

# Loot the Room

for concert band

(2018)

Drew Morris

*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 are able to 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  
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.

Drew Morris  
(ASCAP)

The Heroes begin their quest!

A programmatic dungeon crawling adventure

Journey through the jungle.

$\text{♩} = 120$

The musical score is arranged in a standard orchestral format with the following 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, Tamourine, 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 is in 4/4 time with a tempo of 120 beats per minute. It features dynamic markings such as *f* (forte), *mp* (mezzo-piano), and *mf* (mezzo-forte). The piece is divided into two sections: "The Heroes begin their quest!" (measures 1-6) and "Journey through the jungle." (measures 7-8). A large yellow watermark "www.drewmorrismusic.com" is overlaid diagonally across the score.

2 3 4 5 6 7

11 Looking for trouble

This musical score is for the piece "Looking for trouble" and covers measures 8 through 14. The instrumentation includes woodwinds (Flute, Oboe, Bassoon, Clarinets 1 & 2, Bass Clarinet, Alto Saxophone, Tenor Saxophone, Baritone Saxophone), brass (Trumpets 1 & 2, Horns, Trombone/Euphonium, Tuba), percussion (Tympani, Percussion 1-4, Bongos, Congas, Bass Drum), and strings. The score features various dynamics such as *p* (piano), *mf* (mezzo-forte), *f* (forte), and *mp* (mezzo-piano). A specific performance instruction for Percussion 1 is "Suspended Cymbal Yarn Mallets". The score is marked with a large yellow watermark: "www.drewmusic.com".

This musical score is for the piece "Our First Battle" and covers measures 15 through 21. The instrumentation includes 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.), Trumpet 1 (Tpt. 1), Trumpet 2 (Tpt. 2), Horn (Hn.), Trombone/Euphonium (Tbn./Euph.), Tuba (Tba.), 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 a key signature of two flats (B-flat and E-flat) and a common time signature. Dynamics such as *f* (forte) and *mf* (mezzo-forte) are indicated throughout. A watermark "www.drewmusic.com" is visible across the page. The measures are numbered 15, 16, 17, 18, 19, 20, and 21 at the bottom of the page.

This musical score is for a symphony orchestra and a percussion ensemble. The woodwind section includes 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.). The brass section includes Trumpet 1 (Tpt. 1), Trumpet 2 (Tpt. 2), Horn (Hn.), Trombone/Euphonium (Tbn./Euph.), and Tuba (Tba.). The percussion section includes Timpani (Timp.), Percussion 1 (Perc. 1), Percussion 2 (Perc. 2), Percussion 3 (Perc. 3), Percussion 4 (Perc. 4), Bongos, Congas, and B. D. (Bass Drum). The score is written in a key signature of two flats (B-flat and E-flat) and a common time signature. A large yellow watermark, 'www.drewmorrismusic.com', is overlaid diagonally across the page. The page number '4' is located at the top left. The score spans five measures, with measure numbers 22, 23, 24, 25, and 26 indicated at the bottom.

We weren't ready.  
We lost.

31 Dealing with loss

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.

*mp*

*p*

*f*

*mp*

*p*

opt. 8vb.

This musical score is for a symphony orchestra and percussion ensemble. It consists of 18 staves, each representing a different instrument or group of instruments. The instruments listed on the left 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.), Baritone 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), Percussion 2 (Perc. 2), Percussion 3 (Perc. 3), Percussion 4 (Perc. 4), Bongos, Congas, and Bass Drum (B. D.). The score is written in a key signature of two flats (B-flat and E-flat) and a common time signature (C). The music is spread across six measures, numbered 33 to 38 at the bottom. A large, diagonal watermark reading 'www.drewmorrismusic.com' is overlaid across the entire score.



39

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*

*p*

*mf*

47 There is still Hope!

FL. *f*

Ob. *f*

Bsn. *f*

Cl. 1 *f*

Cl. 2 *f*

B. Cl. *f*

Alto Sax. *f*

Ten. Sax. *f*

Bari. Sax. *f*

Tpt. 1 *f*

Tpt. 2 *f*

Hn. *f*

Tbn./Euph. *f*

Tba. *f*

Timp. *f*

Perc. 1 *f*

Perc. 2 *f*

Perc. 3 *f*

Perc. 4

Bongos *f*

Congas *f*

B. D. *f*

Floor Tom

X-Stick click

Sus. Cym. *p*

X-Stick click (if using hands. Clap.)

46 47 48 49 50 51 52 53 54

This musical score is for a section titled "Training Montage!". It is arranged for a full orchestra and includes 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 with a key signature of two flats (B-flat and E-flat). The woodwinds and brass parts feature long, sustained notes, often with slurs. The percussion parts are more rhythmic, with various patterns and dynamics. The Timpani part includes markings for "X-Stick click" and "Tambourine". The Percussion 3 part includes markings for "Floor Tom" and "X-Stick click". The Percussion 4 part starts with a forte (*f*) dynamic. The Bongos, Congas, and Bass Drum parts provide a steady, rhythmic accompaniment.



73 Loot the Room!

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.

*f* *mf* *f* *mf* *mp*

69 70 71 72 73 74 75 76

This musical score is for the piece "Celebration in the Throne Room" and covers measures 77 through 82. The score is arranged for a large ensemble, including woodwinds, brass, and percussion. The key signature is one sharp (F#), and the time signature is 4/4. The score is divided into systems, with measures 77-80 on one page and measures 81-82 on the next. The instruments listed on the left 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.), Baritone 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), Percussion 2 (Perc. 2), Percussion 3 (Perc. 3), Percussion 4 (Perc. 4), Bongos, Congas, and Bass Drum (B. D.). The score includes dynamic markings such as *mf* (mezzo-forte) and *f* (forte), and articulation marks like accents and slurs. A large yellow watermark "www.drewmusic.com" is overlaid diagonally across the page.

