

Spy Chase

Brant Karrick
(2004)

FULL SCORE
Duration - 4:10

Mysteriously $\text{♩} = 82$

The score is for a full band and includes the following parts:

- Flute:** Starts with a *ff* dynamic, then *pp*, and ends with *mf*.
- Oboe:** Starts with *ff*, then *mp*, and ends with *mf*.
- Bassoon:** Starts with *ff*, then *mp*, and ends with *mf*.
- B♭ Clarinets (1 & 2):** Both parts start with *ff*, then *mp*, and end with *mf*.
- E♭ Alto Clarinet:** Starts with *ff*, then *mp*, and ends with *mf*.
- B♭ Bass Clarinet:** Starts with *ff*, then *mp*, and ends with *mf*.
- E♭ Alto Saxophones (1 & 2):** Both parts start with *ff*, then *mp*, and end with *mf*. Part 2 has an *a2* marking.
- B♭ Tenor Saxophone:** Starts with *ff*, then *mp*, and ends with *mf*.
- E♭ Baritone Saxophone:** Starts with *ff*, then *mp*, and ends with *mf*.
- B♭ Trumpets (1 & 2):** Both parts start with *ff*, then *mp*, and end with *mf*.
- F Horn:** Starts with *ff*, then *mp*, and ends with *mf*.
- Trombones (1 & 2):** Both parts start with *ff*, then *mp*, and end with *mf*. Part 1 has an *a2* marking.
- Baritone:** Starts with *ff*, then *mp*, and ends with *mf*.
- Tuba:** Starts with *ff*, then *mp*, and ends with *mf*.
- Mallet Percussion (Bells/Claves):** Starts with *ff*, then *pp*, and ends with *mf*. Includes the instruction "Bells let ring".
- Percussion 1 (Snare Drum/Hi-Hat/Ride Cymbal/Wind Chimes, Bass Drum):** Starts with *ff*, then *mp*, and ends with *mf*.
- Percussion 2 (Gong/Sus. Cymbal/Tri./Concert Toms/Cr. Cyms.):** Starts with *ff*, then *mp*, and ends with *mf*. Includes the instruction "Gong".
- Timpani (Cabasa):** Starts with *ff*, then *mp*, and ends with *mf*. Includes the instruction "F, G, C".
- Congas (Optional):** Starts with *ff*, then *mp*, and ends with *mf*.

