

# Dragon Wars

Gary P. Gilroy

1 Full Score	4 Bb Trumpet 1
8 Flute	4 Bb Trumpet 2
2 Oboe	3 F Horn
1 Bassoon	8 Trombone/Baritone B.C.
4 Bb Clarinet 1	2 Baritone T.C.
4 Bb Clarinet 2	4 Tuba
1 Bb Bass Clarinet	1 Timpani
4 Eb Alto Saxophone	2 Percussion 1: Crash Cymbals, Wind Chimes, Ride Cymbal
2 Bb Tenor Saxophone	3 Percussion 2: Snare Drum, 2 Low Concert Toms, 3 Temple Blocks, Triangle
1 Eb Baritone Saxophone	2 Percussion 3: Bass Drum, Triangle
	2 Percussion 4: Tam-tam, Tambourine, Suspended Cymbal
	1 Mallets 1: Bells
	2 Mallets 2: Chimes, Xylophone

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## Program Notes

These mighty beasts of legend and lore were believed to wield almost limitless might and power. Clad in a coat of virtually impenetrable scales, armed with claws like steel and breath of fire, these were truly fearsome and awe-inspiring creatures. The vision of an epic battle between these great monsters is depicted, replete with percussive sounds of impact as they collide with one another while winds and brass create melodic lines of unrelenting flame and fury.

## About the Composer



Gary P. Gilroy is a professor of music and director of bands at California State University, Fresno. In 1993 he was appointed associate director of bands and director of the Bulldog Marching Band. After 13 years in this position and building one of the finest collegiate marching bands on the West Coast, he became director of bands in 2006. Prior to this appointment he served for a decade as director of bands at Fred C. Beyer High School in Modesto, California where his band was awarded several national honors as well as the International Sudler Shield Award from the John Philip Sousa Foundation. Gilroy also served on the faculty at California State University, Stanislaus and as a graduate assistant at the University of Oregon in Eugene where he completed his doctorate in 1995. He is a member of the American Bandmasters Association, served on the board of the California Band Directors Association, and is a past president of that organization. He was also given the Distinguished Service Award and the Don Schmeer Friend of Music award from CBDA.

Dr. Gilroy is in demand as a guest conductor of honor bands throughout the United States and has been an adjudicator and guest conductor in 40 states, Canada, China, and England. He was the arranger/composer for the 2008 Olympic Orchestra in Beijing, China. An ASCAP Award-winning composer, Gilroy's music is published for concert band, marching band, and various ensembles.

## 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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### DRAGON WARS

Gary P. Gilroy

**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 excellent opportunity to work on changing meters while keeping a constant quarter note, and striving for good dynamics, dynamic contrast and style. Make a clear distinction between the different dynamic markings. *Piano* must be softer than *mezzo piano*, and *mezzo piano* must be less loud than *mezzo forte*, etc. Distinguish between notes which are accented. Accented notes are strong separated notes. Staccato notes are light, separated notes.

### 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

$\frac{4}{4}$

$\frac{4}{4}$  - The upper number indicates that there are 4 beats to a measure. The lower number indicates that a quarter note receives one beat.

$\frac{3}{4}$

$\frac{3}{4}$  - The upper number indicates that there are 3 beats in a measure, and a quarter note gets one beat.

### DYNAMIC MARKINGS

**pp** (*pianissimo*) – very soft

**p** (*piano*) – soft

**mp** (*mezzo piano*) – moderately soft

**mf** (*mezzo forte*) – moderately loud

**f** (*forte*) – loud

**ff** (*fortissimo*) – very loud

Crescendo (  $\text{>>>>}$  ) – gradually get louder

Diminuendo (  $\text{<<<<}$  ) – gradually get softer

### STYLE INDICATORS

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

Staccato (  $\cdot$  ) – detached, separated and light

Tenuto (  $-$  ) – hold a note for its full value

### OTHER TERMS

Slur – an arched line drawn over a group of notes indicating that they are legato (connected)

Tie – an arched line drawn over two notes of the same pitch indicating that they last the duration of the combined note values

Fermata (  $\frown$  ) – indicates that a note should be held longer than its normal duration

(Student worksheet is on the inside of the score's back cover.)

