

Conquest

Mark Lortz

1 Full Score	4 Trumpet 1
4 Flute 1	4 Trumpet 2
4 Flute 2	4 F Horn
2 Oboe	3 Trombone 1
1 Bassoon	3 Trombone 2
4 Clarinet 1	2 Baritone B.C.
4 Clarinet 2	2 Baritone T.C.
2 Bass Clarinet	4 Tuba
2 Alto Saxophone 1	1 Timpani
2 Alto Saxophone 2	2 Percussion 1: 4 Concert Toms, Suspended Cymbal, Snare Drum, Hi-hat
2 Tenor Saxophone	1 Percussion 2: Bass Drum
1 Baritone Saxophone	3 Percussion 3: Wind Chimes, Suspended Cymbal, Woodblock, Tambourine, Triangle, Gong, Hi-hat, Crash Cymbals
	2 Mallets 1: Bells, Xylophone
	2 Mallets 2: Marimba, Chimes

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Program Notes

Composed for the 2018 Harford All-County Middle School Band (Maryland), with the composer guest-conducting. This programmatic composition depicts a dark and intense journey to conquer an enemy force. Bold brass lines, woodwind ostinatos and runs, and unrelenting percussive parts drive this intense piece forward throughout. The mysterious introduction is given an ominous tone by the dampened pulse of the bass drum resembling the timbre of a resolute heartbeat. The opposing forces meet and the enemy is defeated in a triumphant finish that ends on an assertive and uncompromising flourish.

About the Composer

Mark Lortz is interim director of music and director of bands at Stevenson University (Maryland). In addition, he has served as adjunct music education professor at McDaniel and Carroll Community Colleges. He is a Vic Firth Marching Percussion Specialist and Scholastic Educator and brass arranger for the Reading Buccaneers Drum and Bugle Corps. Previously he was the Fine Arts Department chair and band and orchestra director at Westminster High School (Maryland), winning several Bands of America regional marching band championship titles. The music department was also honored by the National Association for Music Education, the Maryland Music Educators Association, and was a Grammy Signature School semifinalist. *School Band & Orchestra* magazine recognized Lortz as one of the “50 Directors Who Make a Difference.”

Mr. Lortz’s music has premiered at The Midwest Clinic, the Bands of America National Percussion Festival, and the College Band Directors National Association conference. *The Caw of the Wild* was commissioned for the Baltimore Ravens NFL football team and is performed at every Ravens home game. Lortz’s compositions have received awards from the American Society of Composers, Authors and Publishers (ASCAP) and laudatory reviews in *Gramophone* and *The Instrumentalist*.

He arranges for high school marching bands throughout the United States and has assisted in the United States Army Field Band and Jazz Ambassadors Norwegian Military Tattoo performance and the United States Naval Academy Drum and Bugle Corps at the Interservice Academy Competition. In addition to composing, Mr. Lortz adjudicates, lectures and guest-conducts honor bands, orchestras, and community ensembles throughout the mid-Atlantic region.

Mr. Lortz is currently pursuing a doctorate of music education from Temple University and has degrees in percussion performance, music education and music composition from The Peabody Conservatory of Music. He has performed and recorded with premier orchestras, including the Baltimore Symphony Orchestra under the direction of David Zinman and Marin Alsop.

Conquest

Mark Lortz
ASCAP

Quickly ♩ = 152 Pesante ♩ = 72

rit.

6 Angrily ♩ = 152

Flute 1
Flute 2
Oboe
Bassoon
Bb Clarinet 1
Bb Clarinet 2
Bass Clarinet
Alto Saxophone 1
Alto Saxophone 2
Tenor Saxophone
Baritone Saxophone

Stagger breathe as necessary
Heroic!

Quickly ♩ = 152 Pesante ♩ = 72

rit.

6 Angrily ♩ = 152

Bb Trumpet 1
Bb Trumpet 2
F Horn
Trombone 1
Trombone 2
Baritone
Tuba

Heroic!
Stagger breathe as necessary
F, G, D, E

Timpani
Percussion 1 and 2
(1 player each)
-Player 1: 4 Concert Toms,
Suspended Cymbal
Snare Drum, Hi-hat
-Player 2: Bass Drum
Percussion 3
(1 player)
Wind Chimes,
Suspended Cymbal,
Woodblock, Tambourine,
Triangle, Gong, Hi-hat,
Crash Cymbals

Tom-toms
Suspended cymbal
Wind Chimes

Mallets 1
(1 player)
Bells, Xylophone
Mallets 2
(1 player)
Marimba, Chimes

to Bells
random Bell gliss, gradually building in intensity
Chimes
Marimba: hard articulate mallets

Conquest

Conquest

16

Fl. 1
Fl. 2

Ob.

Bsn.

Cl. 1
Cl. 2

B. Cl.

A. Sx.

T. Sx.

B. Sx.

This section of the score features woodwind and brass instruments. Measures 14-16 show Flutes 1 and 2, Oboe, Bassoon, Clarinets 1 and 2, Bass Clarinet, Alto Saxophone, Tenor Saxophone, and Bass Saxophone. Measures 17-19 show Trombones 1 and 2, Bass Trombone, Bassoon, Timpani, Percussion 1 (including a choke instruction), Percussion 3, and Mutes 1 and 2. Dynamics include *f*, *ff*, and *mf*.

