

Zombie Wars

Robert E. Foster, Jr.

1 Full Score	4 Trumpet 1
10 Flute/Oboe	4 Trumpet 2
2 Bassoon	3 F Horn
4 Clarinet 1	8 Trombone/Baritone B.C.
4 Clarinet 2	2 Baritone T.C.
2 Bass Clarinet	4 Tuba
4 Alto Saxophone	3 Percussion 1: Snare Drum, Bass Drum
2 Tenor Sax	2 Percussion 2: Crash Cymbals, Hi-hat
1 Baritone Sax	1 Bells

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Program Notes

Imagine zombies as they scream and go to war, looking for people to harass. These spooky zombies are having a really good time, as they strut around looking for their next adventure.

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**.

ZOMBIE WARS

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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

Focus on correct style, and playing with good balance. Observe the style markings, and always listen and be sure you can hear the melody. Good balance between the melody and the other voices requires that everyone learn to listen carefully, and to adjust their volume so that it compliments the total sound.

MUSIC THEORY

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



TIME SIGNATURE

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.

TEMPO MARKING

allegro – an Italian word meaning moderately fast

DYNAMIC MARKINGS

mf (mezzo forte) – moderately loud

f (forte) – loud

ff (fortissimo) – very loud

crescendo () – gradually get louder

STYLE INDICATORS

accent () – emphasis on a note or chord. Accented notes are separated

staccato () – detached, separated and light

tenuto () – sustain the note for its full value

OTHER TERMS

D.S. (dal segno) – from the sign, or go back to the sign

segno () – Italian word for sign

Coda – a concluding section or passage

coda sign () – indicates the place where everyone skips to the coda the second time through a passage.

Zombie Wars

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ASCAP

Allegro ♩ = 120

scream!

Flute/
Oboe

Clarinet 1

Clarinet 2

Bass Clarinet

Alto Saxophone

Tenor Saxophone

Allegro ♩ = 120

scream!

Trumpet 1

Trumpet 2

F Horn

Trombone/
Baritone

Tuba/
Low Woodwinds

Percussion 1
Snare Drum, Bass Drum

Percussion 2
Crash Cymbals, Hi-hat

Bells

Zombie Wars

9 

Fl. Ob. *scream!* *mf*

Cl. 1 *scream!* *mf*

Cl. 2 *scream!* *mf*

B. Cl. *scream!* *mf*

A. Sx. *scream!* *mf*

T. Sx. *scream!* *mf*

Tpt. 1 *scream!* *mf*

Tpt. 2 *scream!* *mf*

F Hn. *scream!* *mf*

Tbn./ Bar. *scream!* *mf*

Tba./ Low W.W. *scream!* *mf*

Perc. 1 *mf*

Perc. 2 *mf* Hi-hat (closed)

Bells *mf*

8 9 10 11 12 13 14

Zombie Wars

17

Fl.
Ob.

Cl. 1

Cl. 2

B. Cl.

A. Sx.

T. Sx.

17

Tpt. 1

Tpt. 2

F Hn.

Tbn./
Bar.

Tba./
Low W.W.

Perc. 1

Perc. 2

Bells

15 16 17 18 19 20 21

The musical score is for a piece titled 'Zombie Wars'. It covers measures 15 through 21. The instrumentation includes Flute/Oboe, Clarinets 1 and 2, Bass Clarinet, Saxophones (Alto and Tenor), Trumpets 1 and 2, French Horn, Trombone/Euphonium, Tuba/Euphrat, Percussion 1 and 2, and Bells. The key signature has two flats (B-flat and E-flat). The score features various musical notations including eighth notes, quarter notes, and rests. A large diagonal watermark 'Wingert-Jones Publications' is overlaid across the score. The measure numbers 15, 16, 17, 18, 19, 20, and 21 are indicated at the bottom of the page.

To Coda Φ 25

Fl. Ob. *f* *scream!*

Cl. 1 *f* *scream!*

Cl. 2 *f* *scream!*

B. Cl. *f* *scream!*

A. Sx. *f* *scream!*

T. Sx. *f* *scream!*

To Coda Φ 25

Tpt. 1 *f* *scream!*

Tpt. 2 *f* *scream!*

F Hn. *f* *scream!*

Tbn./ Bar. *f* *scream!*

Tba./ Low W.W. *f* *scream!*

Perc. 1 *f* *scream!*

Perc. 2 *f* *scream!*

Bells *f* *scream!*

To Woodblock Woodblock

22 23 24 25 26 27 28

D.S. al Coda

Coda $\oplus$

D.S. al Coda

Coda $\oplus$

33 *f* 34

6

Fl. Ob.

Cl. 1

Cl. 2

B. Cl.

A. Sx.

T. Sx.

Tpt. 1

Tpt. 2

F Hn.

Tbn./ Bar.

Tba./ Low W.W.

Perc. 1

Perc. 2

Bells

dampen

35 36 37 38 39 40 41 42