

# The Quest for Victory

Mark Lortz

1 Full Score	3 Trumpet 1
8 Flute	3 Trumpet 2
2 Oboe	3 Trumpet 3
1 Bassoon	4 F Horn
4 Clarinet 1	3 Trombone 1
4 Clarinet 2	3 Trombone 2
2 Bass Clarinet	2 Baritone B.C.
2 Alto Saxophone 1	2 Baritone T.C.
2 Alto Saxophone 2	4 Tuba
2 Tenor Saxophone	1 Timpani
1 Baritone Saxophone	3 Percussion 1: Snare Drum, Bass Drum
	3 Percussion 2: Suspended Cymbal, Tom-toms, Gong, Triangle
	1 Mallets 1: Chimes (optional)
	1 Mallets 2: Bells
	2 Mallets 3: Vibraphone, Marimba

Extra Part - P3018601

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## Program Notes

*The Quest for Victory* was commissioned by Michael L. Hirsh and the North Carroll Middle School Band (Hampstead, Maryland). The piece is a tribute to their retiring principal, Carl Snook, for his unyielding support of the fine arts. His vibrant energy is exhibited by the opening spirited fanfare which quickly transitions to a relative minor section of lyrically musical reflection. Angular and strident musical stabs by brass and percussion combine with woodwind ostinatos to lead to a roaring climax using a recapitulation of the opening triumphant fanfare.

### 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.

# The Quest for Victory

Mark Lortz  
ASCAP

With Energy  $\text{♩} = 152 - 160$

Musical score for woodwind instruments. Measures 1-4 show Flute, Oboe, Bassoon, Clarinet 1, Clarinet 2, Bass Clarinet, Alto Saxophone 1, Alto Saxophone 2, Tenor Saxophone, and Baritone Saxophone. Measure 5 starts with Bassoon at  $f$ , followed by Clarinet 1, Clarinet 2, Bass Clarinet, Alto Saxophone 1, Alto Saxophone 2, Tenor Saxophone, and Baritone Saxophone.

With Energy  $\text{♩} = 152 - 160$

Musical score for brass and percussion instruments. Measures 1-4 show Trumpet 1, Trumpet 2, F Horn, Trombone 1, Trombone 2, Baritone, Tuba, and Timpani. Measure 5 shows Percussion 1 (2 Players) and Percussion 2 (2 Players). Percussion 1 includes Snare Drum, Bass Drum, Sus. Cym., Gong, Triangle, and Mallets 1 (optional - 1 Player), Chimes. Percussion 2 includes Suspended Cymbal, Tom-Toms, and Mallets 2 (1 Player), Bells. Measure 6 shows Vibraphone and Mallets 3 (1 Player), Vibraphone, Marimba.

## Quest for Victory

Fl.

Ob.

Bsn. *fp* *f* *fp* *f* *mf* *f*

Cl. 1

Cl. 2

B. Cl. *fp* *f* *mf* *f*

A. Sx. 1 *fp* *f*

T. Sx. *fp* *mf*

B. Sx. *fp* *f* *mf* *f*

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

Tpt. 2 *fp* *f* *sffz* *fp* *f*

Hn. *fp* *f* *sffz* *fp* *f*

Tbn. 1 *fp* *f* *fp* *f*

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

Tuba *fp* *f* *fp* *f* *mf* *f*

Timp. *p* *f*

Perc. 1

Perc. 2

Mts. 1 (opt.)

Mts. 2

Mts. 3

## Quest for Victory

15

Fl.

Ob.

Bsn.

Cl. 1

Cl. 2

B. Cl.

A. Sx. 1

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2

Hn.

Tbn. 1

Bar.

Tuba

Timp.

Perc. 1

Perc. 2

Mlts. 1 (opt.)

