Loot the Room

for concert band

(2018)

Sample Score
For perusal purposes only

Drew Morris

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www.drewmorrismusic.com

Loot the Room is a programmatic journey through a typical "dungeon crawl" adventure that you might find in a video game or tabletop game.

It starts with our heroes arriving on the scene and learning of a quest to traverse a dungeon and vanquish a group of bad guys who have stolen an important relic belonging to the kingdom and claimed a nearby cave as their own. The heroes travel through a jungle to reach the entrance to the cave and begin looking for the bad guys. They eventually find them and engage them in battle, but are sadly defeated due to their inexperience. Saddened by their loss, they return to the kingdom. After tending to their wounds, they decide that if they train harder, maybe they can go back again and be victorious. They go through a classic '80's movie "training montage" scene and return to the dungeon filled with confidence, having "leveled up" through their training. The heroes have an epic, percussive battle with the bad guys. Our heroes beat them easily after their training session. They "loot the room" to retrieve the relic and return to the kingdom, where they are welcomed as heroes and honored by the king and queen in a royal ceremony.

This piece is a wonderful opportunity to introduce your percussionists to hand drums, as well as basic multi-percussion. It also introduces the winds to basic fanfare style and a brief journey into concert G-major.

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Instrumentation

Flute
Oboe
Bassoon
Clarinet in B-flat (2)
Bass Clarinet in B-flat
Alto Saxophone
Tenor Saxophone
Baritone Saxophone

Trumpet in B-flat (2)
Horn in F
Trombone/Euphonium
Treble Clef Euphonium
Tuba

Timpani (4)
Suspended Cymbal/Tambourine/Chimes
Xylophone/Floor Tom
Glockenspiel/Floor Tom/Tam-tam (shared)
Cabasa/Tam-tam (Shared)
Bongos
Congas
Bass Drum

Loot the room

A programmatic dungeon crawling adventure

Drew Morris
(ASCAP)

If you would like to describe the story to the band, descriptions are "boxed" in your score.

The Heroes begin their quest!

♩=120

Journey through the jungle.

Flute
Oboe
Bassoon
Clarinet in B♭ 1
Clarinet in B♭ 2
Bass Clarinet in B♭
Alto Saxophone
Tenor Saxophone
Baritone Saxophone
Trumpet in B♭ 1
Trumpet in B♭ 2
Horn in F
Trombone/Euphonium
Tuba
Timpani
Percussion 1
Suspended Cymbal
Tamourine
Chime
Percussion 2
Floor Tom
Xylophone
Percussion 3
Glockenspiel
Floor Tom
Tam-tam (Shared)
Percussion 4
Cabasa
Tam-tam (Shared)
Cabasa
Bongos
Congas
Bass Drum

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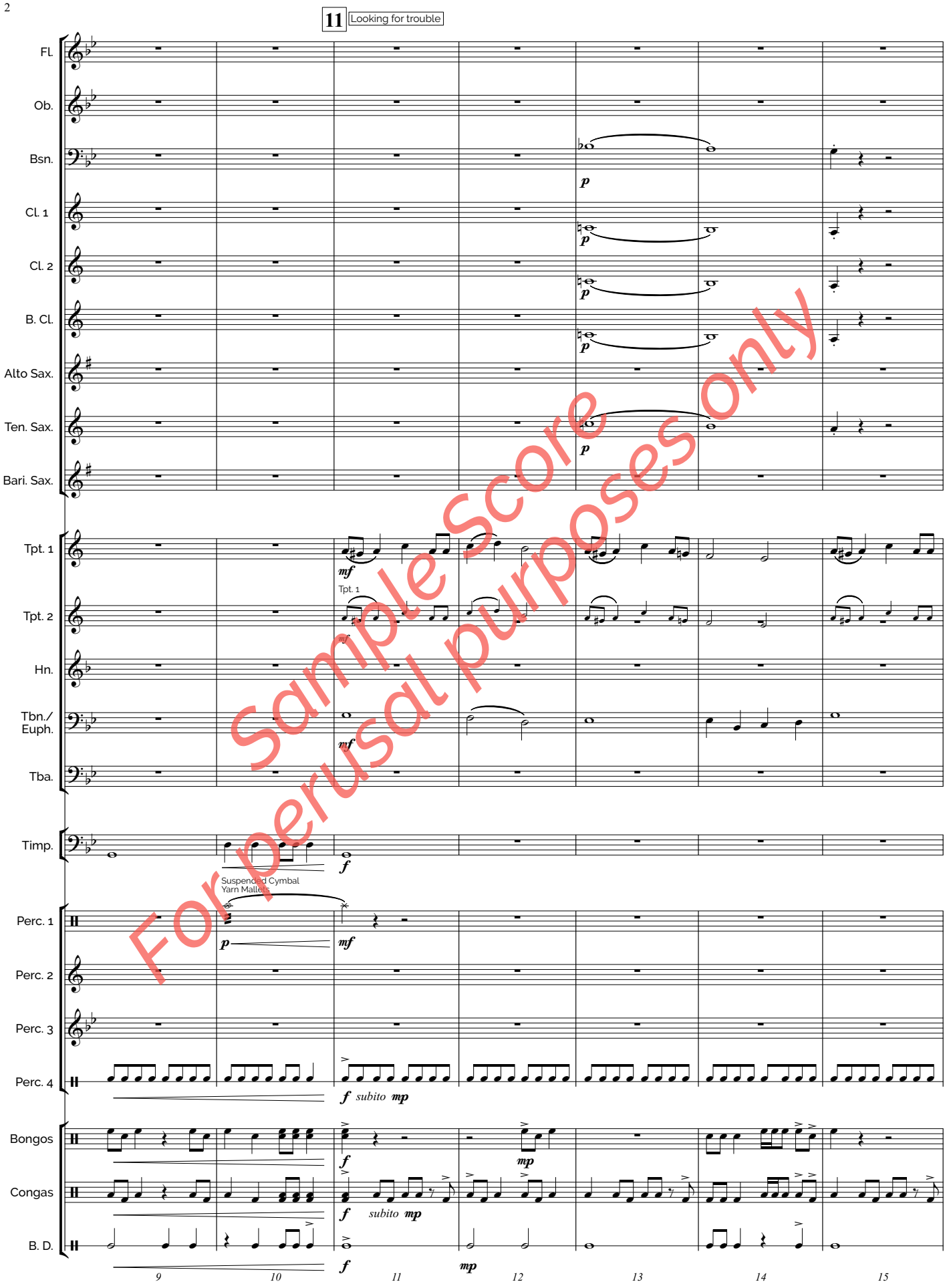

