

# Siege

Randall D. Standridge

1 Full Score	4 Bb Trumpet 1
8 Flute	4 Bb Trumpet 2
2 Oboe (opt. Flute 2)	4 F Horn
2 Bassoon	3 Trombone 1
4 Bb Clarinet 1	3 Trombone 2
4 Bb Clarinet 2	2 Baritone B.C.
2 Bass Clarinet	2 Baritone T.C.
2 Alto Saxophone 1	5 Tuba
2 Alto Saxophone 2	1 Timpani
2 Tenor Saxophone	1 Bells
1 Baritone Saxophone	1 Xylophone
	2 Chimes and Marimba
	2 Percussion 1 - Two Toms, Snare Drum
	1 Percussion 2 - Bass Drum
	2 Percussion 3 - Suspended Crash Cymbal, China Cymbal, Suspended Cymbal
	2 Percussion 4 - Two Metal Objects, Tambourine, Castanets, Wind Chimes, Tam-tam

Extra Part - P3019121

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## Notes

*Siege* is intended to evoke the danger and excitement of a grand battle. This battle could be at sea, on land, or even in space on some far-off planet, but the overall feeling would be the same regardless. My goal was to create a concert work that was pulled from both symphonic and cinematic language to appeal to a broad range of players and audience.

### About the Compositional Process:

*Siege* was written under very unique circumstances. I am known for being a fast writer, and I have a background in education, more specifically as a band director for twelve years. One day, I decided I wanted to use both of these talents to challenge myself. I advertised on Facebook that I wished to do a “composer residency” project in which I would visit a school for a week and brainstorm the idea for a piece with the students and staff; in the evenings I would write it, bringing in new segments and versions every day until we had the final piece done by the end of the week. The very first person to contact me was Joe Glass, band director at Salyards Middle School in Cypress, Texas. On day one, the students and I brainstormed three ideas (all good, and you better believe I will be using the other two). Every day I would bring in new versions, and I was pleasantly surprised at how engaged the students were, asking intelligent questions, and suggesting changes (many of which were fantastic!). I was also able to visit band classes during the week, helping teach beginners, make suggestions for rehearsals, and “be a teacher” again. It was an absolute blast. I would like to thank Joe Glass, Charles Roberman, and Taylor Johnston for allowing me into their program and trusting me with this project. I would also like to thank Liz Wood, principal at Salyards Middle School, for being so supportive of the arts and for being so warm and welcoming. Lastly, I would like to thank Nick Berry, eighth grade student, for suggesting the title for the work, as I think it fits it perfectly.

### Performance Notes:

Tempo is as much a part of a composition as notes, chords, rhythms, orchestration, or any other element. The intended character of a piece relies as much on this as it does on any of the other aspects of its design. Please observe the indicated tempo and try to match it as accurately as possible. If the proper tempo can be achieved, this may be conducted in one beat per measure.

- Any moving lines should be brought out slightly, particularly if they are paired against long chords
- The “shout” sections should be very guttural and evoke warriors, Vikings, and pirates

### About the Composer

Randall Standridge (b.1976) received his Bachelor of Music Education and Master of Music in composition degrees from Arkansas State University, studying under Dr. Tom O'Connor and Dr. Tim Crist. From 2001 to 2013, he served as director of bands at Harrisburg High School in Harrisburg, Arkansas. Mr. Standridge has had numerous works selected for J.W. Pepper's Editor's Choice and the Bandworld Top 100. He has had several works performed at The Midwest Clinic in Chicago, Illinois, and his work *Art(isms)* was premiered by the Arkansas State University Wind Ensemble at the 2010 CBDNA conference in Las Cruces, New Mexico. His music is gaining recognition as worthwhile literature for concert festivals and performances across the United States and internationally. He is in demand as a conductor, clinician, drill designer, music arranger, and color guard designer for the marching arts. He also works as a freelance artist, photographer, and writer.

# Siege

Randall D. Standridge

ASCAP

Fast and Adventurous!  $\text{♩} = 184$

The musical score consists of two systems of music. The first system, starting at measure 2, features woodwind instruments (Flute, Oboe/Opt. Fl. 2, Bassoon, B♭ Clarinet 1, B♭ Clarinet 2, B♭ Bass Clarinet), brass instruments (Alto Saxophone 1, Alto Saxophone 2, Tenor Saxophone, Baritone Saxophone), and brass instruments (B♭ Trumpet 1, B♭ Trumpet 2, F Horn, Trombone 1, Trombone 2, Baritone, Tuba). The second system, starting at measure 3, features percussion instruments (Timpani, Bells, Xylophone, Chimes and Marimba, Percussion 1 and 2, and Percussion 3-4). The score includes dynamic markings such as *ff*, *tr*, and *div.*. The instrumentation is listed on the left side of each system, and a large watermark "Wingert-Jones Publications" is diagonally across the page.

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### Siege - Score

13

### Siege - Score

21

Fl.

Ob./  
(Fl. 2)

Bsn.

Cl. 1

Cl. 2

B. Cl.

A. Sx. 1

A. Sx. 2

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2

Hn.

Tbn. 1

Tbn. 2

Bar.

Tuba

Timp.

Bls.

Xyl.

Chimes.,  
Mar.

Perc. 1

Perc. 2

Perc. 3

Perc. 4

**21** 

**21** 

### Siege - Score

29

## Siege - Score

37

Fl.

