

Escape from the Dragon's Lair

Darren W. Jenkins

- | | |
|-------------------------|---|
| 1 Full Score | 4 Bb Trumpet 1 |
| 8 Flute | 4 Bb Trumpet 1 |
| 2 Oboe | 3 F Horn |
| 2 Bassoon | 6 Trombone |
| 4 Bb Clarinet 1 | 3 Baritone B.C. |
| 4 Bb Clarinet 2 | 2 Baritone T.C. |
| 2 Bb Bass Clarinet | 4 Tuba |
| 2 Eb Alto Saxophone 1 | 1 Timpani (optional) |
| 2 Eb Alto Saxophone 2 | 3 Percussion 1: Snare Drum, Bass Drum |
| 2 Bb Tenor Saxophone | 2 Percussion 2: High and Low Toms, High
and Low Temple Blocks (or Wood blocks) |
| 1 Eb Baritone Saxophone | 2 Percussion 3: Suspended Cymbal,
Crash Cymbals |
| | 1 Bells |

Extra Part - P3017371

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PROGRAM NOTES

This programmatic work for young band was written to introduce students to the concept that music can tell stories and inspire their imaginations. The suspenseful and evocative introduction sets the stage as the tension builds slowly as the story begins. The mood then shifts and the action ramps up, marked by an exciting allegro that reflects an exciting race to freedom with danger close behind. This musical adventure brings a whole new dimension to young band programming.

ABOUT THE COMPOSER

Darren Jenkins is a native of Topeka, Kansas. He is a graduate of Washburn University and the University of Kansas, where he studied composition with James Barnes. An award-winning composer, his works have been performed and recorded by various groups across the country, as well as internationally. He has written successfully for virtually every area of instrumental music. In addition to his work as a composer/arranger, Jenkins also enjoys a successful career as a music educator.

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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

Two of the hallmarks of any fine band performance are dynamic contrast and good style. This selection offers an excellent opportunity to work on both of these traits, while performing a really exciting, entertaining piece. Focus on style, and focus on distinctly different dynamics as indicated in the music. Make the sudden soft places very soft to create greater dynamic contrast. Play syncopated notes with separation (measures 7, 9, & 48).

MUSIC THEORY

KEY: Concert c minor (Aeolian mode). Learn or review the scale which is printed at the top of each player's part.

TIME SIGNATURE

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

fp (forte piano) – start the note loud, and instantly get soft.

crescendo (—) — gradually get louder

STYLE INDICATORS

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

marcato (\wedge) – a very short, heavy accent

OTHER TERMS

fermata (♩) – sustain, or hold out the note as long as the conductor indicates

slur – a curved line over notes of different pitches, indicating that the note are connected and not tongued

tie – a curved line over notes of the same pitch, that indicates that the notes are joined for the duration of the combined notes

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ASCAP

rit.

Dramatically ♩ = 86

The musical score consists of two systems of music. The top system, labeled "Dramatically ♩ = 86", includes parts for Flute/Oboe, B♭ Clarinet 1/2, E♭ Alto Saxophone 1/2, B♭ Tenor Saxophone, B♭ Trumpet 1/2, F Horn, Trombone/Baritone, Tuba/Low Woodwinds, and Timpani (optional). The bottom system, also labeled "Dramatically ♩ = 86", includes parts for Percussion 1 (Snare Drum, Bass Drum), Percussion 2 (High and Low Toms, High and Low Temple Blocks or Woodblocks), and Percussion 3 (Suspended Cymbal, Crash Cymbals). The score features dynamic markings like *f*, *fp*, *mp*, and *rit.*. The instrumentation is primarily in 4/4 time, with some changes indicated by rehearsal numbers (a2, 3, 4, 5).

Escape from the Dragon's Lair

6 With Energy ♩ = 140 -144

Fl.
Ob.

Cl. 1
2

A. Sx. 1
2

T. Sx.

Tpt. 1
2

F Hn.

Tbn.
Bar.

L.W.W.

6 With Energy ♩ = 140 -144

Timp.
*Opt.

Perc. 1

Perc. 2

Perc. 3

Bells

Escape from the Dragon's Lair

15

Fl.
Ob.