16

Tpt. 1
Tpt. 2

Hn.

Tbn. 1
Tbn. 2

Bar.

Tuba

Timp.

Perc. 1
Perc. 2

Perc. 3

This section continues with brass and percussion instruments. Measures 14-16 show Trombones 1 and 2, Bass Trombone, Bassoon, Timpani, and Percussion 1. Measures 17-19 show Percussion 2, Percussion 3, and Mutes 1 and 2. Instructions include "mute in" and "choke".

Mts. 1
Mts. 2

This section concludes with Mutes 1 and 2, and Timpani. Measures 14-16 show Mutes 1 and 2. Measures 17-19 show Timpani. Dynamics include *f*, *ff*, and *mf*.

Conquest

22

Fl. 1
Fl. 2
Ob.
Bsn.
Cl. 1
Cl. 2
B. Cl.
A. Sx.
T. Sx.
B. Sx.

Tpt. 1
Tpt. 2
Hn.
Tbn. 1
Tbn. 2
Bar.
Tuba
Timp.
Perc. 1
Wind Chimes
Perc. 2
Hi-hat
Perc. 3
Mlts. 1
Mlts. 2

mf
mf

A. Sx. 1 and 2 cue
T. Sx. cue
B. Sx. cue
f

p

mf

20 21 22 23 24 25 26

4



Conquest

30

Conquest

39

Fl. 1
Fl. 2

Ob.

Bsn.

Cl. 1
Cl. 2

B. Cl.

A. Sx.

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2

Hn.

Tbn. 1
Tbn. 2

Bar.

Tuba

Tim.

Perc. 1
Perc. 2

Woodblock; hard articulate mallet
to Tambourine

Perc. 3

Mts. 1

Mts. 2

to Bells
to Chimes

Conquest

47

Fl. 1
Fl. 2

Ob.

Bsn.

Cl. 1

Cl. 2

B. Cl.

A. Sx.

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2

Hn.

Tbn. 1
Tbn. 2

Bar.

Tuba

Timp.

Perc. 1
Tambourine

Perc. 3

Mlts. 1

Mlts. 2

Chimes

Bells

47

Conquest

54

Fl. 1
Fl. 2

Ob.

Bsn.

Cl. 1

Cl. 2

B. Cl.

A. Sx.

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2

Hn.

Tbn. 1
Tbn. 2

Bar.

Tuba

Tim.

Perc. 1
Perc. 2

Perc. 3

Mts. 1

Mts. 2

8

Conquest

59

Conquest

Fl. 1

Fl. 2

Ob.

Bsn.

Cl. 1

Cl. 2

B. Cl.

A. Sx.

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2

Hn.

Tbn. 1

Tbn. 2

Bar.

Tuba

Timp.

Perc. 1

Perc. 2

Perc. 3

Mts. 1

Mts. 2

Conquest

Conquest

Fl. 1
Fl. 2
Ob.
Bsn.
Cl. 1
Cl. 2
B. Cl.
A. Sx.
T. Sx.
B. Sx.
Tpt. 1
Tpt. 2
Hn.
Tbn. 1
Tbn. 2
Bar.
Tuba
Timp.
Perc. 1
Perc. 2
Perc. 3
Mlts. 1
Mlts. 2

a2

77 78 79 80 81 82

12

Conquest

85

Fl. 1
Fl. 2 *mf*

Ob. *mf* *f*

Bsn. *mf* *mf*

Cl. 1 *mf* *f*

Cl. 2 *mf* *f*

B. Cl. *mf* *mf*

A. Sx. *mf* *f*

T. Sx. *mf* *f*

B. Sx. *mf* *f*

Tpt. 1 *f*

Tpt. 2 *f*

Hn. *p* *f*

Tbn. 1
Tbn. 2 *p* *f*

Bar. *p* *f*

Tuba *p* *mf*

Timp. *mf*

Perc. 1
Perc. 2 *p* *f* 2 hard articulate B.D. mallets
Hi-hat

Perc. 3 *mf*

Mts. 1 *mf* Chimes
to Bells

Mts. 2 *p* *f*

Conquest

93

Conquest

100

Fl. 1
Fl. 2

Ob.

Bsn.

Cl. 1

Cl. 2

B. Cl.

A. Sx.

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2

Hn.

Tbn. 1
Tbn. 2

Bar.

Tuba

Timp.

Sus. Cym. Snare Drum

Perc. 1
Perc. 2

Perc. 3

Mlts. 1

Mlts. 2

Conquest

Fl. 1
Fl. 2

Ob.

Bsn.

Cl. 1
Cl. 2

B. Cl.

A. Sx.

T. Sx.

B. Sx.

Tpt. 1
Tpt. 2

Hn.

Tbn. 1
Tbn. 2

Bar.

Tuba

Timp.

Perc. 1
Crash Cymbals

Perc. 3

Mlts. 1
Mlts. 2

104 *mf* 105 106 *f* 107 108 109 *ff* 110