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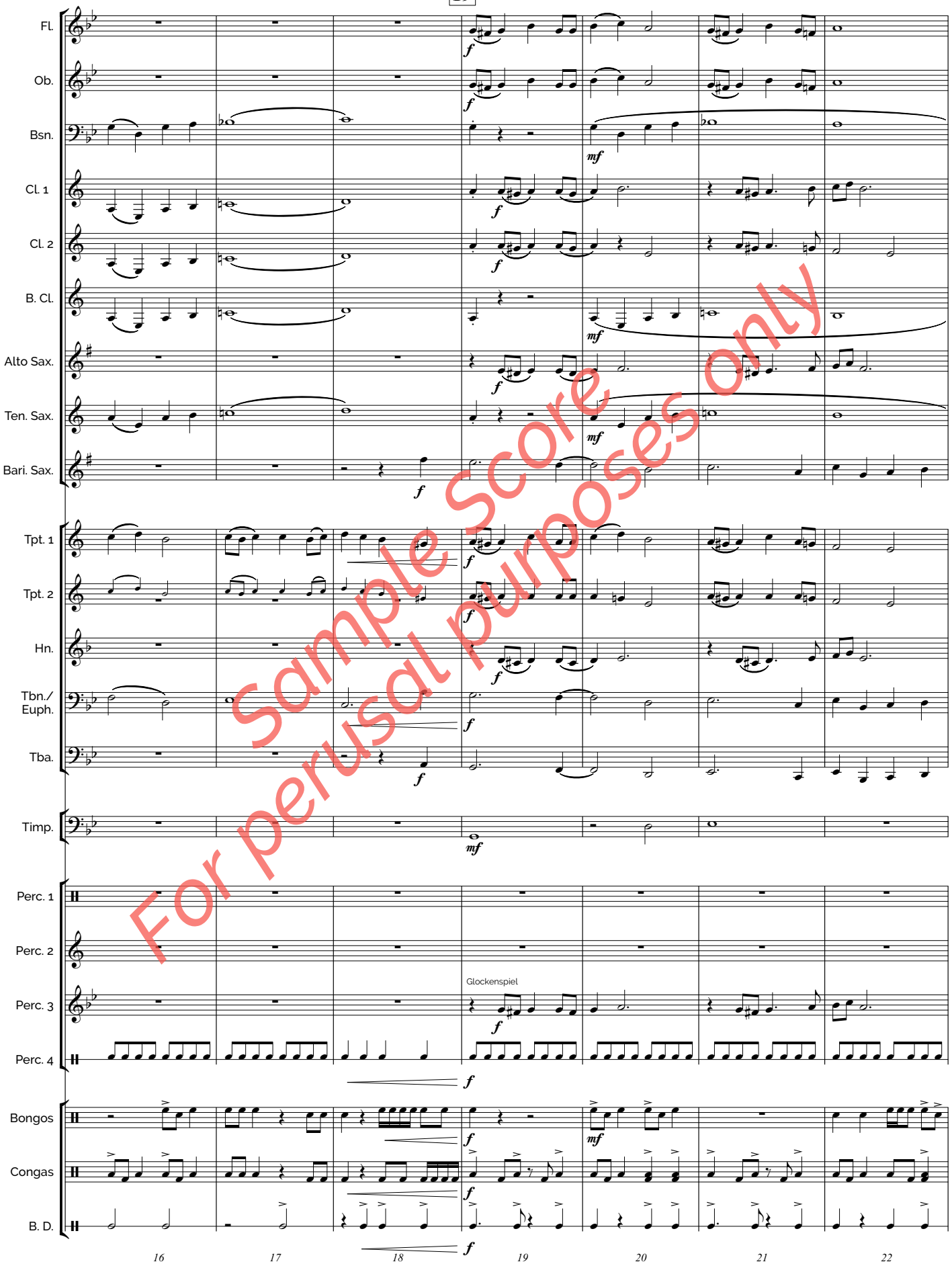
19 Our First Battle