Cl. 1
Cl. 2

A. Sx. 1
A. Sx. 2

T. Sx.

Tpt. 1
Tpt. 2

F Hn.

Tbn.
Bar.

Tuba
L.W.W.

*Opt.

Perc. 1

Perc. 2

Perc. 3

Bells

Escape from the Dragon's Lair

Fl.
Ob.

Cl. 1
Cl. 2

A. Sx. 1
A. Sx. 2

T. Sx.

Tpt. 1
Tpt. 2

F Hn.

Tbn.
Bar.

Tuba
L.W.W.

Timp.
*Opt.

Perc. 1

Perc. 2

Perc. 3

Bells

The score consists of ten staves of music. The first four staves (Flute, Oboe, Clarinets 1 and 2, Alto Saxophones 1 and 2) are mostly silent. The next five staves (Trombones 1 and 2, Bassoon, Bass Trombone, Tuba, and Low Bassoon) play eighth-note patterns with grace marks. The last three staves (Timpani, Percussion 1, and Percussion 2) play sixteenth-note patterns. Percussion 3 is silent. The score ends with a dynamic marking of *mp* followed by *mf*. A large diagonal watermark reading "Wingert-Jones Publications" is overlaid across the page.

Escape from the Dragon's Lair

23

Fl. Ob.

Cl. 1 2

A. Sx. 1 2

T. Sx.

Tpt. 1 2

F Hn.

Tbn. Bar.

Tuba L.W.W.

Tim. *Opt.

Perc. 1

Perc. 2

Perc. 3

Bells

lower notes may be omitted if necessary

Escape from the Dragon's Lair

30

Fl. Ob.

Cl. 1 2

A. Sx. 1 2 *a2*

T. Sx.

Tpt. 1 2

F Hn.

Tbn. Bar.

L. W.W.

Timp. *Opt.

Perc. 1

Perc. 2

Perc. 3

Bells

26 27 28 29 30

Temple Blocks
(or Woodblocks)*mf**mf*

Escape from the Dragon's Lair

Musical score for "Escape from the Dragon's Lair" featuring ten staves of music. The instruments are:

- Fl. Ob.
- Cl. 1 2
- A. Sx. 1 2
- T. Sx.
- Tpt. 1 2
- F Hn.
- Tbn. Bar.
- Tuba L.W.W.
- *Opt.
- Perc. 1
- Perc. 2
- Perc. 3
- Bells

The score includes dynamic markings such as *p*, *mf*, *a2*, and *fp*. Measures 31 through 35 are shown, with measure 35 ending on a repeat sign. A large diagonal watermark reading "Wingert-Jones Publications" is overlaid across the page.

Escape from the Dragon's Lair

36

36

Fl. Ob.

Cl. 1
Cl. 2

A. Sx. 1
A. Sx. 2

T. Sx.

Tpt. 1
Tpt. 2

F Hn.

Tbn. Bar.

L.W.W.

36

Tim. *Opt.

Perc. 1

Perc. 2

Perc. 3

Bells

mf ————— f

a2
mf ————— f

fp ————— f

mp ————— f

Toms

mp ————— f

mp ————— f

mp ————— f

mf ————— f

Escape from the Dragon's Lair

41

Fl. Ob. *mf*

Cl. 1 2 *mf*

A. Sx. 1 2 *a2*
fp *fp* *fp* *f* *fp*

T. Sx. *fp* *fp* *fp* *f* *fp*

Tpt. 1 2 *mf* *a2*
fp *fp* *fp* *f* *fp*

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

Tbn. Bar. *mf* *fp* *fp* *f* *fp*

Tuba L.W.W. *mf*

41

Tim. *Opt. *mf*

Perc. 1 *mf*

Perc. 2 *mf*

Perc. 3 *mf* *mp* *mf*

Bells *mf*

Escape from the Dragon's Lair

48

Fl.
Ob.

Cl. 1
Cl. 2

A. Sx. 1
A. Sx. 2

T. Sx.

Tpt. 1
Tpt. 2

F Hn.

Tbn.
Bar.

L. W.W.

Timp.
*Opt.

Perc. 1

Perc. 2

Perc. 3

Bells

Escape from the Dragon's Lair