



Handy Dandy Randy Standy Readers!

Download. Print. Play.

Step 1: Download the FREE PDFs

Step 2: Sightread with your ensemble

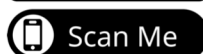
Step 3: Program with confidence.

At Randall Standridge Music, we're always looking for ways to improve the experience for directors and students, whether through copyable parts, digital streaming rights, Study Buddies, or our growing collection of free educational resources. That's why we're excited to introduce **Handy Dandy Randy Standy Readers**. They're perfect for concert programming, sight-reading, score study, and introducing students to exciting new music.

We don't want you to program just any music. We want to help you find the **right** music for your ensemble. These free Readers include extended excerpts that let you experience complete musical phrases and get a genuine feel for each work before making a programming decision.

Scan the QR code to browse Readers for all of our 2026 releases. Choose a piece, download the free PDFs from the **Additional Materials** section, print them, and give them a try!

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FREE Classroom Resource

SCORE
GRADE .5
DURATION: 1:45

Battle Royale - Preview

RANDALL D. STANDRIDGE
(ASCAP)

To Battle! ♩ = 144

Flute
Oboe

B $\flat$ Clarinet

E $\flat$ Alto
Saxophone
(opt. Cl. 2)

B $\flat$ Tenor
Saxophone

Low Reeds

B $\flat$ Trumpet

Horn in F
(opt. Tpt. 2)

Trombone
Euphonium

Tuba

Mallets*
(Hi-version
also included)

Timpani
(G, C)

Percussion 1 & 2
P1: Two Toms (Hi/Low)
P2: Bass Drum
(opt. 1 player on drumset)

Percussion 3
Brake Drum/
Shaker (opt. Maracas)

Percussion 4
Crash Cymbals/
Tambourine

Hard mallets

Hard mallets

Two Toms (sticks)

Bass Drum

Brake Drum (hard mallets)

Crash Cymbals

f

1 2 3 4 5

[illegible]

Fl. Ob. *mf*

Cl. *mf*

A. Sx. (opt. Cl. 2) *mf*

T. Sx. *mf*

L.R. *mf*

Tpt.

Hn. (opt. Tpt. 2)

Trb. Euph.

Tuba

Mal.

Timp. Play 1st time

Perc. 1/2 B.D. begins playing here, 1st time

Perc. 3

Perc. 4

1. 2.

12 13 14 15 16 17

18

Fl. Ob.

Cl.

A. SX.
(opt. Cl. 2)

T. SX.

L.R.

Tpt.

Hn.
(opt. Tpt. 2)

Trb.
Euph.

Tuba

Mal.

Timp.

Perc. 1/2

Brake Drum

Perc. 3

Perc. 4

Cr. Cym.

p *mf* *mf* *mf* *mf* *mf*

18 19 20 21 22 23

Fl. Ob. *f*

Cl. *f*

A. Sx. (opt. Cl. 2) *f*

T. Sx. *f*

L.R. *f*

Tpt. *f*

Hn. (opt. Tpt. 2) *f*

Trb. Euph. *f*

Tuba *f*

Mal. *f*

Timp. *f* *mf*

Perc. 1/2 *f* *mf*

Perc. 3 *f*

Perc. 4 *f*

Battle Royale - Preview

Flute

RANDALL D. STANDRIDGE
(ASCAP)

To Battle! ♩ = 144

The musical score is written for Flute in 4/4 time, with a tempo of 144 beats per minute. The key signature has two flats (B-flat and E-flat). The score consists of five staves of music. The first staff (measures 1-5) begins with a forte (*f*) dynamic and features eighth-note patterns with accents. The second staff (measures 6-15) includes a first ending bracket (measures 6-9) and a second ending bracket (measures 10-15), with a mezzo-forte (*mf*) dynamic starting at measure 13. The third staff (measures 16-20) contains two first ending brackets (measures 16-17 and 18-19) and a decrescendo hairpin leading to measure 20. The fourth staff (measures 21-24) features a crescendo hairpin starting at measure 21, with dynamics of piano (*p*), mezzo-forte (*mf*), and forte (*f*) indicated. The fifth staff (measures 25-28) continues the eighth-note patterns, ending with a double bar line at measure 28. Measure numbers 1 through 28 are indicated below the notes.

Battle Royale - Preview

Oboe

RANDALL D. STANDRIDGE
(ASCAP)

To Battle! ♩ = 144

f

3 9 4

mf

1. 2. 18

p *mf* *f*

28

Battle Royale - Preview

Bassoon

RANDALL D. STANDRIDGE
(ASCAP)

To Battle! ♩ = 144

f

6 3 9 4 13 14 15

mf

1. 2. 18 19 20

21 22 23 24

p *mf* *f*

25 26 27 28

Battle Royale - Preview

B♭ Clarinet

RANDALL D. STANDRIDGE
(ASCAP)

To Battle! ♩ = 144

Measures 1-5: *f* (forte), accents on notes.

Measures 6-15: *mf* (mezzo-forte), measure 9 is a repeat, measure 13 has an accent.

