

Finish The Fight

From the video game HALO 3

Full Orchestra

Composed by: Martin O'Donnell & Michael Salvatori

Transcribed by: Jonathan Churchill

Part List

Woodwinds

Flute (2)
Oboe (2)
Clarinet (2)
Bassoon (2)

Brass

Horn (3)
Trumpet (3)
Trombone (2)
Bass Trombone
Tuba

Percussion

Timpani
Bass Drum
Suspended/Crash Cymbals
Snare Drum
Anvil
Toms (2) (not shown in Concert Score)
Tubular Bells
Harp
Piano

Choir (24)

Soprano
Alto
Tenor
Bass

Strings

Violin (2)
Viola (2)
Violoncello (2)
Contrabass



Notes & Musical Tips

The "://" just before the 12/8 time change signifies a very brief pause before going on (where the piano enters with the fanfare)

At the fourth beat of measure 33, have the crash cymbals hit and almost close -but not dampen, to create a "tssss" sound. (Continue up to measure 41)

The 2 Tom Tom parts are something to go by, more or less percussion may be added as well as ADD-libbing to create the desired effect

In the last four measures make sure to conduct each note while slowing down towards the end to create a very intense and dramatic finale

Finish The Fight

Halo 3

Martin O'Donnell
Arr. by Jonathan Churchill

♩ = 63

Flute 1

Flute 2

Oboe 1

Oboe 2

Clarinet in B \flat 1-2

Clarinet in B \flat 3

Bassoon 1

Bassoon 2

Horn in F 1

Horn in F 2

Horn in F 3

Trumpet in B \flat 1

Trumpet in B \flat 2

Trumpet in B \flat 3

Trombone 1

Trombone 2

Bass Trombone

Tuba

Timpani

Bass Drum

Sus. Cymbal

Snare Drum

Anvil

Tubular Bells

Harp

Piano

Soprano

Alto

Tenor

Bass

Violin I

Violin II

Viola 1

Viola 2

Violoncello 1

Violoncello 2

Contrabass

Finish The Fight

A detailed page from a musical score, likely for orchestra or large band, featuring 21 staves of music. The instrumentation includes Flutes (Fl. 1, Fl. 2), Oboes (Ob. 1, Ob. 2), Bassoon (B. Cl. 1), Bassoon (B. Cl. 2), Bassoon (Bsn. 1), Bassoon (Bsn. 2), Bassoon (Hn. 1), Bassoon (Hn. 2), Bassoon (Hn. 3), Bassoon (B. Tpt. 1), Bassoon (B. Tpt. 2), Bassoon (B. Tpt. 3), Trombone (Tbn. 1), Trombone (Tbn. 2), Bass Trombone (B. Tbn.), Tuba, Timpani (Timp.), Bass Drum (B. Dr.), Cymbals (Cym.), Snare Drum (S.Dr.), Anvil (Anv.), Tubular Bells (T.B.), Horn (Hp.), Piano (Pno.), Soprano (S), Alto (A), Tenor (T), Bass (B), Violin I (Vln. I), Violin II (Vln. II), Viola (Vla. 1), Viola (Vla. 2), Cello (Vc. 1), Double Bass (Vc. 2), and Cello (Cb.). The score is set in 16/16 time at a tempo of 126 BPM. Dynamic markings such as *f*, *mp*, *ff*, *sforzando* (sfz), and *crash cym.* are used throughout the piece. The vocal parts (Soprano, Alto, Tenor, Bass) sing in unison. The piano part features a prominent bass line. The woodwind section provides harmonic support, while brass and percussion create rhythmic patterns. The strings provide harmonic and melodic foundation.

Finish The Fight

5

Fl. 1

Fl. 2

Ob. 1

Ob. 2

B♭ Cl. 1

B♭ Cl. 2

Bsn. 1

Bsn. 2

Hn. 1

Hn. 2

Hn. 3

B♭ Tpt. 1

B♭ Tpt. 2

B♭ Tpt. 3

Tbn. 1

Tbn. 2

B. Tbn.

Tuba

Tim.

B. Dr.

Cym.

S.Dr.

Anv.

T.B.

Hp.

Pno.

S

A

T

B

Vln. I

Vln. II

Vla. 1

Vla. 2

Vc. 1

Vc. 2

Cb.

Finish The Fight

6

Fl. 1

Fl. 2

Ob. 1

Ob. 2

B♭ Cl. 1

B♭ Cl. 2

Bsn. 1

Bsn. 2

Hn. 1

Hn. 2

Hn. 3

B♭ Tpt. 1

B♭ Tpt. 2

B♭ Tpt. 3

Tbn. 1

Tbn. 2

B. Tbn.

Tuba

Tim.

B. Dr.

Cym.

S.Dr.

Anv.

T.B.

Hp.

Pno.

S

A

T

B

Vln. I

Vln. II

Vla. 1

Vla. 2

Vc. 1

Vc. 2

Cb.

Finish The Fight

Fl. 1

Fl. 2

Ob. 1

Ob. 2

B♭ Cl. 1

B♭ Cl. 2

Bsn. 1

Bsn. 2

Hn. 1

Hn. 2

Hn. 3

B♭ Tpt. 1

B♭ Tpt. 2

B♭ Tpt. 3

Tbn. 1

Tbn. 2

B. Tbn.

Tuba

Timp.

B. Dr.

Cym.

S.Dr.

Anv.

T.B.

Hp.

Pno.

S

A

T

B

Vln. I

Vln. II

Vla. 1

Vla. 2

Vc. 1

Vc. 2

Cb.

Finish The Fight

45

Fl. 1
Fl. 2
Ob. 1
Ob. 2
B♭ Cl. 1
B♭ Cl. 2
Bsn. 1
Bsn. 2

Fanfare

Hn. 1
Hn. 2
Hn. 3
B♭ Tpt. 1
B♭ Tpt. 2
B♭ Tpt. 3
Tbn. 1
Tbn. 2
B. Tbn.
Tuba
Tim. 45
B. Dr. 45
Cym. 45
S.Dr. 45
Anv.

T.B. 45

Hp. 45

Pno. 45

S. 45

A.

T.

B.

Vln. I 45

Vln. II

Vla. 1 45

Vla. 2

Vc. 1

Vc. 2

Cb.

ff ritard

Conducted