

Ancient Warriors

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	10 Trombone/Baritone B.C./Bassoon
2 Bb Bass Clarinet	2 Baritone T.C.
4 Eb Alto Saxophone	4 Tuba
2 Bb Tenor Saxophone	1 Timpani
1 Eb Baritone Saxophone	3 Percussion 1: Snare Drum, Bass Drum
	2 Percussion 2: Crash Cymbals, Gong
	2 Mallets: Bells

Extra Part - P3017341

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PROGRAM NOTES

This work will immediately appeal to your young ensemble with the soft, lyrical chant-like minor melody at the beginning that represents ancient warriors preparing for battle. The mood quickly changes with an abrupt sudden shift in tempo and the hunt begins with the percussion leading the way.

This thrilling piece for young band has comfortable ranges and the safe, powerful doublings that will have your band sounding confident and mature.

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

This selection provides an excellent opportunity to work on dynamic contrast. Make a clear distinction between *mp*, *mf*, *f*, and *ff*, and make a great dynamic change when you play the forte piano (*fp*).

Observe the style changes. Accented notes are *separated* notes (letter D).

MUSIC THEORY

KEY: Concert c minor. Learn or review the scale 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

$\frac{4}{4}$

$\frac{4}{4}$ - The upper number indicates that there are 4 beats to a measure. The lower number indicates that a quarter 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

crescendo (cresc.) – gradually get louder

diminuendo, or decrescendo (dim.) – gradually get softer

fp (forte piano) – start the note loud, then instantly play softly

sfz (sforzando) – a sudden strong accent on a note or chord

TEMPO INDICATORS

rit. (*ritardando*) – gradually play slower

poco rall. (*poco rallentando*) – gradually play a little slower: *poco* = little; *rallentando* = play slower

OTHER TERMS

fermata (fermata) – sustain the note as long as the conductor indicates

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ASCAP

Moderato ♩ = 96

Flute / Oboe *mp*

B♭ Clarinet 1 *mp*

B♭ Clarinet 2 *mp*

B♭ Bass Clarinet *mp*

E♭ Alto Saxophone *mp*

B♭ Tenor Saxophone *mp*

E♭ Baritone Saxophone *mp*

B♭ Trumpet 1 *mp*

B♭ Trumpet 2 *mp*

F Horn *mp*

Trombone / Baritone / Bassoon *mp*

Tuba *mp*

Moderato ♩ = 96

Timpani *mp*
G, B♭, C

Snare Off

Percussion 1 *mp*
Snare Drum, Bass Drum

Percussion 2 *mp*
Crash Cymbals

Gong

Bells *mp*

2 3 4 5 6 7

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9

rit.

Fl. / Ob. *mf*

Cl. 1 *mf*

Cl. 2 *mf*

B. Cl. *mf*

A. Sx. *mf*

T. Sx. *mf*

B. Sx. *mf*

Tpt. 1 *mf*

Tpt. 2 *mf*

F Hn. *mf*

Tbn. / Bar. / Bssn. *mf*

Tba. *mf*

9

rit.

Timp. *mf*

Perc. 1 *mf*

Perc. 2 *mf*

Bells *mf*

8 9 10 11 12 13 14 15

Ancient Warriors

25

Fl. / Ob. *mf*

Cl. 1 *mf*

Cl. 2 *mf*

B. Cl. *mf*

A. Sx. *mf*

T. Sx. *mf*

B. Sx. *mf*

Tpt. 1 *mf*

Tpt. 2 *mf*

F Hn. *mf*

Tbn. / Bar. / Bssn. *mf*

Tba. *mf*

25 *mf*

Timp. *mf*

Reg. Snare

Perc. 1 *mf*

Perc. 2

Bells *mf*

24 25 26 27 28 29 30 31

Ancient Warriors

33

Fl. / Ob.

Cl. 1

Cl. 2

B. Cl.

A. Sx.

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2

F Hn.

Tbn. / Bar. / Bssn.

Tba.

Timp.

Perc. 1

Perc. 2

Bells

32

33

34

35

36

37

38

39

6

49

rit. - - -

49

rit. - - -

57 Moderato ♩ = 96

Ancient Warriors

poco rall.

Fl. / Ob.

Cl. 1

Cl. 2

B. Cl.

A. Sx.

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2

F Hn.

Tbn. / Bar. / Bssn.

Tba.

Timp.

Perc. 1

Perc. 2

Bells

56 57 58 59 60 61 62 63

8

65 Allegro ♩ = 144

Ancient Warriors

Fl. / Ob. *f* *fp* *ff*

Cl. 1 *f* *fp* *ff*

Cl. 2 *f* *fp* *ff*

B. Cl. *f* *ff*

A. Sx. *f* *fp* *ff*

T. Sx. *f* *ff*

B. Sx. *f* *ff*

Tpt. 1 *f* *fp* *ff*

Tpt. 2 *f* *fp* *ff*

F Hn. *f* *fp* *ff*

Tbn. / Bar. / Bssn. *f* *ff*

Tba. *f* *ff*

65 Allegro ♩ = 144

Timp. *f* *ff*

Perc. 1 *f* *ff*

Perc. 2 *f*

Bells *f* *ff* Dampen

64 65 66 67 68 69 70 71 72

9