Measures 16-20: First ending (1.) and second ending (2.) for measures 16-17, then measures 18-20 with accents.

Measures 21-24: *p* (piano) to *mf* (mezzo-forte) to *f* (forte) crescendo, slurs over measures 21-24.

Measures 25-28: *f* (forte), accents on notes, measure 28 is the final measure of the preview.

This preview may be photocopied for classroom use, and includes m.1-28 of the full work

Battle Royale - Preview

B $\flat$ Clarinet 2 (opt.)

RANDALL D. STANDRIDGE
(ASCAP)

To Battle! ♩ = 144

6 3 9 4 13 14 15

f *mf*

1. 2. 18 19 20

21 22 23 24

p *mf* *f*

25 26 27 28

This preview may be photocopied for classroom use, and includes m.1-28 of the full work

Battle Royale - Preview

B $\flat$ Bass Clarinet

RANDALL D. STANDRIDGE
(ASCAP)

To Battle! ♩ = 144

1. 2. 18 19 20 21 22 23 24 25 26 27 28

f *mf* *p* *mf* *f*

Battle Royale - Preview

E♭ Alto Saxophone

RANDALL D. STANDRIDGE
(ASCAP)

To Battle! ♩ = 144

Measures 1-5: *f*, accents on notes.

Measures 6-9: *mf*, repeat sign at measure 9.

Measures 10-15: *mf*, accents on notes.

Measures 16-20: *p*, accents on notes, repeat sign at measure 17.

Measures 21-24: *mf*, accents on notes, crescendo line.

Measures 25-28: *f*, accents on notes, repeat sign at measure 27.

Battle Royale - Preview

B $\flat$ Tenor Saxophone

RANDALL D. STANDRIDGE
(ASCAP)

To Battle! ♩ = 144

The musical score is written for B $\flat$ Tenor Saxophone in 4/4 time, with a tempo of 144 beats per minute. The key signature has one flat (B $\flat$). The score consists of 28 measures, divided into five systems. Measure numbers 1 through 28 are indicated below the notes. Dynamic markings include *f* (forte) at measures 1, 13, and 24; *mf* (mezzo-forte) at measures 13, 22, and 24; and *p* (piano) at measure 21. Articulation marks (accents) are present on many notes. A triplet of eighth notes is shown in measure 6. A first and second ending bracket spans measures 16 to 17. A repeat sign is located at the end of measure 20. A box containing the number 9 is placed above measure 9, and a box containing the number 18 is placed above measure 18. A box containing the number 28 is placed above measure 28. The score ends with a double bar line at the end of measure 28.

Battle Royale - Preview

E♭ Baritone Saxophone

RANDALL D. STANDRIDGE
(ASCAP)

To Battle! ♩ = 144

Measures 1-5: *f*

Measures 6-15: *mf*

Measures 16-17: 1. and 2. endings

Measures 18-20: *mf* to *f* crescendo

Measures 21-24: *p* to *f* crescendo

Measures 25-28: *f*

Battle Royale - Preview

B♭ Trumpet

RANDALL D. STANDRIDGE
(ASCAP)

To Battle! ♩ = 144

Measures 1-5: *f*

Measures 6-13: *mf*

Measures 14-20: *mf*

Measures 21-24: *p* — *mf* — *f*

Measures 25-28: *f*

Battle Royale - Preview

B $\flat$ Trumpet 2 (opt.)

RANDALL D. STANDRIDGE
(ASCAP)

To Battle! ♩ = 144

6 3 9 10 11 12 13 3

16 1. 17 2. 18 19 20

21 22 23 24 p mf f

25 26 27 28

This preview may be photocopied for classroom use, and includes m.1-28 of the full work

Battle Royale - Preview

Horn in F

RANDALL D. STANDRIDGE
(ASCAP)

To Battle! ♩ = 144

Measures 1-5: *f*

Measures 6-13: *mf*

Measures 14-20: *mf*

Measures 21-24: *p*, *mf*, *f*

Measures 25-28: *f*

Battle Royale - Preview

Trombone

RANDALL D. STANDRIDGE
(ASCAP)

To Battle! ♩ = 144

Measures 1-5: **f** (forte). Measure 1 has an accent on the first eighth note. Measures 2-5 show eighth-note patterns with accents.

Measures 6-12: **mf** (mezzo-forte). Measure 6 has a triplet of eighth notes. Measure 9 is marked with a box containing the number 9 and the instruction "Play 2nd time only". Measures 10-12 continue the eighth-note pattern.

Measures 13-20: Measure 13 has a triplet of eighth notes. Measures 16-17 are marked with boxes containing "1." and "2." respectively, indicating first and second endings. Measure 18 is marked with a box containing the number 18. Measures 19-20 continue the eighth-note pattern.

Measures 21-24: Measure 21 starts with a **p** (piano) dynamic. Measures 22-24 show dynamics shifting to **mf** and then **f** (forte). Measure 24 has accents on the last two eighth notes.

Measures 25-28: Measure 25 starts with a **p** dynamic. Measures 26-28 continue the eighth-note pattern. Measure 28 is marked with a box containing the number 28 and ends with a double bar line.

