

Loot the Room

for concert band

(2018)

Drew Morris

Sample Score
For perusal purposes only

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.

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

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

The Heroes begin their quest!

A programmatic dungeon crawling adventure

Journey through the jungle.

Drew Morris
(ASCAP)

$\text{♩} = 120$

The musical score is arranged in a standard orchestral format with the following instruments and parts:

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

The score includes dynamic markings such as *f*, *mp*, and *mf*. A large red watermark "For perusal purposes only" is overlaid diagonally across the score. The percussion parts for Cabasa, Bongos, Congas, and Bass Drum are marked with *mf* starting at measure 7.

11 Looking for trouble

This musical score is for the piece "Looking for trouble" and covers measures 9 through 15. The instrumentation includes:

- Woodwinds: Flute (FL), Oboe (Ob.), Bassoon (Bsn.), Clarinet 1 (Cl. 1), Clarinet 2 (Cl. 2), Bass Clarinet (B. Cl.), Alto Saxophone (Alto Sax.), Tenor Saxophone (Ten. Sax.), and Baritone Saxophone (Bari. Sax.).
- Brass: Trumpet 1 (Tpt. 1), Trumpet 2 (Tpt. 2), Horn (Hn.), Trombone/Euphonium (Tbn./Euph.), and Tuba (Tba.).
- Percussion: Timpani (Timp.), Percussion 1 (Perc. 1), Percussion 2 (Perc. 2), Percussion 3 (Perc. 3), Percussion 4 (Perc. 4), Bongos, Congas, and Bass Drum (B. D.).

Key performance instructions include:

- Woodwinds: Starting at measure 11, Bsn., Cl. 1, Cl. 2, and Bari. Sax. play a sustained note with a dynamic marking of *p*.
- Brass: Tpt. 1 and Tpt. 2 enter at measure 11 with a melodic line marked *mf*. Tbn./Euph. and Tba. play sustained notes, with Tbn./Euph. marked *mf*.
- Percussion: Perc. 1 has a dynamic change from *p* to *mf* at measure 11. Perc. 4 has a dynamic change from *f* to *subito mp* at measure 11. Bongos and Congas have dynamic changes from *f* to *subito mp* at measure 11.
- Strings: B. D. has a dynamic change from *f* to *mp* at measure 11.

Additional markings include "Suspended Cymbal" and "Yarn Mallets" for Perc. 1 at measure 11. A large red watermark "For perusal purposes only" is overlaid diagonally across the score.

This musical score is for the piece "Our First Battle" and covers measures 16 through 22. The instrumentation includes:

- Flute (FL)
- Oboe (Ob.)
- Bassoon (Bsn.)
- Clarinets 1 and 2 (Cl. 1, Cl. 2)
- Bass Clarinet (B. Cl.)
- Alto Saxophone (Alto Sax.)
- Tenor Saxophone (Ten. Sax.)
- Bari Saxophone (Bari. Sax.)
- Trumpets 1 and 2 (Tpt. 1, Tpt. 2)
- Horn (Hn.)
- Tuba/Euphonium (Tbn./Euph.)
- Tuba (Tba.)
- Timpani (Timp.)
- Percussion 1, 2, 3, and 4 (Perc. 1-4)
- Bongos
- Congas
- Bass Drum (B. D.)

The score features dynamic markings such as *f* (forte) and *mf* (mezzo-forte). A large red watermark reading "For perusal purposes only" is overlaid diagonally across the page. The bottom of the page is numbered with measures 16, 17, 18, 19, 20, 21, and 22.

We weren't ready.
We lost.

Dealing with loss

The musical score is arranged in a standard orchestral layout with the following parts from top to bottom:

- Woodwinds:** Flute (Fl.), Oboe (Ob.), Bassoon (Bsn.), Clarinet 1 (Cl. 1), Clarinet 2 (Cl. 2), Bass Clarinet (B. Cl.), Alto Saxophone (Alto Sax.), Tenor Saxophone (Ten. Sax.), Baritone Saxophone (Bari. Sax.).
- Brass:** Trumpet 1 (Tpt. 1), Trumpet 2 (Tpt. 2), Horn (Hn.), Trombone/Euphonium (Tbn./Euph.), Tuba (Tba.).
- Percussion:** Timpani (Timp.), Percussion 1 (Perc. 1), Percussion 2 (Perc. 2), Percussion 3 (Perc. 3), Percussion 4 (Perc. 4), Bongos, Congas, and Bass Drum (B. D.).

Key musical details include:

- Tempo/Style:** The score is in a 4/4 time signature with a moderate tempo.
- Key Signature:** The key signature changes from one flat (B-flat major) to two flats (B-flat major) at the end of the piece.
- Dynamic Markings:** Various dynamics are used throughout, including *mp* (mezzo-piano), *p* (piano), and *f* (forte).
- Performance Instructions:** Includes markings like "div." (divisi) for woodwinds and brass, and "az" (accidental) for the tuba.
- Instrumentation:** Percussion 2 includes a Xylophone part.
- Rehearsal Markings:** A first ending bracket is present in measures 26-27.

For perusal purposes only

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.

Chimes

mp

mp

mp

mp

mp

mf

47 [There is still Hope!]

The musical score is arranged in a standard orchestral format with the following parts from top to bottom:

- FL (Flute)
- Ob. (Oboe)
- Bsn. (Bassoon)
- Cl. 1 (Clarinet 1)
- Cl. 2 (Clarinet 2)
- B. Cl. (Bass Clarinet)
- Alto Sax. (Alto Saxophone)
- Ten. Sax. (Tenor Saxophone)
- Bari. Sax. (Baritone Saxophone)
- Tpt. 1 (Trumpet 1)
- Tpt. 2 (Trumpet 2)
- Hn. (Horn)
- Tbn./Euph. (Tuba/Euphonium)
- Tba. (Tuba)
- Timp. (Timpani)
- Perc. 1 (Percussion 1)
- Perc. 2 (Percussion 2)
- Perc. 3 (Percussion 3)
- Perc. 4 (Percussion 4)
- Bongos
- Congas
- B. D. (Bass Drum)

The score includes dynamic markings such as *p* (piano) and *f* (forte). A red watermark "For perusal purposes only" is overlaid diagonally across the score.