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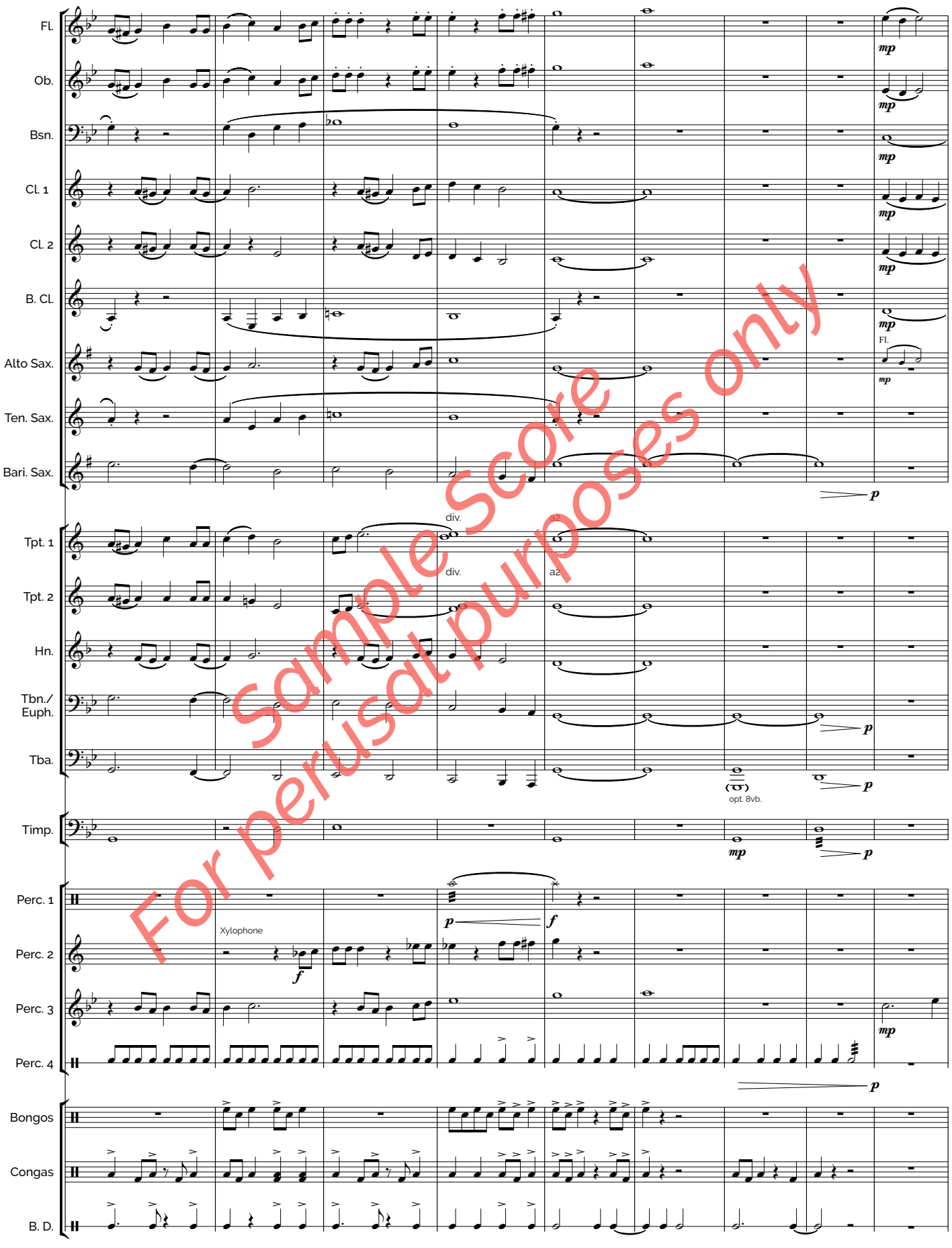
We weren't ready.
We lost.

