

Hall of Heroes

By David B Herring

Allegro ♩ = 120

The musical score is written for a large ensemble. It begins with a key signature of three flats (B-flat major or D-flat minor) and a common time signature (C). The tempo is marked 'Allegro' with a quarter note equal to 120 beats per minute. The score is divided into two systems of staves. The first system includes Flute, Clarinet in B-flat, Bass Clarinet, Alto Sax., Tenor Sax., Baritone Sax., Trumpet in B-flat, Horn in F, Trombone, and Tuba. The second system includes Snare Drum and Bass Drum. The music features a strong rhythmic pattern with frequent accents and dynamic markings of *f* (forte). The drum parts are particularly prominent, with the snare and bass drums playing a driving, syncopated rhythm.

Hall of Heroes

13

Fl.

mf

B♭ Cl.

mf

B. Cl.

A. Sx.

T. Sx.

B. Sx.

B♭ Tpt.

mf

13

Hn.

Tbn.

Tuba

13

S.Dr.

B.Dr.

25

Fl.

B \flat Cl.

B. Cl.

A. Sx.

T. Sx.

B. Sx.

B \flat Tpt.

Hn.

Tbn.

Tuba

S.Dr.

B.Dr.

38

Fl.

B \flat Cl.

B. Cl.

A. Sx.

T. Sx.

B. Sx.

B \flat Tpt.

Hn.

Tbn.

Tuba

S.Dr.
B.Dr.

f

f

f

f

f

f

f

f

f

f

f