Trumpet 2
ff

Mellophone
ff

Low Brass 1
ff

Low Brass 2
ff

Tuba
ff

Synth (Optional)
Two Woodblocks
p

Electric Bass (Optional)
p

Sound FX (Optional)
03_01_Stampede Impact

Bells
ff

Xylophone (opt. Mar. 2)
Crash
ff

Vibraphone
Crash
ff

Marimba
mf

Percussion 1
Sus. Cym.
p → *mf*

Percussion 2
Bass Drum
pp → *p*

Percussion 3
Triangle
mf

Snareline

Tenorline

Bass Drums (4)
p

1 2 3 4 5 6 7

13

Musical score for 'Dark Horse - Part 3: Under the Red Moon' starting at measure 13. The score includes parts for Solo, Flute, Clarinets 1 & 2, Saxophones 1-2, Trombones 1-2, Trumpets 1-2, Mellotron, Basses 1 & 2, Tuba, Synth, Electric Bass, SFX, Bassoon, Xylophone, Vibraphone, Maracas, Percussion 1-3, Snare Drum, Tom Drum, and Bass Drum (4). The score is in 4/4 time and features various dynamics such as *mp*, *mf*, and *pp*. A tempo marking of $\text{♩} = 96$ is present for the Wind Chimes part.

22

Solo

Fl.

Cl. 1

Cl. 2

A. Sax. 1-2

T. Sax.

L. R.

Tpt. 1

Tpt. 2

Mell.

L.B. 1

L.B.

Tuba

Synth

E.B.

SFX

Bis.

Xyl.

Vb.

Mar.

Perc. 1

Perc. 2

Perc. 3

S. Dr.

T. Dr.

B. Dr. (4)

mf

p

mp

Ride Cym.

This musical score is for the piece "Dark Horse - Part 3: Under the Red Moon". It is a multi-staff score for a large ensemble. The instruments listed on the left are: Solo, Fl. (Flute), Cl. 1 (Clarinet 1), Cl. 2 (Clarinet 2), A. Sax. 1-2 (Alto Saxophones 1-2), T. Sax. (Tenor Saxophone), L. R. (Low Reed), Tpt. 1 (Trumpet 1), Tpt. 2 (Trumpet 2), Meil. (Mellophone), L.B. 1 (Low Brass 1), L.B. (Low Brass), Tuba, Synth. (Synthesizer), E.B. (Electric Bass), SFX. (SFX), Bls. (Bells), Xyl. (Xylophone), Vb. (Vibraphone), Mar. (Maracas), Perc. 1 (Percussion 1), Perc. 2 (Percussion 2), Perc. 3 (Percussion 3), S. Dr. (Snare Drum), T. Dr. (Tom Drum), and B. Dr. (4) (Bass Drum (4)). The score is written in a key signature of three flats (B-flat major or D-flat minor) and a 4/4 time signature. The Solo part is a whole rest. The Fl., Cl. 1, Cl. 2, A. Sax. 1-2, and T. Sax. parts play a melodic line starting on a dotted quarter note. The L. R. part plays a bass line. The Tpt. 1 and Tpt. 2 parts enter on measure 26 with a *mf* dynamic. The Meil., L.B. 1, L.B., and Tuba parts also enter on measure 26 with a *mf* dynamic. The Synth. part plays chords in the left hand and a bass line in the right hand, starting on measure 26 with a *p* dynamic. The E.B. part plays a bass line starting on measure 26 with a *p* dynamic. The SFX. part is a whole rest. The Bls., Xyl., Vb., and Mar. parts play a rhythmic pattern of eighth notes. The Perc. 1 part plays a *p* dynamic on measure 25 and a *mf* dynamic on measure 26. The Perc. 2 part is a whole rest. The Perc. 3 part plays a rhythmic pattern of eighth notes. The S. Dr. part plays a rhythmic pattern of eighth notes, starting on measure 28 with a *mp* dynamic. The T. Dr. part plays a rhythmic pattern of eighth notes, starting on measure 28 with a *mp* dynamic. The B. Dr. (4) part plays a rhythmic pattern of eighth notes, starting on measure 28 with a *mp* dynamic. The score is divided into measures 24 through 29.