31

Dealing with loss



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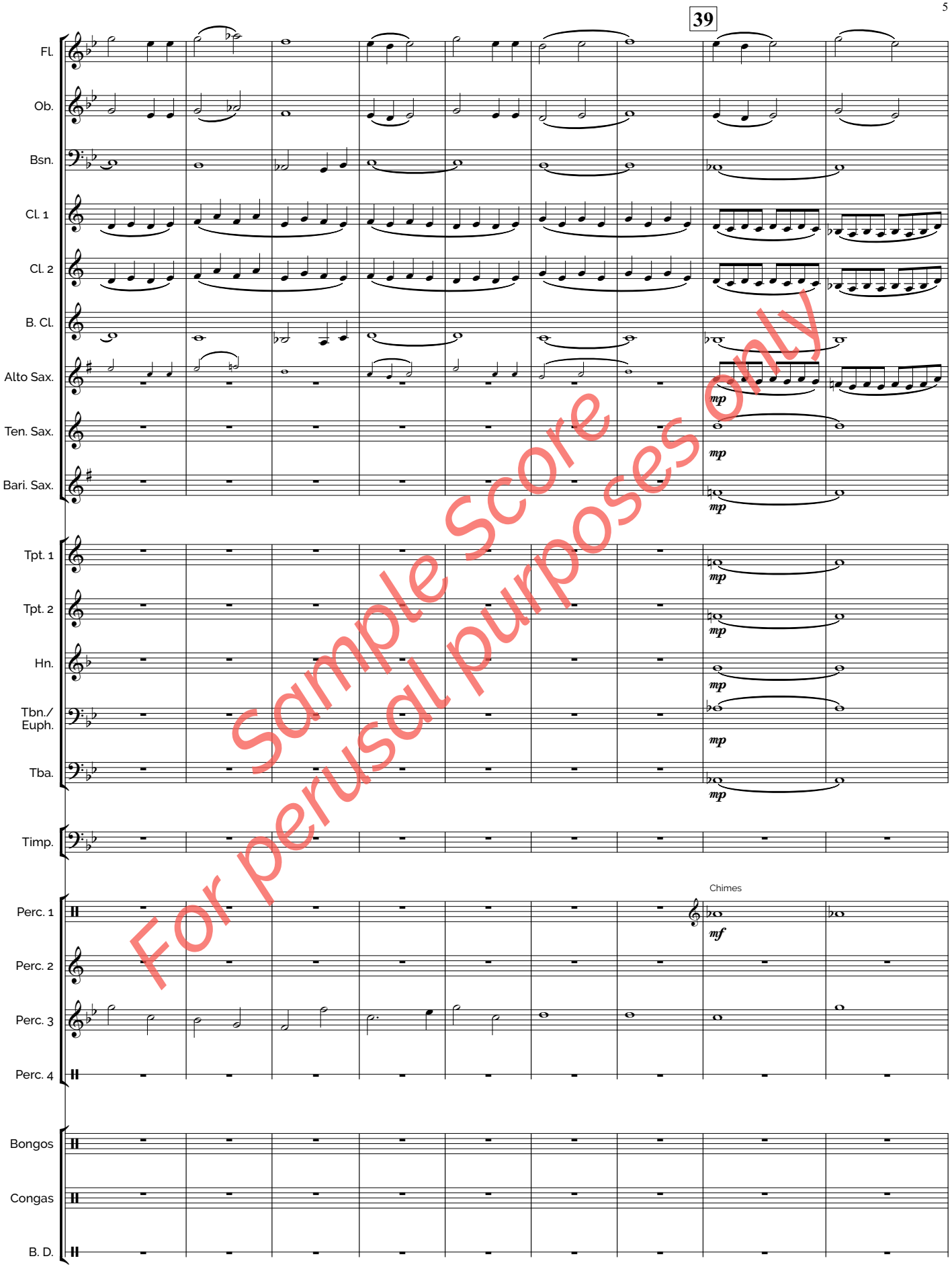

