

Zombie Nation

Robert E. Foster, Jr.

1 Full Score	4 Bb Trumpet 1
10 Flute / Oboe	4 Bb Trumpet 1
4 Bb Clarinet 1	3 F Horn
4 Bb Clarinet 2	6 Trombone
2 Bb Bass Clarinet	4 Baritone B.C. / Bassoon
2 Eb Alto Saxophone 1	2 Baritone T.C.
2 Eb Alto Saxophone 2	4 Tuba
2 Bb Tenor Saxophone	1 Timpani
1 Eb Baritone Saxophone	1 Snare Drum
	3 Crash Cymbals, Bass Drum, Suspended Cymbal, Tam-tam
	1 Chimes, Bells

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Program Notes

This is fun and creepy music that pays tribute to these creatures that have brought thrills and chills in books, movies and television. Their popularity has only grown and in the battle for world supremacy they have won and now they take over the concert stage, making us a real Zombie Nation!

About the Composer

Robert E. Foster, Jr. was born in Gainesville, Florida in 1966. He received his Music Education degree from the University of Kansas while playing varsity football for the Jayhawk football team. He signed a free agent contract with the N.F.L.'s Atlanta Falcons in 1988. Following his football career, he went on to complete his MS degree in Music Education from the University of Illinois. He has also completed additional graduate work at the University of North Texas and the University of Kansas.

Mr. Foster has been a band director and has taught at the University of Maryland, Texas Christian University, Haskell Indian Nations University, and Tennessee Tech University. Additionally, he has taught for many years in the Eudora and DeSoto, Kansas middle schools and high schools. He is a highly successful composer and arranger of band music at all levels, including works for military bands and marching bands.

Achievement Series Lesson Guide

Every selection in the Wingert-Jones *Achievement Series* features concise learning objectives that support the **National Standards for Arts Education**.

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National Standards addressed through this publication:

- #2 Performing on instruments, alone and with others, a varied repertoire of music.
- #5 Reading and notating music.
- #6 Listening to and analyzing and describing music.
- #9 Understanding the music in relation to history and culture.

LEARNING OBJECTIVES

Students should focus on musical style, dynamic contrasts, and good balance.

For good musical style, pay careful attention to the length of the notes. Make a real contrast between long notes and short notes, and light notes and heavy notes.

MUSIC THEORY

KEY: Concert c minor. Learn or review the scale and arpeggio, which is printed at the top of each player's part.

Concert C Minor
(C Aeolian)
Scale and Arpeggio

Key of C minor



TIME SIGNATURE

$\frac{4}{4}$ - The upper number indicates that there are 4 beats to a measure. The lower number indicates that a 1/4 note receives one beat.

DYNAMIC MARKINGS

- p*** (piano) - soft
- mp*** (mezzo piano) – moderately soft
- mf*** (mezzo forte) – moderately loud
- f*** (forte) – loud
- ff*** (fortissimo) – very loud
- fp*** (forte piano) – start the note loud, then instantly play soft
- crescendo () – gradually get louder
- diminuendo, or decrescendo () – gradually get softer

STYLE INDICATORS

- accent (>) – emphasis on a note or chord. Accented notes are separated
- sfz (sforzando) – a sudden strong accent
- staccato (.) – detached, separated, and light
- tenuto (-) – hold the note for its full value
- bell tones – start the note with a heavy accent, then get softer like a ringing bell

OTHER TERMS

- fermata () – sustain or hold the note as long as the conductor indicates
- molto rall. (molto rallentando) – Molto = very; Rallentando = becoming gradually slower
- Presto – a fast tempo marking
- rit. (ritardando) – gradually get slow

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Fl. / Ob. *scream* *f*

Cl. 1 *scream*

Cl. 2 *scream*

B. Cl. *scream*

A. Sx. 1 *scream*

A. Sx. 2 *scream*

T. Sx. *scream*

B. Sx. *scream*

Tpt. 1 *scream*

Tpt. 2 *scream*

F Hn. *scream*

Tbn. *scream*

Bar. / Bsn. *scream*

Tba. *scream*

Tim. *scream*

S. D. *scream*

B. D., Cyms., T-tam *scream*

Ch. Bls. *dampen scream*

18

Fl. / Ob.

