

AVATAR/ PT. 1

Arranged by JAY BOCOOK
Percussion Arr. by WILL RAPP

Menacing (♩ = 160)

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

- FLUTE/PICC.
- B♭ CLARINET
- E♭ ALTO SAX
- B♭ TENOR SAX
- 1st B♭ TRUMPET
- 2nd & 3rd B♭ TRUMPET
- F HORN (B♭ Horn/Flugelhorn, Opt.)
- 1st & 2nd TROMBONE
- BARITONE
- TUBA (Bar. Sax/Elec. Bass, Opt.)
- KBD. PERC. (Kbds play in octaves, Chimes play lower notes)
- TIMPANI
- SNARE DRUM
- CYMBALS
- QUAD TOMS
- MULTIPLE (4) BASS DRUMS
- AUX. PERC. (Opt.)

Tempo: Menacing (♩ = 160). The score is in 4/4 time and features a variety of dynamics including *f*, *mf*, and *ff*. The percussion section includes multiple bass drums, snare, cymbals, and quad toms.

From the Twentieth Century Fox Motion Picture AVATAR

1st B \flat TRUMPET

AVATAR - PART 1

(The Destruction of "Hometree")

JAMES HORNER
Arranged by JAY BOCOOK
Perc. arr. by WILL RAPP

Menacing

5 10 21 28 37 47 58 65 72 82 88

f *mf* *fff* *f* *mf* *fff* *f* *fff*

03745481
Avatar - Part 1

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From the Twentieth Century Fox Motion Picture AVATAR

1st TROMBONE

AVATAR - PART 1

(The Destruction of "Hometree")

JAMES HORNER
Arranged by JAY BOCOOK
Perc. arr. by WILL RAPP

Menacing

10 21 28 37 47 58 65 72 82 88

f *mf* *fff* *f* *mf* *fff* *f* *fff*

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Avatar - Part 1

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AVATAR Part 2

Arranged by JAY BOCOOK
Percussion Arr. by WILL RAPP

Dolce (♩ = 76)

(- picc. throughout)

FLUTE/PICC. *mp*

B♭ CLARINET *mp*

E♭ ALTO SAX *mp*

B♭ TENOR SAX *mp*

1st B♭ TRUMPET

2nd & 3rd B♭ TRUMPET

F HORN (B♭ Horn/ Flugelhorn, Opt.) *mp*

1st & 2nd TROMBONE *mp*

BARITONE *mp*

TUBA (Bar. Sax/ Elec. Bass, Opt.) *mp*

BELLS

XYLOPHONE *mf*

SNARE DRUM *mf*

CYMBALS

QUAD TOMS

MULTIPLE (4) BASS DRUMS

AUX. PERC. (Opt.)

7

The musical score is arranged in a standard marching band format. It includes parts for woodwinds (Flute/Picc., Clarinet, Alto Sax, Tenor Sax), brass (Trumpets, Horns, Trombones, Baritone, Tuba), and percussion (Bells, Xylophone, Snare Drum, Cymbals, Quad Toms, Multiple Bass Drums, Aux. Perc.). The tempo is marked 'Dolce' with a quarter note equal to 76 beats per minute. The key signature has one flat (Bb) and the time signature is 3/4. The score is marked with dynamics such as *mp* (mezzo-piano) and *mf* (mezzo-forte). A large watermark 'AVATAR' is overlaid across the score. A rehearsal mark '7' is placed above the Flute/Picc. staff at the beginning of the seventh measure.

From the Twentieth Century Fox Motion Picture AVATAR

1st B \flat TRUMPET

AVATAR - PART 2

(The Bioluminescence of the Night)

JAMES HORNER
Arranged by JAY BOCOOK
Perc. arr. by WILL RAPP

Dolce

5 7 12 24 28 36 41 48

mp *mf* *f* *fff*

div. *Solo mp expressively*

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From the Twentieth Century Fox Motion Picture AVATAR

1st TROMBONE

AVATAR - PART 2

(The Bioluminescence of the Night)

JAMES HORNER
Arranged by JAY BOCOOK
Perc. arr. by WILL RAPP

Dolce

5 7 12 24 28 36 41 51

mf *mp* *f* *fff* *mp* *p*

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Avatar - Part 2

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AVATAR Part 3

HAL LEONARD PERFORMANCE SERIES
MARCHING BAND

Words and Music by
LYRICIST and COMPOSER
Arranged by JAY BOCOOK
Percussion Arr. by WILL RAPP

Feroce (♩ = 132)

4

The musical score is arranged in a standard marching band format with 15 staves. The instruments and their parts are as follows:

- FLUTE/PICC.**: Rests throughout the piece.
- B♭ CLARINET**: Rests throughout the piece.
- E♭ ALTO SAX**: Rests until measure 4, then plays a melodic line with accents.
- B♭ TENOR SAX**: Plays a rhythmic pattern of eighth notes with accents and a dynamic marking of *f*.
- 1st B♭ TRUMPET**: Rests throughout the piece.
- 2nd & 3rd B♭ TRUMPET**: Rests throughout the piece.
- F HORN (B♭ Horn/Flugelhorn, Opt.)**: Rests until measure 4, then plays a melodic line with accents and a dynamic marking of *ff*.
- 1st & 2nd TROMBONE**: Rests throughout the piece.
- BARITONE**: Plays a rhythmic pattern of eighth notes with accents and a dynamic marking of *f*.
- TUBA (Bar. Sax/Elec. Bass, Opt.)**: Plays a rhythmic pattern of eighth notes with accents and a dynamic marking of *f*.
- BELLS**: Rests throughout the piece.
- XYLOPHONE**: Rests throughout the piece.
- SNARE DRUM**: Plays a rhythmic pattern of eighth notes with accents and a dynamic marking of *f*.
- CYMBALS**: Plays a Hi-Hat pattern with accents and a dynamic marking of *f*.
- QUAD TOMS**: Plays a rhythmic pattern of eighth notes with accents and a dynamic marking of *f*.
- MULTIPLE (4) BASS DRUMS**: Plays a rhythmic pattern of eighth notes with accents and a dynamic marking of *f*.
- AUX. PERC. (opt.)**: Plays a Concert Bass Drum pattern with accents and a dynamic marking of *f*.
- TIMPANI**: Plays a rhythmic pattern of eighth notes with accents and a dynamic marking of *f*.

The score includes dynamic markings such as *f* (forte) and *ff* (fortissimo), and accents (^) over notes. The percussion parts include specific patterns for Snare Drum, Cymbals (Hi-Hat), Quad Toms, Multiple Bass Drums, and Timpani. The bottom of the page includes the text "Tune A & E 1" and a series of numbers 1 through 7 with arrows pointing to specific measures.

From the Twentieth Century Fox Motion Picture AVATAR

1st B^b TRUMPET

AVATAR - PART 3

(War)

JAMES HORNER
Arranged by JAY BOCOOK
Perc. arr. by WILL RAPP

Feroce

3 4 6 12 20 30

sf *ff*

30 **Meno Mosso**

44 **Tempo 1** *mf*

50 Tpt. 2, 3

56 **Play**

64 **L'istesso tempo**
(J = .)

fff

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Avatar - Part 3

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From the Twentieth Century Fox Motion Picture AVATAR

1st TROMBONE

AVATAR - PART 3

(War)

JAMES HORNER
Arranged by JAY BOCOOK
Perc. arr. by WILL RAPP

Feroce

3 4 12 20

ff

sf *ff*

f *ff* *f* *ff*

03745485
Avatar - Part 3 - 1

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