

Sherlock Holmes

The Game is Afoot!

Barry E. Kopetz

1 Full Score

8 Flute

2 Oboe

1 Bassoon

4 Bb Clarinet 1

4 Bb Clarinet 2

1 Bb Bass Clarinet

2 Eb Alto Saxophone 1

2 Eb Alto Saxophone 2

2 Bb Tenor Saxophone

1 Eb Baritone Saxophone

4 Bb Trumpet 1

4 Bb Trumpet 2

3 F Horn

6 Trombone

2 Baritone B.C.

2 Baritone T.C.

4 Tuba

1 Timpani

3 Percussion 1: Snare Drum, Bass Drum

2 Percussion 2: Wood Block, Tambourine

2 Percussion 3: Tam-tam, Triangle,
Suspended Cymbal

2 Bells

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Program Notes

Perhaps no two names in detective literature are more inextricably combined than Sir Arthur Conan Doyle and Sherlock Holmes. From the very first, the British public (and eventually the entire world) could not get enough of the remarkable mystery-solving character known today simply as "Sherlock." It seemed only fitting to compose a piece that captures the personalities of Doyle's three primary characters: Holmes, Dr. Watson, and the evil and shadowy Professor Moriarty.

All three characters are appropriately illustrated in *Sherlock Holmes* – from the mysterious theme representing Holmes, a more comical theme that highlights Dr. Watson, to the dark, brooding theme of Moriarty. "The game is afoot!" The culmination of the piece combines all three themes into a twisted potpourri of which even the esteemed author would be intrigued. Clearly, Sir Arthur Conan Doyle created personae that are forever emblazoned in the psyche of past and present generations of readers of the mystery genre.

About the Composer

Barry E. Kopetz is Professor of Music and Head of the Music Department at Mississippi State University. Previously, he was Professor of Conducting and Director of Bands at the Capital University Conservatory of Music in Columbus, Ohio. He conducted the Symphonic Winds, Wind Symphony and Chamber Winds and taught both graduate and undergraduate conducting. Kopetz has taught at the University of Utah, the University of Minnesota, Bowling Green State University (Ohio) and in the public schools of South Carolina and Ohio.

Achievement Series Lesson Guide

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

SHERLOCK HOLMES

Barry Kopetz

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 opportunity to introduce the students to one of the most famous and most popular literary figures in English literature. Tempo changes, style changes, and dynamic changes introduces this famous detective and main characters. It is important to pay strict attention to style indicators and dynamic markings.

MUSIC THEORY

KEY: Concert g minor. Review the scale and arpeggio which is printed at the top of each player's part.

Concert G Minor Scale and Arpeggio

Key of G Minor

TIME SIGNATURE

4 - The upper number indicates that there are four beats in each measure, and the lower number indicates that a quarter note receives one beat.

DYNAMIC MARKINGS

pp (pianissimo) – very soft **mf** (mezzo forte) – moderately loud

p (piano) - soft **f** (forte) – loud

mp (mezzo piano) – moderately soft **ff** (fortissimo) – very loud

sfp (sforzando piano) – start the note with a strong accent, and immediately play softly

crescendo, cresc. (—) – gradually get louder

diminuendo, decrescendo (—) gradually get softer

STYLE INDICATORS

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

staccato (.) – play detached, separated and light

OTHER MARKINGS

slur - a curved line that indicates that the notes under it should be played connected

tie - a curved line that joins two or more notes of the same pitch

fermata () – indicates that a note or rest should be held longer than its normal duration

(work sheet is on the inside of the score's back cover)

Sherlock Holmes

The Game is Afoot!

Barry E. Kopetz
ASCAP

Intensely! $\text{♩} = 156$

5

Holmes

The musical score consists of 15 staves, each with a different instrument name. The instruments are: Flute, Oboe, Bassoon, B♭ Clarinet 1/2, B♭ Bass Clarinet, E♭ Alto Saxophone 1/2, B♭ Tenor Saxophone, E♭ Baritone Saxophone, B♭ Trumpet 1/2, F Horn, Trombone, Baritone, Tuba, Timpani, Percussion 1 (Snare Drum, Bass Drum), Percussion 2 and 3 (Suspended Cymbal, Tambourine, Tam-tam, Wood Block, Triangle), and Bells. The score is set in common time (indicated by a '4') and includes dynamic markings such as *f*, *sfp*, *mp*, *mf*, *p*, and *a2*. Measure numbers 2, 3, 4, and 5 are indicated at the bottom of the page. A large, diagonal watermark reading "Wingert-Jones Publications" is overlaid across the score.

