

3:10 to Yuma

6M2-Bible Study Concert Score

Composer: Marco Beltrami (ASCAP)
Orchestration: Rossano Galante

4/4 ♩ = 100

Conductor		2	3	4
Trumpet in B♭				
Timpani (pre-record)				
Percussion 1 Devil Chaser (pre-record)				
Percussion 2 Waterdrum (pre-record)				
Percussion 3 Sioux drum (pre-record)				
Percussion 4 Rainstick and Rattle (pre-record)				
Acoustic Guitar				
Violin I	1		3	
Violin I OVERDUB				
Violin II				
Violin II OVERDUB				
Viola				
Viola OVERDUB				
Violoncello				
Violoncello OVERDUB				
Double Bass				
Double Bass OVERDUB		2		4

Conductor

Tpt.

Timp.

Perc. 1
Devil Chaser

Perc. 2
Waterdrum

Perc. 3
Sioux Drums

Perc. 4
Rainstick & Rattle

A. Gtr.

Vln. I

Vln. II

Vla.

Vc.

Db.

5

6

7

5

7

6

8 9 10 11

Conductor

Tpt.

Timp.

Perc. 1
Devil Chaser

Perc. 2
Waterdrum
mp
accents can be subtle :)

Perc. 3
Sioux Drums

Perc. 4
Rainstick & Rattle

A. Gtr.
mp
8 / 0

Vln. I

Vln. II
sul Pont.
pp *p* *pp* *p*

Vla.

Vc.

Db.
9 11

12 13 14 15

Conductor

Tpt.

Timp.

Perc. 1
Devil Chaser

Perc. 2
Waterdrum

Perc. 3
Sioux Drums

Perc. 4
Rainstick & Rattle

A. Gtr.

Vln. I

Vln. II

Vla.

Vc.

Db.

12 14

13 15

16 17 18 19

Conductor

Tpt.

Timp.

Perc. 1
Devil Chaser

Perc. 2
Waterdrum

Perc. 3
Sioux Drums

Perc. 4
Rainstick & Rattle

A. Gtr.

16 18

Vln. I

Sul Pont.

pp *p* *pp* *p*

Vln. II

pp *p* *pp* *p*

Vla.

Vc.

Db.

17 19

20 21 22 23

Conductor

Tpt.

Timp.

Perc. 1
Devil Chaser

Perc. 2
Waterdrum

Perc. 3
Sioux Drums

Perc. 4
Rainstick & Rattle

A. Gtr.

Vln. I

20 22

pp *p* *pp* *p*

Vln. II

pp *p* *pp* *p*

Vla.

Vc.

Db.

21 23

24 25 26 27

Conductor

Tpt.

Timp.

Perc. 1
Devil Chaser

Perc. 2
Waterdrum
mp

Perc. 3
Sioux Drums

Perc. 4
Rainstick & Rattle

A. Gtr.

24 26

Vln. I
ord.
p *poco* sim.

Vln. II
ord.
p *poco* Harmonics

Vla.
p Harmonics

Vc.
p Harmonics

Pizz.
p

Db.
p

25 27

28 29 30 31

Conductor

Tpt. Cup Mute *mp*

Timp. hard mallets *p*

Perc. 1 Devil Chaser

Perc. 2 Waterdrum

Perc. 3 Sioux Drums

Perc. 4 Rainstick & Rattle

A. Gtr.

Vln. I 28 30

Vln. II

Vla. div.

Vc.

Db. 29 31

32 33 34 35

Conductor

Tpt. *poco* *sim.*

Timp. *mp*

Perc. 1 Devil Chaser

Perc. 2 Waterdrum

Perc. 3 Sioux Drums *mp*

Perc. 4 Rainstick & Rattle *mp*

A. Gtr. *mf*

Vln. I *mp*

Vln. II *mp* unis.

Vla. *mp*

Vc. *mp*

Db. *mp*

32 34

33 35

36 37 38 39

Conductor

Tpt.

Timp.

Perc. 1
Devil Chaser

Perc. 2
Waterdrum

Perc. 3
Sioux Drums

Perc. 4
Rainstick & Rattle

A. Gtr.

Vln. I

36 38

Vln. II

div.

Vla.

Vc.

non-div.

Db.