# Dragon Wars

Gary P. Gilroy  
ASCAP

Passionately! ♩ = 156

6

Flute *f*

Oboe *f*

Bassoon *f*

B♭ Clarinet 1 *f*

B♭ Clarinet 2 *f*

B♭ Bass Clarinet *f*

E♭ Alto Saxophone *f*

B♭ Tenor Saxophone *f*

E♭ Baritone Saxophone *f*

Passionately! ♩ = 156

6

B♭ Trumpet 1 *f*

B♭ Trumpet 2 *f*

F Horn *f*

Trombone/Baritone *f*

Tuba *f*

Timpani *f*  
G, C, D dampen normally (let ring) dampen let ring

Percussion 1 (1 player) *f*  
Crash Cymbals

Percussion 2 (1 player) *f*  
Snare Drum, Low Toms (S.D.) (Toms)

Percussion 3 (1 player) *f*  
Bass Drum: dampen let ring dampen let ring dampen normally  
Tam-tam, Triangle

Percussion 4 (1 player) *f*  
Tam-tam, Tambourine, Suspended Cymbal

Mallets 1 *f*  
Bells

Mallets 2 *f*  
Chimes, Xylophone



Dragon Wars

Musical score for "Dragon Wars" (measures 15-21). 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 (A. Sx.), Tenor Saxophone (T. Sx.), Bass Saxophone (B. Sx.), Trumpet 1 (Tpt. 1), Trumpet 2 (Tpt. 2), Horn (Hn.), Trombone/Baritone (Trb./Bar.), Tuba, Timpani (Timp.), Percussion 1 (Perc. 1), Percussion 2 (Perc. 2), Percussion 3 (Perc. 3), Percussion 4 (Perc. 4), Mallets 1 (Mlts. 1), and Mallets 2 (Mlts. 2). The score features dynamic markings such as *mf*, *f*, *p*, and *mf*, and includes performance instructions like "Wind Chimes", "Toms", and "Triangle". Measure numbers 15, 16, 17, 18, 19, 20, and 21 are indicated at the bottom of the page.

Dragon Wars

26

Fl. *mf* *pp* *ff*

Ob. *mf* *pp* *ff*

Bsn. *mf* *mp* *p* *f*

Cl. 1 *mf* *ff*

Cl. 2 *mf* *ff*

B. Cl. *mf* *mp* *p* *f*

A. Sx. *mf* *pp* *f*

T. Sx. *mf* *p* *f*

B. Sx. *mf* *mp* *p* *f*

Tpt. 1 *p* *f*

Tpt. 2 *p* *f*

Hn. *pp* *f*

Trb./Bar. *p* *f*

Tuba *mp* *p* *f*

Timp. *mp* *p* *mp* *pp* *f* *mp* *f* *mp* *f*

Perc. 1 *f* (Cr. Cyms.) *f* (S.D.)

Perc. 2 *mp* *mp* *f* (B.D.)

Perc. 3 *f* *f*

Perc. 4

Mlts. 1 *f* *mf* *f loco* *mf* *f*

Mlts. 2 *f*

22 23 24 25 26 27

4

Dragon Wars

Fl.

Ob.

Bsn.

Cl. 1

Cl. 2

B. Cl.

A. Sx.

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2

Hn.

Trb./Bar.

Tuba

Timp.

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Mlts. 1

Mlts. 2

28 29 30 31 32 33 34

30 34

30 34

*f* *mp* *f* *mp* *f*

*f*

*p* *mf* *f* *mf*



Dragon Wars

38

Fl.

Ob.

Bsn.

Cl. 1

Cl. 2

B. Cl.

A. Sx.

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2

Hn.

Trb./ Bar.

Tuba

Timp.

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Mlts. 1

Mlts. 2

35 36 37 38 39 40 41

*f* dampen *ff* normal (let ring) *mf* dampen

*f* dampen *ff* let ring *mf* T.B.'s and S.D. *mp*

*p* *f* *ff* Tam-tam *ff*

*f* *ff* *f* *mp*

6

Dragon Wars

43

Fl. *mf*

Ob. *mf*

Bsn. *mp*

Cl. 1 *mf*

Cl. 2 *mf*

B. Cl. *mp*

A. Sx. *mf*

T. Sx. *mf*

B. Sx. *mp*

43

Tpt. 1

Tpt. 2

Hn.

Trb./Bar.

Tuba

Timp.