This musical score is for the piece "Training Montage!". It is a full orchestral score with the following parts:

- Woodwinds:** Flute (FL), Oboe (Ob.), Bassoon (Bsn.), Clarinet 1 (Cl. 1), Clarinet 2 (Cl. 2), Bass Clarinet (B. Cl.), Alto Saxophone (Alto Sax.), Tenor Saxophone (Ten. Sax.), and Baritone Saxophone (Bari. Sax.).
- Brass:** Trumpet 1 (Tpt. 1), Trumpet 2 (Tpt. 2), Horn (Hn.), Trombone/Euphonium (Tbn./Euph.), and Tuba (Tba.).
- Percussion:** Timpani (Timp.), Percussion 1 (Perc. 1), Percussion 2 (Perc. 2), Percussion 3 (Perc. 3), Percussion 4 (Perc. 4), Bongos, Congas, and Bass Drum (B. D.).

The score is written in 4/4 time and features a variety of dynamics, including *f* (forte) and *p* (piano). Specific performance instructions include "X=Stick click. (If using hands, Clap.)" and "Sus. Cym." (Suspended Cymbal). Percussion parts are marked with "Tambourine" and "Floor Tom".

A large red watermark is overlaid diagonally across the page, reading "For perusal purposes only".

Easily defeat bad guys!

The musical score is arranged in a standard orchestral layout with the following parts from top to bottom:

- FL (Flute)
- Ob. (Oboe)
- Bsn. (Bassoon)
- Cl. 1 (Clarinets 1)
- Cl. 2 (Clarinets 2)
- B. Cl. (Bass Clarinet)
- Alto Sax. (Alto Saxophone)
- Ten. Sax. (Tenor Saxophone)
- Bari. Sax. (Baritone Saxophone)
- Tpt. 1 (Trumpets 1)
- Tpt. 2 (Trumpets 2)
- Hn. (Horn)
- Tbn./Euph. (Tuba/Euphonium)
- Tba. (Tuba)
- Timp. (Timpani) - includes instruction: "X-Stick click"
- Perc. 1 (Percussion 1) - includes instruction: "Quick change to Chimes"
- Perc. 2 (Percussion 2)
- Perc. 3 (Percussion 3) - includes instruction: "X-Stick click" and "To Glock."
- Perc. 4 (Percussion 4) - includes instruction: "Tam-tam let ring"
- Bongos
- Congas
- B. D. (Bass Drum)

The score spans measures 59 to 65. Measure 65 contains the instruction "Easily defeat bad guys!". Dynamic markings include *f* (forte) and *p* (piano). A large red watermark "Sample Score For perusal purposes only" is overlaid across the entire page.

FL. *mf*

Ob. *mf*

Bsn. *mf*

Cl. 1 *mf*

Cl. 2 *mf*

B. Cl. *mf*

Alto Sax. *mf*

Ten. Sax. *mf*

Bari. Sax. *mf*

Tpt. 1 *mf*

Tpt. 2 *mf*

Hn. *mf*

Tbn./Euph. *mf*

Tba. *mf*

Timp. *mf* *f* *mp*

Perc. 1 *mf*

Perc. 2 *mf* *f* *mp*

Perc. 3 Glockenspiel *mf* *f* *mp*

Perc. 4 *p* *f* *mp* (let ring)

Bongos *mf* *f* *mp*

Congas *mf* *f* *mp*

B. D. *p* *f* *mp* (let ring)

66 67 68 69 70 71 72 73 74

This musical score is for the piece "Celebration in the Throne Room". It is arranged for a large ensemble of instruments. The score is written in 2/4 time and features a key signature of one sharp (F#). The instruments included are:

- Flute (FL)
- Oboe (Ob.)
- Bassoon (Bsn.)
- Clarinet 1 (Cl. 1)
- Clarinet 2 (Cl. 2)
- Bass Clarinet (B. Cl.)
- Alto Saxophone (Alto Sax.)
- Tenor Saxophone (Ten. Sax.)
- Bass Saxophone (Bari. Sax.)
- Trumpet 1 (Tpt. 1)
- Trumpet 2 (Tpt. 2)
- Horn (Hn.)
- Trombone/Euphonium (Tbn./Euph.)
- Tuba (Tba.)
- Timpani (Timp.)
- Percussion 1 (Perc. 1) - includes Chimes
- Percussion 2 (Perc. 2)
- Percussion 3 (Perc. 3)
- Percussion 4 (Perc. 4)
- Bongos
- Congas
- Bass Drum (B. D.)

The score includes dynamic markings such as *mf* (mezzo-forte) and *f* (forte). A large red watermark reading "For perusal purposes only" is overlaid diagonally across the page.

* 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!

The musical score is arranged in systems for various instruments. The woodwinds (Flute, Oboe, Bassoon, Clarinets, Bass Clarinet, Alto Saxophone, Tenor Saxophone, Baritone Saxophone) and brasses (Trumpets, Horns, Trombone/Euphonium, Tuba) play melodic and harmonic lines. The percussion section includes Timpani, three Percussionists (Perc. 1-3), Bongos, Congas, and B.D. (Bass Drum). Percussion 1 has specific instructions for cymbal rolls and chimes. Dynamics are marked throughout, with many parts reaching fortissimo (ff) in the final measures.

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