Battle Royale - Preview

Euphonium

RANDALL D. STANDRIDGE
(ASCAP)

To Battle! ♩ = 144

Measures 1-5: *f*, accents, slurs.

Measure 6: *mf*, triplet of eighth notes.

Measure 9: **9** Play 2nd time only, *mf*, eighth notes.

Measures 10-12: *mf*, eighth notes.

Measures 13-17: *mf*, triplet of eighth notes, first and second endings.

Measure 18: **18**, eighth notes.

Measures 19-20: *mf*, eighth notes.

Measures 21-24: *p*, *mf*, *f*, slurs, accents.

Measures 25-28: *f*, eighth notes, slurs, accents.

Battle Royale - Preview

Euphonium (TC)

RANDALL D. STANDRIDGE
(ASCAP)

To Battle! ♩ = 144

6 3 9 Play 2nd time only 10 11 12

13 3 16 1. 17 2. 18 19 20

21 22 23 24

25 26 27 28

f *mf* *p* *f*

Battle Royale - Preview

Tuba

RANDALL D. STANDRIDGE
(ASCAP)

To Battle! ♩ = 144

Musical score for Tuba, measures 1-28. The score is written in bass clef, 4/4 time, with a key signature of two flats (B-flat and E-flat). The tempo is marked as ♩ = 144. The score includes various dynamics (f, mf, p) and articulations (accents, slurs). Measure numbers 1 through 28 are indicated above the staff. Measure 9 is marked 'Play 2nd time only'. Measure 18 is marked with a first and second ending bracket. Measure 28 is the final measure of the preview.

Measures 1-5: *f* (forte), accents on notes.

Measures 6-12: *mf* (mezzo-forte), triplet of eighth notes in measure 6, accents on notes.

Measures 13-20: *mf*, triplet of eighth notes in measure 13, first and second endings in measures 16-17, accents on notes.

Measures 21-24: *p* (piano) in measure 21, *mf* in measure 22, *f* in measure 24, accents on notes.

Measures 25-28: *f*, accents on notes.

Battle Royale - Preview

Mallets

RANDALL D. STANDRIDGE
(ASCAP)

To Battle! ♩ = 144
Hard mallets

1. 2. 18

28

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Battle Royale - Preview

Mallets
(Hi-version)

RANDALL D. STANDRIDGE
(ASCAP)

To Battle! ♩ = 144
Hard mallets

f

2 3 4 5

6 7 8 9 *mf* 10

11 12 13 14 15

1. 2. 18 *p*

22 *mf* 23 24 *f*

25 26 27 28

This preview may be photocopied for classroom use, and includes m.1-28 of the full work

Battle Royale - Preview

Xylophone

RANDALL D. STANDRIDGE
(ASCAP)

To Battle! ♩ = 144

Measures 1-5: *f*

Measures 6-10: *mf*

Measures 11-15: *mf*

Measures 16-17: 1. *mf*, 2. *mf*

Measures 18-21: *p*

Measures 22-24: *mf* to *f*

Measures 25-28: *f*

Battle Royale - Preview

Timpani

RANDALL D. STANDRIDGE
(ASCAP)

To Battle! ♩ = 144

Hard mallets

Tune: G, C

1. Play 1st time

2. Play 2nd time only

18

2

22

24

25

26

27

28

f

mf

p

mf

Battle Royale - Preview

Percussion 1 & 2

P1: Two Toms (Hi/Low)

P2: Bass Drum

(opt. 1 player on drumset)

RANDALL D. STANDRIDGE

(ASCAP)

To Battle! ♩ = 144

Two Toms (sticks)

9 Snare, play both times
Bass Drum, play 2nd time only

B.D. begins playing
here, 1st time

Battle Royale - Preview

Percussion 3

Brake Drum/
Shaker (opt. Maracas)

Shaker (opt. Maracas)

RANDALL D. STANDRIDGE

(ASCAP)

To Battle! ♩ = 144

Brake Drum (hard mallets)

Shaker (opt. Maracas)

1 2 3 4 5 6 7 8

9

Play 2nd time only

9 10 11 12

1.

2.

13 14 15 16 17

18

Brake Drum

18 19 20 21 22 23

28

24 25 26 27 28

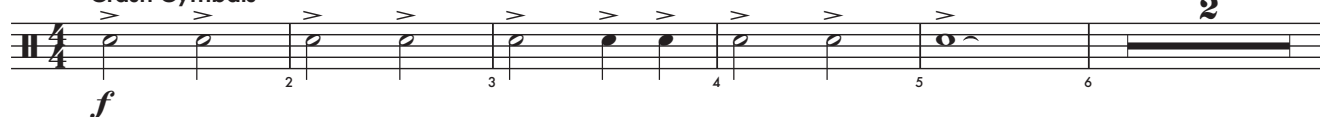
Battle Royale - Preview

Percussion 4
Crash Cymbals/
Tambourine

RANDALL D. STANDRIDGE
(ASCAP)

To Battle! ♩ = 144

Crash Cymbals



9

Play 2nd time only

(ch)

Tambourine



18

2

Cr. Cym.

3