Perc. 1 *f* *mf* W.C. Ride Cymbal with Triangle Beaters

Perc. 2 (Tri.) *mf*

Perc. 3

Perc. 4 Suspended Cymbal *p*

Mlts. 1

Mlts. 2 to Chimes

42

43

44

45

46

47

48





Dragon Wars

65

63 *ff* 64 65 *f* 66 67 68

Fl. *ff* *ff*

Ob. *ff* *ff*

Bsn. *ff* *f*

Cl. 1 *ff* *ff*

Cl. 2 *ff* *ff*

B. Cl. *ff* *f*

A. Sx. *ff* *f*

T. Sx. *ff* *f*

B. Sx. *ff* *f*

Tpt. 1 *ff* *f*

Tpt. 2 *ff* *f*

Hn. *ff* *f*

Trb./Bar. *ff* *f*

Tuba *ff* *f*

Timp. *f* *mp* *f* *mp* *f*  
(Cr. Cyms.)

Perc. 1 *f*

Perc. 2 *f*

Perc. 3 *f* *p* *mf*

Perc. 4 *ff*

Mlts. 1 *f*

Mlts. 2 To Xyl. *f* Xyl.

Dragon Wars

69 72

Fl. *sub. mp* *ff*

Ob. *sub. mp* *ff*

Bsn. *sub. mp* *ff*

Cl. 1 *sub. mp* *ff*

Cl. 2 *sub. mp* *ff*

B. Cl. *sub. mp* *ff*

A. Sx. *sub. mp* *ff*

T. Sx. *sub. mp* *ff*

B. Sx. *sub. mp* *ff*

69 72

Tpt. 1 *sub. mp* *ff*

Tpt. 2 *sub. mp* *ff*

Hn. *sub. mp* *ff*

Trb./Bar. *sub. mp* *ff*

Tuba *sub. mp* *ff*

Timp. *f mp f mp f mp*

Perc. 1 *mp mf*

Perc. 2 *sub. mp*

Perc. 3 *f sub. mp*

Perc. 4

Mlts. 1 *sub. mp* *ff*

Mlts. 2 *sub. mp* *ff*

to Chimes

69 70 71 72 73 74

Dragon Wars

77

Fl.

Ob.

Bsn.

Cl. 1

Cl. 2

B. Cl.

A. Sx.

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2

Hn.

Trb./Bar.

Tuba

Timp.

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Mlts. 1

Mlts. 2

75 76 77 78 79 80

12

Fl. *f* *ff*

Ob. *f* *ff*

Bsn. *ff*

Cl. 1 *f* *ff*

Cl. 2 *f* *ff*

B. Cl. *ff*

A. Sx. *f* *ff*

T. Sx. *f* *ff*

B. Sx. *ff*

Tpt. 1 *f* *ff*

Tpt. 2 *f* *ff*

Hn. *f* *ff*

Trb./Bar. *f* *ff*

Tuba *ff*

81 *f* *ff* 82 *ff* 83 *ff* 84 *ff* 85 *ff* 86 *ff*

**Bombastically!** *ff*

**Bombastically!** *fff*

**Bombastically!** *fff*

Tam-tam *fff*

Mts. 1 *f* *ff*

Mts. 2 *ff*



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Name \_\_\_\_\_ Date \_\_\_\_\_

Instrument \_\_\_\_\_

## Dragon Wars

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



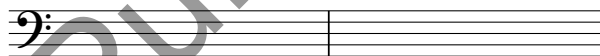
Transpose Scales for YOUR instrument! (2 points each)

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.  $\frac{3}{4}$  indicates how many beats per measure?
  - a. 3
  - b. 4
  - c.  $\frac{3}{4}$
4. The following is an Italian term meaning gradually get louder:
  - a. crescendo
  - b. diminuendo
  - c. forte
5. This symbol  $\rightarrow \text{f}$  is called what?
  - a. an accent
  - b. a staccato
  - c. a fermata
6. The symbol in question number 5 indicates that the note below it should be ...
  - a. emphasized
  - b. held
  - c. detached
7. A 4 in the bottom of a time signature indicates that a \_\_\_\_ gets one beat.
  - a. whole note
  - b. half note
  - c. quarter note
8. *Pianissimo* (*pp*) is an Italian term meaning ...
  - a. soft
  - b. medium soft
  - c. very soft