31

This page of the musical score covers measures 30 through 34. It features a variety of instruments including woodwinds, brass, strings, and percussion. The score is written in a key signature of three flats and a common time signature. A dynamic marking of *f* (forte) is present in many parts, indicating a strong, powerful sound. The percussion section includes a drum set with specific patterns for the snare, toms, and cymbals, as well as a bass drum. The string section consists of first and second violins, violas, cellos, and double basses. The woodwind section includes flutes, clarinets, saxophones, and oboes. The brass section includes trumpets, trombones, and tubas. The score is divided into systems, with measures 30-31 on the first system, 32 on the second, 33 on the third, and 34 on the fourth. The page number 31 is prominently displayed at the top center.

Solo

Fl.

Cl. 1

Cl. 2

A. Sax. 1-2

T. Sax.

L. R.

Tpt. 1

Tpt. 2

Mell.

L.B. 1

L.B.

Tuba

Synth

E.B.

SFX

Bis.

Xyl.

Vb.

Mar.

Perc. 1

Perc. 2

Perc. 3

S.Dr.

T. Dr.

B. Dr. (4)

p *ff* *pp*

42

Galoping ♩=152

The musical score is arranged in a standard orchestral format. The top section includes Solo, Flute (Fl.), Clarinets 1 and 2 (Cl. 1, Cl. 2), Saxophones 1-2 (A. Sx. 1-2), Tenor Saxophone (T. Sx.), and Low Brass (L. R.). The middle section includes Trumpets 1 and 2 (Tpt. 1, Tpt. 2), Mellophone (Mell.), Basses 1 and 2 (L.B. 1, L.B.), and Tuba. The bottom section includes Synth, Euphonium (E.B.), Saxophone (SFX), Basses (Bls.), Xylophone (Xyl.), Vibraphone (Vb.), Maracas (Mar.), Percussion 1 (Perc. 1), Percussion 2 (Perc. 2), Percussion 3 (Perc. 3), Snare Drum (S.Dr.), Tom Drum (T. Dr.), and Bass Drum (B. Dr. (4)).

Key performance instructions include dynamics such as *mf*, *p*, *f*, *pp*, and *mp*. Percussion parts specify instruments like Wind Chimes, Triangle, and Bass Drum. The Snare and Tom Drum parts are marked for 'One Player' and 'All' players.

Dark Horse - Part 4: Midnight Ride

Randall D. Standridge

Galoping ♩=152

5

The musical score is arranged in a standard orchestral format with multiple staves. The key signature is one flat (Bb) and the time signature is 4/4. The tempo is marked as Galoping with a quarter note equal to 152 beats per minute. The score is divided into measures, with measure numbers 1 through 6 indicated at the bottom. The instrumentation includes a variety of woodwinds, brass, and percussion. The Solo part is transcribed for all instruments. The percussion section includes Bells, Xylophone (optional Marimba 2), Vibraphone, Marimba, and three Percussion parts. The drum set includes Snareline, Tenorline, and Bass Drums (4). Dynamic markings such as *f*, *mf*, and *sf* are used throughout the score. The score includes various musical notations such as accents, slurs, and articulation marks.

13

Solo

Fl. *mf*

Cl. 1 *mf*

Cl. 2 *mf*

A. Sx. 1-2 *mf*

T. Sx. *mf*

L. R. *mf*

Tpt. 1 *mf*

Tpt. 2 *mf*

Mell. *mf*

L.B. 1 *mf*

L.B. *mf*

Tuba

Synth *mf*

E.B. *mf*

SFX

Bls. *mf*

Xyl. *mf*

Vb. *mf*

Mar. *mf*

Perc. 1 *mf* Hi-Hat

Perc. 2 *mf* Tambourine

Perc. 3 *mf* 2 Woodblocks

S.Dr. *mf*

T. Dr.

B. Dr. (4) *mf*

Solo

Fl.

Cl. 1

Cl. 2

A. Sx. 1-2

T. Sx.

L. R.

Tpt. 1

Tpt. 2

Mell.

L.B. 1

L.B.

Tuba

Synth

E.B.

SFX

Bls.

Xyl.

Vb.

Mar.

Perc. 1

Perc. 2

Perc. 3

S.Dr.