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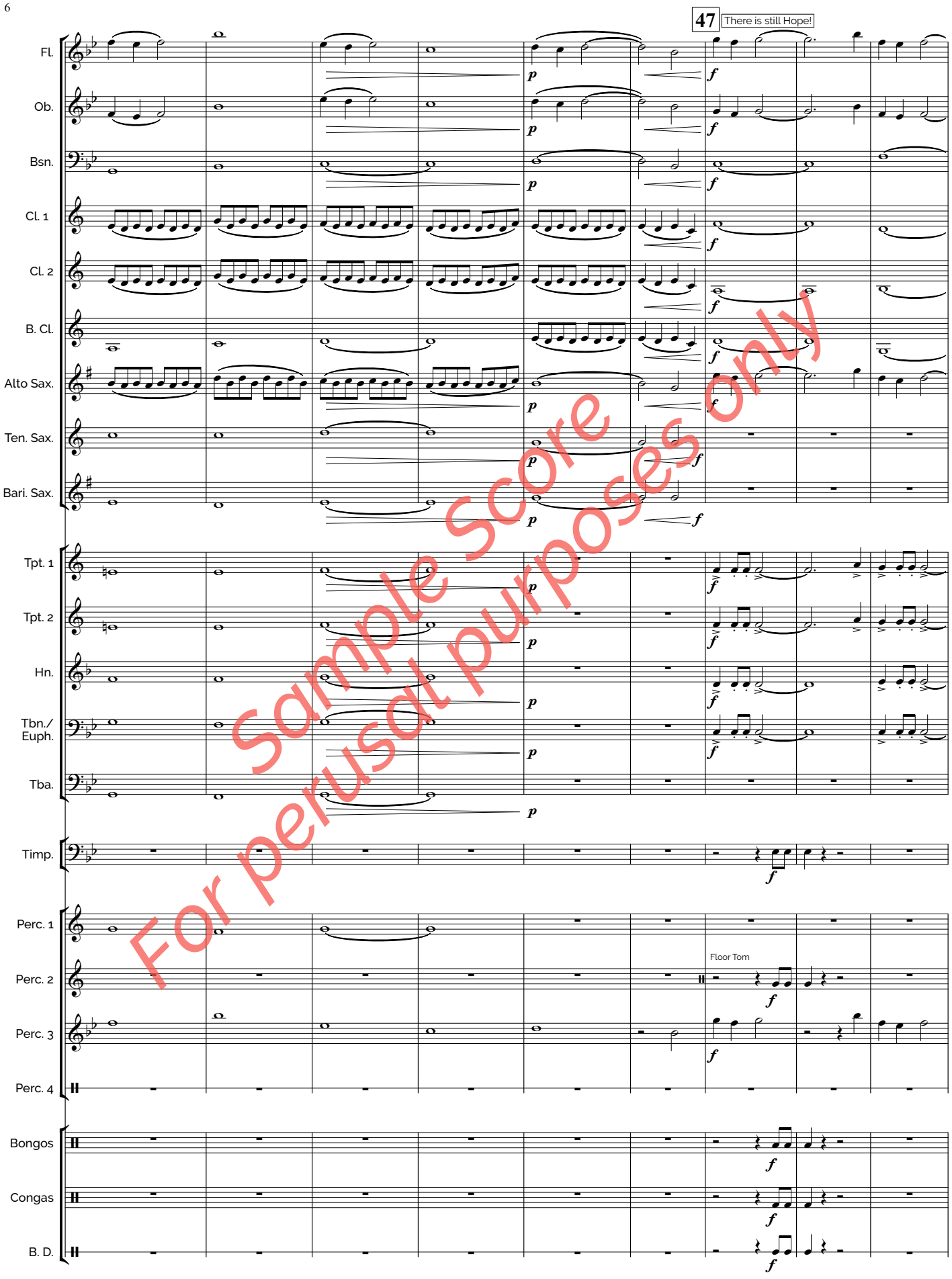

