**IV BATTLE!**

One day, Kunda discovered many friends had been taken by Belah, he was furious! Vowing revenge Kunda carefully approached the Sun Woman who was relaxing by the fire. Belah saw him and snarling with hate, hurled fireballs at him. Kunda moved closer and closer to the campfire, seeking shelter from the fireballs. Belah reached for her spear; Kunda saw his chance and threw a boomerang with all his might at the Warrior. He struck Belah with great force and she fell backward into her fire.

Together they became an deafening fireball that rolled off the edge of the Earth.

Free time: conductor to ONLY beat downbeats at arrow points and use the rhythm values to influence, but not strictly dictate, time.

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**Transposed Score**

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### MOVEMENT IV: THE BATTLE

**With increased agitation**

<table>
<thead>
<tr>
<th>Time</th>
<th>Drums</th>
<th>Trumpets</th>
<th>Horns</th>
<th>Timpani</th>
<th>Violins</th>
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<th>Cellos</th>
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*Note: please visit www.jodieblackshaw.com*
Gradually increase speed to increase dynamic.

Become more intermittent.

Lightly drag a single superball mallet around the skin of the lower drum. Do not move the pedal.
MOVEMENT IV: THE BATTLE
Belah Sun Woman

Fl. (1)

Ob./Fl. 1

Bsn.

Cl. 1

Cl. 2

B. Cl.

A. Sax.

T. Sax.

B. Sax.

Tpt. 1

Tpt. 2

Hn.

Tbn.

Euph.

Tba.

B.Gtr/Str. B.

Mlt. Perc. 1/2

Perc. 1

B. Dr.

Perc. 2

S. Cym.

Perc. 3

H-M Toms

Perc. 4

Timp.

D 32 33 34 35 36 37 38 39 40 41 42

mp

mp

mp

mp

mp

mp

mp

mp

mp

p

sfz

Perc.: Perc. 1 & 2 work together as a team to create this sound. Play longer cymbal rolls at the beginning and shorten as you approach H. Listen to the band and match their intensity, however, do not play in time with them!
After this cued entry, play this figure randomly, ad lib with rhythms, dynamics and tempo. If more than one player, bounce off each other.
The repeated bars at G are played 2 times. Continue to play through these repeats and work with your conductor to play on the downbeat at H.

Add second superball mallet — shape in alternate directions

Play figure over and over, faster and faster.

Watch conductor to cease on the downbeat of H.
MOVEMENT IV: THE BATTLE

Play figure over and over, faster and faster.
The repeated bars at G are played 2 times. Continue to play through these.

l.v. Slide pedal up a semitone

Aggressively! \( \approx 144 \)