

Original Full Score
Composed June 15, 2013
through
June 18, 2013

Destiny

The Journey

Movement III

The Amazon

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Jonathan W. Sargent
Opus 4.1, No. 3

Adagio (♩ = 72 M.M.)

Piccolo

Flute 1

Flute 2

Oboe

Clarinet in E \flat

Bass Clarinet

Bassoon

Contrabassoon

Horn in F

Trumpet in C

Trombone

Tuba

Mandolin

Sitar

Shukuhachi

Bongo Drums

Koto

Timpani 1

Timpani 2

Cymbals

Piano

Bass Drum

Percussion

Vocals

Solo Violin

Violin I

Violin II

Viola

Cello

Contrabass

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Andante (♩ = 84 M.M.)

Picc.
Fl. 1
Fl. 2
Ob.
Es. Cl.
B. Cl.
Bsn.
C. Bn.
Hn.
C Tpt.
Tbn.
Tuba
Mdn.
Str.
Shaku.
Bgo. Dr.
Koto
Timp. 1
Timp. 2
Cym.
Pno.
B. Dr.
Perc.
Vox.
S. Vin.
Vln. I
Vln. II
Vla.
Vc.
Cb.

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4

rit. a tempo

The musical score is arranged in a standard orchestral format. The woodwind section includes Piccolo, Flute 1 and 2, Oboe, E-flat Clarinet, B-flat Clarinet, Bassoon, and Contrabassoon. The brass section consists of Horns, Trumpets, and Tuba. The percussion section features Maracas, Shaker, Bongo, Koto, two Timpani, and Cymbals. The string section includes Violin I and II, Viola, Violoncello, and Contrabass. The piano part is shown in grand staff notation. The score begins at measure 26. The Maracas and Shaker parts are marked with *pp* and *p*. The Koto part is marked with *p*. The Timpani and Cymbals parts are marked with *ff*. The score concludes with a *rit.* (ritardando) and *a tempo* marking.

Destiny
{Opus 4.1, No. 3}

Adagio (♩ = 72 M.M.)
accel.

Andante (♩ = 96 M.M.)

The score is arranged in systems. The first system includes Piccolo, Flutes 1 and 2, Oboe, E♭ Clarinet, B♭ Clarinet, Bassoon, and Contrabassoon. The second system includes Horns, C Trumpet, Trombone, and Tuba. The third system includes Mellophone, Snare Drum, and Shaku. The fourth system includes Bongos/Drums, Koto, and two Tom-toms (Timp. 1 and 2). The fifth system includes Cymbals, Piano, and Bass Drum. The sixth system includes Percussion and Voice. The seventh system includes Violins I and II, Viola, Violoncello, and Contrabass. The score includes dynamic markings such as *mp*, *f*, and *pp*. Performance instructions for the voice part include: "This is just the main idea, I leave the exact duration and action to the Conductor's discretion", "Jump", "Rolling", "Jump", "Snap Fingers", and "Out of Cadence".