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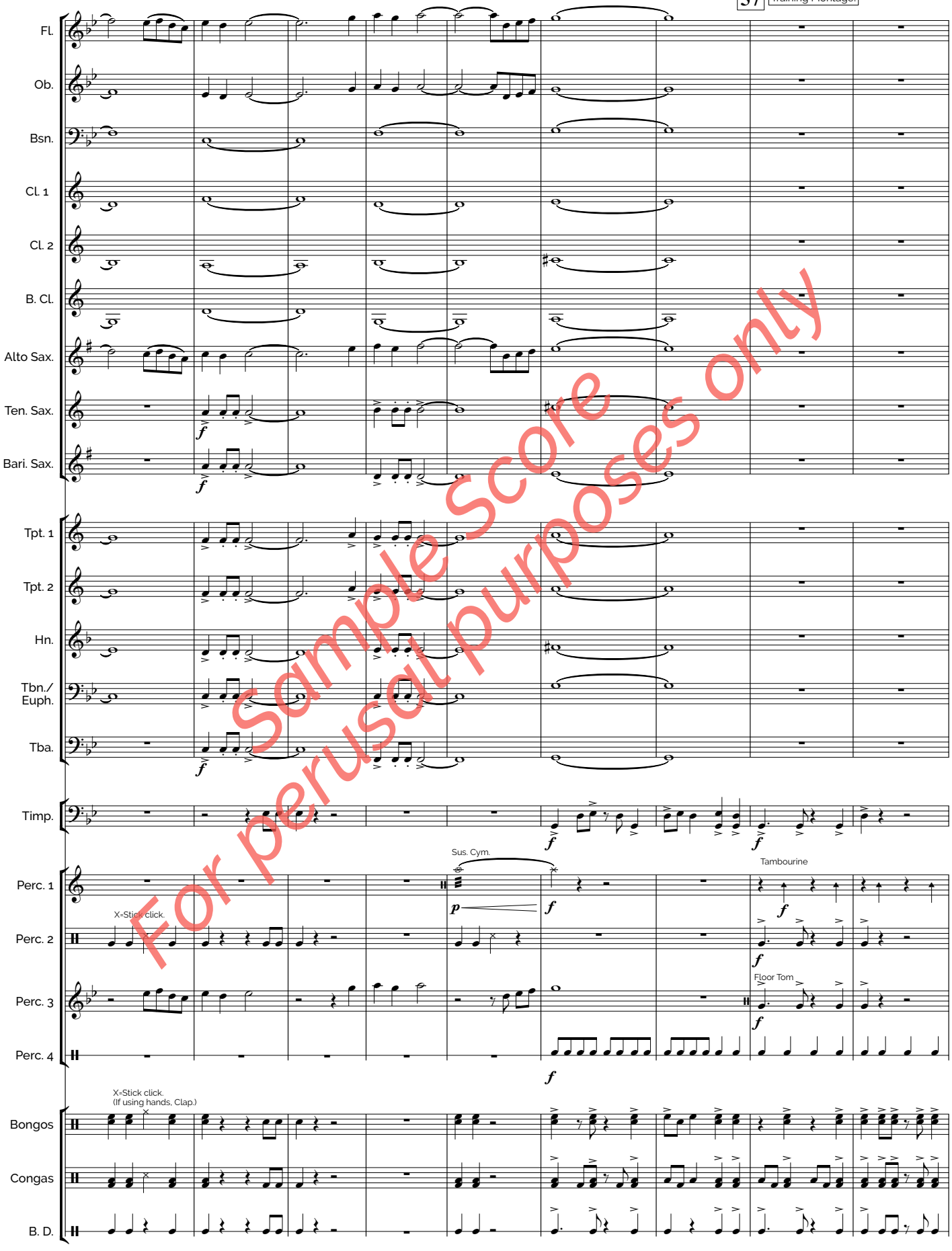
57 Training Montage!



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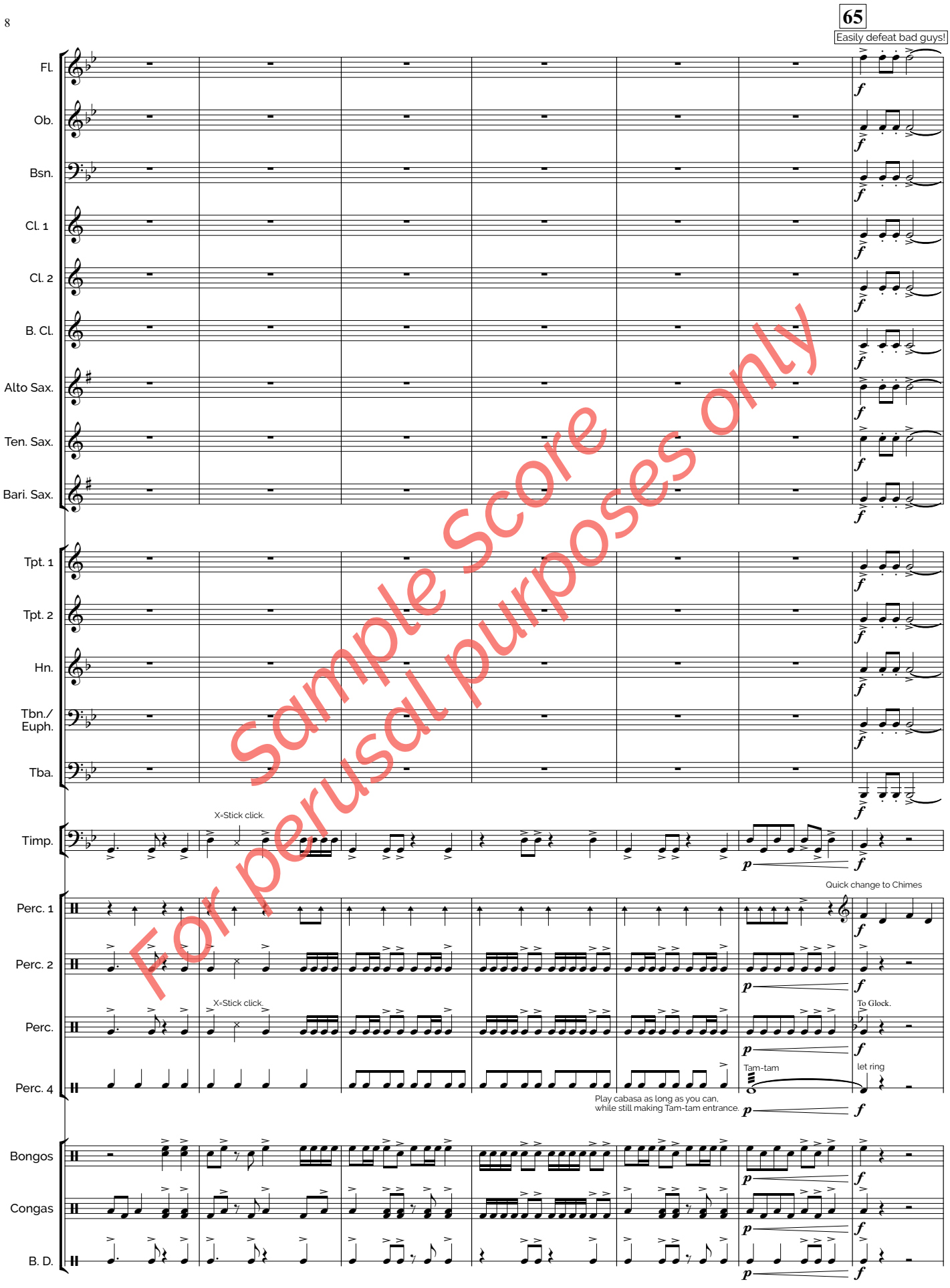