Sherlock

Sherlock

13

Musical score for orchestra and percussion, page 13. The score includes parts for Flute (Fl.), Oboe (Ob.), Bassoon (Bsn.), Clarinet 1 (Cl. 1), Clarinet 2 (Cl. 2), Bass Clarinet (B. Cl.), Alto Saxophone 1 (A. Sx. 1), Alto Saxophone 2 (A. Sx. 2), Tenor Saxophone (T. Sax.), Bass Saxophone (B. Sx.), Trumpet 1 (Tpt. 1), Trumpet 2 (Tpt. 2), French Horn (F Hn.), Trombone (Tbn.), Bass Trombone (Bar.), Tuba (Tba.), Timpani (Timp.), Percussion 1 (Perc. 1), Percussion 2 (Perc. 2), Percussion 3 (Perc. 3), and Bells.

The score consists of ten staves of music. The first four staves (Flute, Oboe, Bassoon, Clarinets) play mostly sustained notes or short patterns. The next four staves (Alto Saxophones, Tenor Saxophone, Bass Saxophone) play more complex rhythmic patterns. The fifth staff (Trumpet 1) has a dynamic marking *mf*. The sixth staff (Trumpet 2) has dynamic markings *a2*, *a2*, and *f*. The seventh staff (French Horn) has a dynamic marking *#*. The eighth staff (Trombone) has a dynamic marking *b*. The ninth staff (Bass Trombone) has a dynamic marking *b*. The tenth staff (Tuba) has a dynamic marking *b*. The eleventh staff (Timpani) has a dynamic marking *f*.

Percussion parts include Triangle and Tambourine. Percussion 1 (Perc. 1) is silent throughout. Percussion 2 (Perc. 2) uses triangle and tambourine. Percussion 3 (Perc. 3) uses triangle and tambourine.

Sherlock

22

Sherlock

Fl.

Ob.

Bsn.

Cl. 1
Cl. 2

B. Cl.

A. Sx.
T. Sax.

B. Sx.

Tpt.
Tpt. 1
Tpt. 2

F Hn.

Tbn.

Bar.

Tba.

Timp.

Perc. 1

Perc. 2
W. Blk.

Bells

Comically ♩ = 102

Sherlock

32

Watson

Fl.

Ob.

Bsn.

Cl. 1
Cl. 2

B. Cl.

A. Sx. 1
A. Sx. 2

Ob. Cue

Hn. Cue

T. Sax.

B. Sx.

32 Comically ♩ = 102

Tpt. 1
Tpt. 2

F Hn.

Bar. cue

Tbn.

Bar.

Tba.

a2

a2

Tim.

Perc. 1

(W. Blk.)

Perc. 2
Perc. 3

Bells

Sherlock

Fl.

Ob.

Bsn.

Cl. 1
2

B. Cl.

A. Sx. 1
2

T. Sax.

B. Sx.

Tpt. 1
2

F Hn.

Tbn.

Bar.

Tba.

Tim.

Perc. 1

Perc. 2
3

Bells

7

Sherlock

46 Darkly ♩ = 52

Moriarty

Moriarty

Fl. *mp* — *f* *mp* *mf* — *mp*

Ob. *mp* — *f*

Bsn. *mp* — *f* *ff*

Cl. 1 *mp* — *f* *ff* *a2* Cl. 1 *mp* A. Sx. 1 cue (1 player)

B. Cl. *mp* — *f* *ff*

A. Sx. 1 *mp* — *f* *ff* A. Sx. 2 (one player) A. Sx. 1 (one player)

T. Sax. *mp* — *f* *ff* *mp* — *p*

B. Sx. *mp* — *f* *ff* *mp* — *p* *a2* 46 Darkly ♩ = 52

Tpt. 1 *mp* — *f* *ff*

F Hn. *mp* — *f* *ff* *mp* — *p*

Tbn. *mp* — *f* *ff* *mp* — *p* div.

Bar. *ff* *mp* — *p*

Tba. *mp* — *f* *ff* *mp* — *p*

*Delete part from 46-57 if retuning is not possible.

Tim. *ff* *mp* — *p*

Perc. 1 *p* — *mf* *ff* Tam-tam (or lrg. Susp. Cym.) Suspended Cymbal (yarn mts.)

Perc. 2 *p* — *mf* *mf* *f* *ff* *p* *pp* *pp* — *p*

Bells *mf* *f*

44 45 46 47 48 49

*Delete part from 46-57 if retuning is not possible.

Sherlock

Fl. *mp* *mf* *mp* *mf* *mp* *p*
 Ob. *mp* *p*
 Bsn.
 Cl. 1
 Cl. 2 *p*
 B. Cl. *p* *pp*
 A. Sx. 1
 A. Sx. 2
 T. Sax.
 B. Sx.
 Tpt. 1
 Tpt. 2 *mp*
 Tpt. 1 Solo
 F Hn.
 Tbn.
 Bar.
 Tba.
 Timp.
 Perc. 1
 Perc. 2
 Perc. 3 *pp* *p* *pp*
 Bells

$\text{♩} = 156$

Sherlock

57

The Return of Sherlock Holmes

The Return of Sherlock Holmes

Fl.