37 39

Detailed description of the musical score: The score is for a piece titled '3:10 to Yuma'. It consists of 11 staves. The top staff is for the Conductor, with measures 36, 37, 38, and 39 marked. The second staff is for Trumpet (Tpt.), showing a melodic line with a key signature of one flat and a 4/4 time signature. The third staff is for Timpani (Timp.), with a bass clef and a key signature of one sharp. The next four staves are for percussion: Perc. 1 (Devil Chaser) has a simple rhythmic pattern; Perc. 2 (Waterdrum) has a more complex rhythmic pattern; Perc. 3 (Sioux Drums) has a steady eighth-note pattern; Perc. 4 (Rainstick & Rattle) has a pattern of eighth notes with rests. The fifth staff is for Acoustic Guitar (A. Gtr.), with a treble clef and a key signature of one sharp. The next five staves are for strings: Violin I (Vln. I) has a treble clef and a key signature of one sharp, with handwritten markings '36' and '38' above it; Violin II (Vln. II) has a treble clef and a key signature of one sharp, with 'div.' written above it; Viola (Vla.) has an alto clef and a key signature of one sharp; Violoncello (Vc.) has a bass clef and a key signature of one sharp, with 'non-div.' written below it; Double Bass (Db.) has a bass clef and a key signature of one sharp, with handwritten markings '37' and '39' below it. The score includes various musical notations such as notes, rests, beams, and dynamic markings.

DRIVING AND INTENSE

40 41 42 43

Conductor

Tpt. *mf*

Timp. *mf*

Perc. 1 Devil Chaser *mf*

Perc. 2 Waterdrum *mf*

Perc. 3 Sioux Drums *mf*

Perc. 4 Rainstick & Rattle *mf*

A. Gtr. *f*

Vln. I *mf* spiccato assai 40

Vln. II *mf* spiccato assai

Vla. *mf* spiccato assai

Vc. *mf* spiccato assai non-div

Db. *mf* arco-spiccato assai 41 43

44 45 46 47

Conductor

Tpt. *open fast* *molto vibrato-not too big (like the classic westerns)* *mf*

Timp.

Perc. 1 Devil Chaser

Perc. 2 Waterdrum

Perc. 3 Sioux Drums

Perc. 4 Rainstick & Rattle

A. Gtr.

Vln. I *V sim.* *6*

Vln. II *V sim.*

Vla.

Vc.

Db.

44 45 46 47

48 49 50 51

Conductor

Tpt. *f*

Timp. *f* *mf < f* *mf < f*

Perc. 1 Devil Chaser *f*

Perc. 2 Waterdrum

Perc. 3 Sioux Drums *f*

Perc. 4 Rainstick & Rattle *f*

A. Gtr. *ff* full strumming *sim.*

Vln. I *f*

Vln. II *f* unis. *f*

Vla. *f*

Vc. *f* div. unis. div. unis. div. unis. div. unis.

Db. *f*

48 50 49 51

52 53 54 55

Conductor

Tpt.

Timp.

Perc. 1 Devil Chaser

Perc. 2 Waterdrum

Perc. 3 Sioux Drums

Perc. 4 Rainstick & Rattle

A. Gtr.

Vln. I

Vln. II

Vla.

Vc.

Db.

mf *f* *mf* *f* *molto*

F#m7 *A^b*

52 54

div.

non-div

div.

unis.

53 55

56 57 58 59

Conductor

Tpt.

Timp. *mf* *f* *mp*

Perc. 1 Devil Chaser *mf*

Perc. 2 Waterdrum

Perc. 3 Sioux Drums

Perc. 4 Rainstick & Rattle *mf*

A. Gtr. C#m *mf*

Vln. I *mf*

Vln. II *mf* *div.* *mf* *div.*

Vla. *mf* *non-div* *mf*

Vc. *mf*

Db. *mf*

56 58 57 59

60 61 62 63 64

Conductor

Tpt.

Timp. *mf* *p* *mp* *pp* *p*

Perc. 1 Devil Chaser *pp*

Perc. 2 Waterdrum

Perc. 3 Sioux Drums

Perc. 4 Rainstick & Rattle *pp*

A. Gtr.

60 62 64

Vln. I *n*

Vln. II *n*

Vla. *pp* *n*

Vc. *pp* *n*

Db. *pp* *n*

61 63

n