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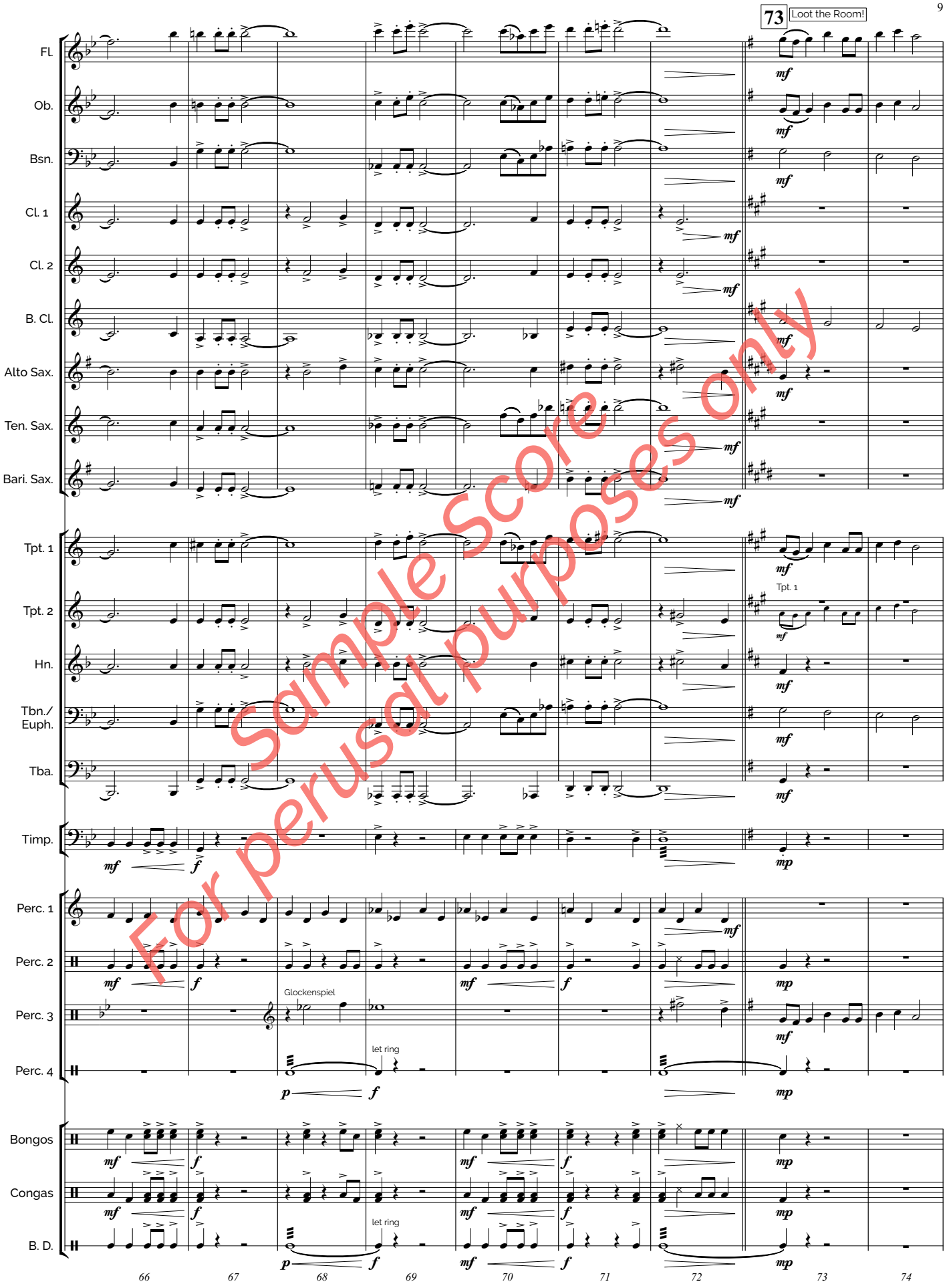