T. Dr.

B. Dr. (4)

The musical score is arranged in a standard orchestral format. The top section includes woodwinds (Flute, Clarinets 1 & 2, Saxophones 1-2, Tenor Saxophone, and Bassoon), brass (Trumpets 1 & 2, Trombones 1 & 2, and Tuba), and strings (Violins, Violas, Cellos, and Double Basses). The bottom section includes percussion (Synthesizer, Electric Bass, SFX, Bells, Xylophone, Vibraphone, Maracas, three types of Percussion, Snare Drum, Tom Drum, and Bass Drum (4)). The score is written in 4/4 time with a key signature of one flat (B-flat major). Dynamics such as *mf* (mezzo-forte) and *f* (forte) are indicated throughout. The Solo part is a single line of music that remains silent throughout the page.

25

Solo

Fl.

Cl. 1

Cl. 2

A. Sx. 1-2

T. Sx.

L. R.

Tpt. 1

Tpt. 2

Mell.

L.B. 1

L.B.

Tuba

Synth

E.B.

SFX

Blas.

Xyl.

Vb.

Mar.

Perc. 1

Perc. 2

Perc. 3

S.Dr.

T. Dr.

B. Dr. (4)

f

ff

Crash Cym.

Bass Drum

Crash

33

37

Solo

Fl.

Cl. 1

Cl. 2

A. Sx. 1-2

T. Sx.

L. R.

Tpt. 1

Tpt. 2

Mell.

L.B. 1

L.B.

Tuba

Synth

E.B.

SFX

Bls.

Xyl.

Vb.

Mar.

Perc. 1

Perc. 2

Perc. 3

S.Dr.

T. Dr.

B. Dr. (4)

f

mf

ff

Tam-Tam

Tambourine

2 Woodblocks

33 34 35 36 37 38

This musical score is for the piece "Dark Horse - Part 4: Midnight Ride". It is a full orchestral score with the following instruments and parts:

- Solo
- Fl.
- Cl. 1
- Cl. 2
- A. Sx. 1-2
- T. Sx.
- L. R.
- Tpt. 1
- Tpt. 2
- Mell.
- L.B. 1
- L.B.
- Tuba
- Synth
- E.B.
- SFX
- Bls.
- Xyl.
- Vb.
- Mar.
- Perc. 1
- Perc. 2
- Perc. 3
- S.Dr.
- T. Dr.
- B. Dr. (4)

The score is written in a key signature of three flats (B-flat major or D-flat minor) and a 4/4 time signature. It spans measures 39 to 44. The percussion section includes a snare drum (S.Dr.) with a rimshot (Rim) in measure 41, a tom-tom (T. Dr.) with a mezzo-forte (mf) dynamic in measure 40, and a bass drum (B. Dr.) with a forte (f) dynamic in measure 40. The woodwinds and strings play complex rhythmic patterns, with many notes marked with accents (>). The brass section (Bls., Xyl., Vb., Mar.) plays a driving, rhythmic accompaniment, with a forte (f) dynamic starting in measure 40.

Solo

Fl.

Cl. 1

Cl. 2

A. Sx. 1-2

T. Sx.

L. R.

Tpt. 1

Tpt. 2

Mell.

L.B. 1

L.B.

Tuba

Synth

E.B.

SFX

Bls.

Xyl.

Vb.

Mar.

Perc. 1

Perc. 2

Perc. 3

S.Dr.

T. Dr.

B. Dr. (4)

Brake Drum

Crash

Whipcrack

f

mf

ff

45

46

47

48

49

50

54

This page of the musical score covers measures 51 through 57. The instrumentation includes Solo, Flute (Fl.), Clarinets 1 and 2 (Cl. 1, Cl. 2), Saxophones 1-2 (A. Sx. 1-2, T. Sx.), Low Brass (L. R., Tpt. 1, Tpt. 2, Mell., L.B. 1, L.B., Tuba), Synth, Euphonium (E.B.), SFX, Blown Brass (Bls., Xyl., Vb., Mar.), Percussion (Perc. 1, Perc. 2, Perc. 3), and Drums (S. Dr., T. Dr., B. Dr. (4)). The score features a variety of dynamics, including *ff*, *f*, and *p*. Percussion parts include specific techniques like 'Crash Cym.', 'China Cym.', and 'Tam-Tam'. A rehearsal mark '04_01_Horse 2' is placed above the SFX staff in measure 53. The Solo part is mostly silent, with some notes in measures 54 and 55. The woodwinds and strings play sustained chords and rhythmic patterns. The brass and percussion sections provide a driving, rhythmic accompaniment.