Mlts. 2

Mlts. 3

to Marimba

## Quest for Victory

23

Fl. *fp*

Ob. *fp* *f*

Bsn. *fp* *f*

Cl. 1 *fp* *f*

Cl. 2 *fp* *f*

B. Cl. *fp* *f*

A. Sx. 1 *fp*

T. Sx. *fp*

B. Sx. *fp*

23

Tpt. 1 *fp*

Tpt. 2 *fp*

Hn. *fp*

Tbn. 1 *fp*

Tbn. 2 *fp*

Bar. *fp*

Tuba *fp*

Timp. *fp* Change F to G

Perc. 1 *fp*

Perc. 2 *p* *f*

*Tom Toms*

Mlts. 1 (opt.) *fp*

Mlts. 2 *fp*

Mlts. 3 Marimba

## Quest for Victory

31

Fl. *mf*

Ob. *mf*

Bsn. *p*

Cl. 1 *mf*

Cl. 2 *mf*

B. Cl. *p*

A. Sx. 1 *mf*

T. Sx. *p*

B. Sx. *p*

Tpt. 1

Tpt. 2

Hn.

Tbn. 1 *p*

Tbn. 2 *mf*

Bar. *p*

*mf*

Tuba *p*

Timp.

Perc. 1 *mp*

Perc. 2 *mp*

Mlts. 1 (opt.) *f*

Mlts. 2 *mf*

Mlts. 3

29      30      31      32      33      34      35      36

## Quest for Victory

39

Fl.

Ob.

Bsn.

Cl. 1

Cl. 2

B. Cl.

A. Sx. 2

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2

Hn.

Tbn. 1

Bar.

Tuba

Timp.

Perc. 1

Sus. Cym.  
Tom Toms

Perc. 2

Mlts. 1  
(opt.)

Mlts. 2

Mlts. 3

*Preview Only Publication*

## Quest for Victory

49

Fl.

Ob.

Bsn.

Cl. 1

Cl. 2

B. Cl.

A. Sx. 1

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2

Hn.

Tbn. 1

Bar.

Tuba

Timp.

Perc. 1

Perc. 2

Mlts. 1  
(opt.)

Mlts. 2

Mlts. 3

## Quest for Victory

57

Fl. *f*

Ob. *f*

Bsn.

Cl. 1

Cl. 2

B. Cl.

A. Sx. 1

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2

Hn.

Tbn. 1

Bar.

Tuba

Timp.

Perc. 1

Perc. 2

Mlts. 1 (opt.)

Mlts. 2

Mlts. 3

## Quest for Victory

Fl.

Ob.

Bsn.

Cl. 1

Cl. 2

B. Cl.

A. Sx. 1

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2

Hn.

Tbn. 1

Bar.

Tuba

Timp.

Perc. 1

Perc. 2

Mlts. 1 (opt.)

Mlts. 2

Mlts. 3

Change G to F while playing

Vibraphone

## Quest for Victory

**66**

Fl. *f*

Ob. *f*

Bsn. *f* *fp* *f* *fp*

Cl. 1 *f*

Cl. 2 *f*

B. Cl. *f* *fp* *f* *fp*

A. Sx. 1, 2 *f*

T. Sx. *f*

B. Sx. *f* *fp* *f* *fp*

**66**

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

Tpt. 2 *f* *fp* *f* *sffz* *fp*

Hn. *f* *fp* *f* *sffz* *fp*

Tbn. 1, 2 *f* *fp* *f* *fp*

Bar. *f* *fp* *f* *fp*

Tuba *f* *fp* *f* *fp*

Timp. *f*

Perc. 1 *f*

Perc. 2 *f* *p* *f*

Mlts. 1 (opt.) *f*

Mlts. 2 *f*

Mlts. 3 *f*

## Quest for Victory

76

Fl.

Ob.

Bsn.

Cl. 1

Cl. 2

B. Cl.

A. Sx. 1

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2

Hn.

Tbn. 1

Bar.

Tuba

Timp.

Perc. 1

Perc. 2

Mlts. 1 (opt.)

Mlts. 2

Mlts. 3

## Quest for Victory

Fl.

Ob.

Bsn.

Cl. 1

Cl. 2

B. Cl.

A. Sx. 1

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2

Hn.

Tbn. 1

Bar.

Tuba

Timp.

Perc. 1

Perc. 2

Mlts. 1 (opt.)

Mlts. 2

Mlts. 3

80 *f*

81

82

83

84 *fp*

85

86 *f*

87 *sffz*

12

84

85

86