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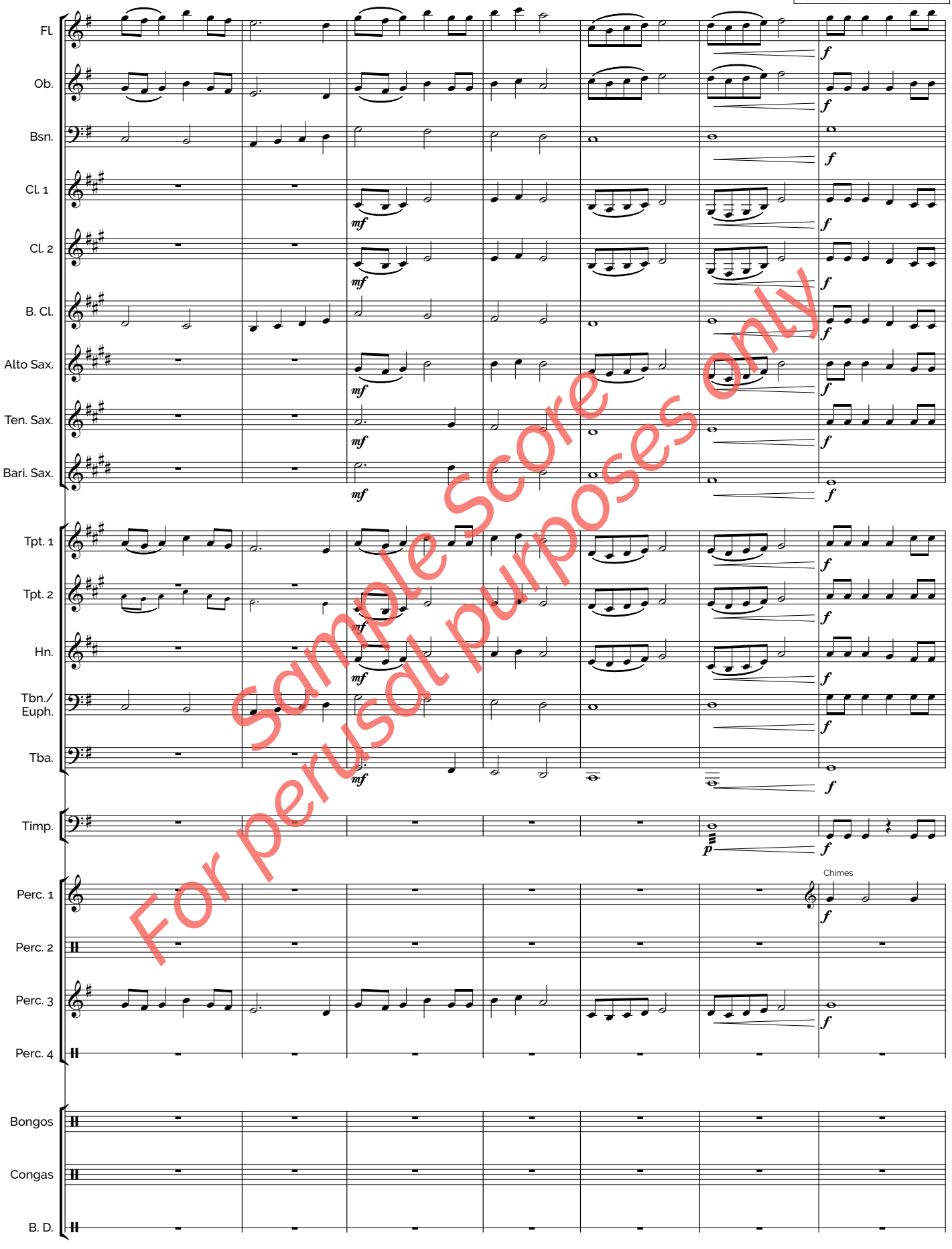
81

Celebration in the Throne Room



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* Perc. 1 - If one handed cymbal roll and G on chimes isn't possible, play cymbal roll and leave out chime note.

On to another quest!

Fl.
Ob.
Bsn.
Cl. 1
Cl. 2
B. Cl.
Alto Sax.
Ten. Sax.
Bari. Sax.
Tpt. 1
Tpt. 2
Hn.
Tbn./ Euph.
Tba.
Timp.
Perc. 1
Perc. 2
Perc. 3
Perc. 4
Bongos
Congas
B. D.

Get ready for Sus. Cym.

(one handed cymbal roll to facilitate the G on Chimes)

Switch to Tam-tam

Tam-tam

Cabasa

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82 83 84 85 86 87