

3. Long Black Arm

Wilfred Owen (1893-1918)

Larry Nickel

$\text{♩} = 140$ anger, indignation and sarcasm

f *ff* *raspy stage whisper*

Ah Cha... Ah Cha... Ah Cha... Ah Cha...

f *ff* *percussive* *menacing*

8 Cha... Cha... Cha... Cha... Cha... Cha... Cha...

PERUSAL SCORE ONLY - PLEASE DO NOT COPY

14 **A** (planes flying past -overhead) *doppler effect*

Ah Ah Ah Ah

19 **B** *with intensity*

Ah Ah Ah Ah

Be slow-ly lift-ed up
Be slow-ly lift-ed up

Long Black Arm

24

mf thou long black arm _____ *f* Great gun tow-er-ing a-

mf thou long black arm _____ *f* Great gun tow-er-ing a-

mp slow - ly lift-ed up *mf* long black arm. *f* Great gun tow-er-ing

mp slow - ly lift-ed up *mf* long black arm. *f* Great gun tow-er-ing

29

bout to_ curse_ reach at the ar-ro-gance which needs thy harm_

bout to_ curse_ reach at the ar-ro-gance which needs thy harm_

at to_ curse_ reach at the ar-ro-gance

'bout to_ curse_ reach at the ar-ro-gance

44 **D**

mf Be slow - ly lift-ed up to - ward hea - ven

mp *mf* Be slow - ly lift-ed up to - ward hea - ven

mp *mf* slow - ly lift-ed up .o - ward hea - ven

mf slow - ly lift-ed up to - ward hea - ven

D *rock steady*

mp

49

f Great gun to-wer-ing Long black arm

f Great gun to-wer-ing Long black arm

Great gun to-wer-ing Long black arm

Great gun to-wer-ing Long black arm

E

f

54 **F** *ff* *off on 1* **G** *seething anger* *mp*

and when thy spell be cast com - plete and whole may_

and when thy spell be cast com - plete and whole may_

and when thy spell be cast com - plete and whole May God curse thee

and when thy spell be cast com - plete and May God curse thee

F *rehearsal* **G**

59 **H** *ff*

God_ curse thee may God curse thee

God_ curse the may God curse thee

Long_ black arm may God curse thee

May_ God_ curse thee May_ God_ curse_ thee may God curse thee

H *f*

64

I

and cut thee from our soul

and cut thee from our soul

and cut thee from our soul

and cut thee from our soul

I

69

J

(only 3 to 5 pure tone singers c)

Ahh

Ahh

Ahh

Ahh

J