Cl. 1

Cl. 2

B. Cl.

A. Sx. 1

A. Sx. 2

T. Sx.

B. Sx.

rit.

ff

Presto ♩ = 168

18 mf

Tpt. 1

Tpt. 2

F Hn.

Tbn.

Bar. / Bsn.

Tba.

Timp.

S. D.

B. D., Cyms., T-tam

to Sus. Cym.

Sus. Cym.

Sus. Cym. (on the crown)

ff dampen (to Bells)

Bells

Ch. Bls.

13 14 15 16 17 18

Zombie Nation

Fl. / Ob.

Cl. 1

Cl. 2

B. Cl.

A. Sx. 1

A. Sx. 2

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2

F Hn.

Tbn.

Bar. / Bsn.

Tba.

Timp.

S. D.

B. D., Cyms., T-tam

Ch. Bls.

dampen dampen

19 20 21 22 23 24 25

4

[illegible]

36

6

7

Fl. / Ob.

Cl. 1

Cl. 2

B. Cl.

A. Sx. 1

A. Sx. 2

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2

F. Hn.

Tbn.

Bar. / Bsn.

Tba.

Timp.

S. D.

B. D., Cym., T-tam

Ch. Bls.

38 39 40 41 42 43

All instruments bell tones to m. 48

Zombie Nation

cresc. poco a poco

Fl. / Ob. *sfz sfz sfz sfz sfz sfz sfz sfz ff* *scream*

Cl. 1 *sfz sfz sfz ff* *scream*

Cl. 2 *sfz sfz sfz ff* *scream*

B. Cl. *sfz sfz sfz ff* *scream*

A. Sx. 1 *sfz sfz sfz sfz sfz sfz ff* *scream*

A. Sx. 2 *sfz sfz sfz sfz sfz sfz ff* *scream*

T. Sx. *sfz sfz sfz sfz ff* *scream*

B. Sx. *sfz sfz sfz ff* *scream*

All instruments bell tones to m. 48

Tpt. 1 *sfz sfz sfz ff* *scream*

Tpt. 2 *sfz sfz sfz ff* *scream*

F Hn. *sfz sfz sfz sfz sfz sfz sfz sfz ff* *scream*

Tbn. *sfz sfz sfz sfz ff* *scream*

Bar. / Bsn. *sfz sfz sfz sfz ff* *scream*

Tba. *sfz sfz sfz ff* *scream*

Timp. *f* *sfz sfz sfz sfz sfz sfz sfz sfz ff* *Soli* *scream*

S. D. *f* *ff* *Soli* *scream*

B. D., Cym., T-tam *f* *Sus. Cym.* *p* *ff* *dampen (to Bells)* *scream*

Ch. Bls. *f* *ff*

44 45 46 47 48 49

8

51

51

59

Zombie Nation

Fl. / Ob.

Cl. 1

Cl. 2

B. Cl.

A. Sx. 1

A. Sx. 2

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2

F. Hn.

Tbn.

Bar. / Bsn.

Tba.

Timp.

S. D.

B. D., Cyms., T-tam

Ch. Bls.

to Chimes

Chimes

57 58 59 60 61 62

Zombie Nation
molto rall.

67 A tempo

Fl. / Ob.

Cl. 1

Cl. 2

B. Cl.

A. Sx. 1

A. Sx. 2

T. Sx.

B. Sx.

molto rall.

67 A tempo

Tpt. 1

Tpt. 2

F Hn.

Tbn.

Bar. / Bsn.

Tba.

Timp.

S. D.

B. D., Cyms., T-tam

Ch. Bls.

to Sus. Cym.

Sus. Cym.

f

63 64 65 66 67 68

Zombie Nation

[illegible]