This musical score is for the piece "Dark Horse - Part 4: Midnight Ride". It is a full orchestral score with multiple staves for different instruments. The score is written in a key signature of three flats (B-flat major or D-flat minor) and a 4/4 time signature. The instruments included are:

- Solo
- Fl. (Flute)
- Cl. 1 (Clarinet 1)
- Cl. 2 (Clarinet 2)
- A. Sax. 1-2 (Alto Saxophone 1-2)
- T. Sax. (Tenor Saxophone)
- L. R. (Low Brass)
- Tpt. 1 (Trumpet 1)
- Tpt. 2 (Trumpet 2)
- Mell. (Mellophone)
- L.B. 1 (Low Brass 1)
- L.B. (Low Brass)
- Tuba
- Synth (Synthesizer)
- E.B. (Electric Bass)
- SFX (Special Effects)
- Bls. (Bassoon)
- Xyl. (Xylophone)
- Vb. (Vibraphone)
- Mar. (Maracas)
- Perc. 1 (Percussion 1)
- Perc. 2 (Percussion 2)
- Perc. 3 (Percussion 3)
- S.Dr. (Snare Drum)
- T. Dr. (Tom Drum)
- B. Dr. (4) (Bass Drum)

The score includes dynamic markings such as *p* (piano), *f* (forte), and *mf* (mezzo-forte). It also features various musical notations including slurs, accents, and articulation marks. The page number 10 is located at the top left, and the page title "Dark Horse - Part 4: Midnight Ride" is at the top center. The page number 10 is also repeated at the bottom of the page.

70

Solo

Fl. *ff*

Cl. 1 *ff*

Cl. 2 *ff*

A. Sx. 1-2 *ff*

T. Sx. *ff*

L. R. *ff*

Tpt. 1 *ff*

Tpt. 2 *ff*

Mell. *ff*

L.B. 1 *ff*

L.B. *ff*

Tuba *ff*

Synth *ff*

E.B. *ff*

SFX

Bls. *ff* Brake Drum

Xyl. *ff* Xylo

Vb. *ff*

Mar. *ff* Sus. Cym. *p*

Perc. 1 *ff*

Perc. 2 *ff*

Perc. 3 *ff* Whipcrack

S.Dr. *ff*

T. Dr. *ff*

B. Dr. (4) *ff*

This musical score is for the piece "Dark Horse - Part 4: Midnight Ride". It is a full orchestral score with multiple staves. The instruments and parts included are:

- Solo
- Fl.
- Cl. 1
- Cl. 2
- A. Sx. 1-2
- T. Sx.
- L. R.
- Tpt. 1
- Tpt. 2
- Mell.
- L.B. 1
- L.B.
- Tuba
- Synth
- E.B.
- SFX
- Bls.
- Xyl.
- Vb.
- Mar.
- Perc. 1
- Perc. 2
- Perc. 3 (Tam-Tam)
- S. Dr.
- T. Dr.
- B. Dr. (4)

The score is written in a key signature of three flats (B-flat major or D-flat minor) and a 4/4 time signature. It features dynamic markings such as *p* (piano), *f* (forte), and *mf* (mezzo-forte). The piece is divided into measures, with page numbers 72, 73, 74, and 75 indicated at the bottom of the score.

This musical score is for the piece "Dark Horse - Part 4: Midnight Ride". It is a full orchestral score with multiple staves for different instruments. The score is divided into measures 76, 77, 78, 79, and 80. The instruments listed on the left include Solo, Fl., Cl. 1, Cl. 2, A. Sx. 1-2, T. Sx., L. R., Tpt. 1, Tpt. 2, Mell., L.B. 1, L.B., Tuba, Synth, E.B., SFX, Bls., Xyl., Vb., Mar., Perc. 1, Perc. 2, Perc. 3, S.Dr., T. Dr., and B. Dr. (4). The score features various musical notations such as dynamics (f, ff), articulation (accents), and specific effects like "04_02_Subdrop 3" and "04_03_Horse Impact". The Solo part is mostly rests. The woodwinds and strings play sustained chords and rhythmic patterns. The percussion section has a complex rhythmic pattern with triplets and accents. The SFX part has specific sound effects at measures 78 and 79.