Ob.

Bsn. *mf* a2 *sfp*

Cl. 1 2 *mf*

B. Cl. *mf*

A. Sx. 1 2 A. Sx. 1 (Moriarty) a2 *sfp*

T. Sax. *mf*

B. Sx. *f* *sfp*

57 *a2* *mf*

Tpt. 1 2 *f* *sfp* *f sfp*

F Hn. *mf*

Tbn. *mf*

Bar. *f sfp*

Tba. *mf* *f* *sfp*

Tim. *f* *p*

Perc. 1 Tam-tam (or Irg. Susp. Cym.) *f* *p* dampen

Perc. 2 3 *mp*

Bells *f* dampen

Sherlock

(Moriarty)

64

Fl.

Ob.

Bsn.

(Holmes)

Cl. 1
2

B. Cl.

A. Sx. 1
2

T. Sax.

B. Sx.

Tpt. 1 (Watson)

F Hn.

Tbn.

Bar.

Tba.

Tim.

Perc. 1

Wd. Blk.

Perc. 2
3

Bells

63 64 65 66 67 68

Sherlock

72

Fl.

Ob.

Bsn.

Cl. 1
2

B. Cl.

A. Sx. 1
2

T. Sax.

B. Sx.

Tpt. 1
2

F Hn.

Tbn.

Bar.

Tba.

Tim.

Perc. 1

Perc. 2
3

Bells

mf

f

f bring out

Hn. Cue

mf < f

f

mf < f

mf < f

p — f

(Tri.)

mf

f bring out

Sherlock

A musical score page for the piece "Sherlock". The score consists of 15 staves, each with a different instrument. The instruments are: Flute (Fl.), Oboe (Ob.), Bassoon (Bsn.), Clarinet 1 (Cl. 1), Bass Clarinet (B. Cl.), Alto Saxophone 1 (A. Sx. 1), Tenor Saxophone (T. Sax.), Bass Saxophone (B. Sx.), Trumpet 1 (Tpt. 1), French Horn (F Hn.), Trombone (Tbn.), Bassoon (Bar.), Tuba (Tba.), Timpani (Timp.), Percussion 1 (Perc. 1), Tambourine (Tamb.), Percussion 2 (Perc. 2), and Bells. The music is in common time, with measures numbered 75 through 80 at the bottom. Various dynamics are indicated throughout the score, such as *p*, *f*, *mp*, and *tr*. The score is heavily watermarked with "Wingert-Jones Publications".

Sherlock

81

Fl. *f*

Ob. *f*

Bsn. *mf*

Cl. 1 2 *a2*

B. Cl. *mf*

A. Sx. 1 2 Play *mf*

T. Sax. *mf*

B. Sx. *mf*

Tpt. 1 2 *f* *mf* div.

F Hn. *mf*

Tbn. *mf*

Bar. *mf*

Tba. *mf*

Timp. *mf*

Perc. 1 *mf*

Perc. 2 3 *mf*

Bells *mf*

Sherlock

87

Fl.

Ob.

Bsn.

Cl. 1

Cl. 2

B. Cl.

A. Sx. 1

T. Sax.

B. Sx.

87

Tpt. 1

F Hn.

Tbn.

Bar.

Tba.

Tim.

Perc. 1

Perc. 2

Bells

Name _____ Date _____

Instrument _____

Sherlock Holmes

Hit the right note! (2 points each)

Fill in the #s and bs in the concert scale below. You only have to complete the scale written in the clef for your instrument.

1. g minor Scale



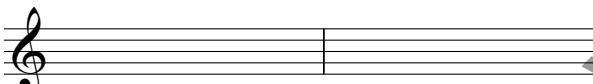
or



Transpose Scales for YOUR instrument! (2 points each)

Now it's time to write each concert scale as you play it on your instrument. Write the notes, including #s and bs, in the clef for your instrument. *Don't forget to transpose if you need to! Make sure you have the correct starting note!*

2. g minor Scale



or



Musical terms you should know! (1 point each)

Choose a term that best matches the definition.

3. indicates how many beats per measure?

- a. 4
- b. 8
- c. 16

8. Fortissimo (**pp**) is an Italian term meaning ...

- a. medium soft
- b. soft
- c. very soft

4. The following is an Italian term meaning gradually get softer:

- a. crescendo
- b. diminuendo
- c. mezzo

5. This symbol → ⌂ is called what?

- a. an accent
- b. a fermata
- c. a staccato

6. The symbol in question no. 5 indicates that a note should be ...

- a. played louder
- b. played softer
- c. held longer than its normal duration

7. A in the bottom of a time signature indicates that a ___ gets one beat.

- a. half note
- b. quarter note
- c. whole note