Ob./  
(Fl. 2)

Bsn.

cresc.

Cl. 1

Cl. 2

B. Cl.

cresc.

A. Sx. 1

mf cresc.

A. Sx. 2

mf cresc.

T. Sx.

mf cresc.

B. Sx.

cresc.

Tpt. 1

play both times

Tpt. 2

mf cresc.

Hn.

cresc.

Tbn. 1

mf cresc.

Tbn. 2

mf cresc.

Bar.

mf cresc.

Tuba

cresc.

Timp.

Bls.

Xyl.

Chimes,  
Mar.

cresc.

Perc. 1

mf

Perc. 2

Perc. 3

Perc. 4

37

play both times

37

33 34 35 36 37 38 39 40

**To Coda Φ**

Fl.

Ob./  
(Fl. 2)

Bsn.

Cl. 1

Cl. 2

B. Cl.

A. Sx. 1

A. Sx. 2

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2

Hn.

Tbn. 1

Tbn. 2

Bar.

Tuba

Timp.

Bls.

Xyl.

Chimes.,  
Mar.

Perc. 1  
2

Perc. 3

Perc. 4

### Siege - Score

55

### Siege - Score

63

Fl.

Ob./  
(Fl. 2)

Bsn.

Cl. 1

Cl. 2

B. Cl.

A. Sx. 1

A. Sx. 2

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2

Hn.

Tbn. 1

Tbn. 2

Bar.

Tuba

Timp.

Bls.

Xyl.

Chimes.,  
Mar.

Perc. 1

Perc. 2

Perc. 3

Perc. 4

## Siege - Score

79

Fl.

Ob./  
(Fl. 2)

Bsn.

Cl. 1

Cl. 2

B. Cl.

A. Sx. 1

A. Sx. 2

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2

Hn.

Tbn. 1

Tbn. 2

Bar.

Tuba

Timp.

Bls.

Xyl.

Chimes.,  
Mar.

Perc. 1

Perc. 2

Perc. 3

Perc. 4

79

73      74      75      76      77      78      79      80

10

Musical score for Sieges, page 87, featuring parts for Flute (Fl.), Oboe (Ob./Fl. 2), Bassoon (Bsn.), Clarinet 1 (Cl. 1), Clarinet 2 (Cl. 2), Bassoon (B. Cl.), Alto Saxophone 1 (A. Sx. 1), Alto Saxophone 2 (A. Sx. 2), Tenor Saxophone (T. Sx.), Bass Saxophone (B. Sx.), Trombone 1 (Tpt. 1), Trombone 2 (Tpt. 2), Horn (Hn.), Tuba (Tbn. 1), Tuba (Tbn. 2), Bassoon (Bar.), Tuba (Tuba), Timpani (Timp.), Bassoon (Bls.), Xylophone (Xyl.), Chimes/Maracas (Chimes., Mar.), Percussion 1 (Perc. 1), Percussion 2 (Perc. 2), Percussion 3 (Perc. 3), and Percussion 4 (Perc. 4). The score includes dynamic markings such as *mf*, *p*, and *mf*. Measures 81 through 88 are shown, with measure 87 being the primary focus.

## Siege - Score

95

Fl.

Ob./  
(Fl. 2)

Bsn.

Cl. 1

Cl. 2

B. Cl.

A. Sx. 1

A. Sx. 2

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2

Hn.

Tbn. 1

Tbn. 2

Bar.

Tuba

Timp.

Bls.

Xyl.

Chimes.,  
Mar.

Perc. 1

Perc. 2

Perc. 3

Perc. 4

103

div.

**Woodwinds and Brass Shout**

Fl. Yah! Hur Rah! Yah! So - Cha!

Ob./(Fl. 2) Yah! Hur Rah! Yah! So - Cha!

Bsn. Yah! Hur Rah! Yah! So - Cha!

Cl. 1 Yah! Hur Rah! Yah! So - Cha!

Cl. 2 Yah! Hur Rah! Yah! So - Cha!

B. Cl. Yah! Hur Rah! Yah! So - Cha!

A. Sx. 1 Yah! Hur Rah! Yah! So - Cha!

A. Sx. 2 Yah! Hur Rah! Yah! So - Chat

T. Sx. Yah! Hur Rah! Yah! So - Cha!

B. Sx. Yah! Hur Rah! Yah! So - Cha!

**Woodwinds and Brass Shout**

Tpt. 1 Yah! Hur Rah! Yah! So - Cha!

Tpt. 2 Yah! Hur Rah! Yah! So - Cha!

Hn. Yah! Hur Rah! Yah! So - Cha!

Tbn. 1 Yah! Hur Rah! Yah! So - Cha!

Tbn. 2 Yah! Hur Rah! Yah! So - Cha!

Bar. Yah! Hur Rah! Yah! So - Cha!

Tuba Yah! Hur Rah! Yah! So - Cha!

Timp. Yah! Hur Rah! Yah! So - Cha!

Bls. Yah! Hur Rah! Yah! So - Cha!

Xyl. Yah! Hur Rah! Yah! So - Cha!

Chimes., Mar. Yah! Hur Rah! Yah! So - Cha!

Perc. 1 Yah! Hur Rah! Yah! So - Cha!

Perc. 2 Yah! Hur Rah! Yah! So - Cha!

Perc. 3 Yah! Hur Rah! Yah! So - Cha!

Perc. 4 Yah! Hur Rah! Yah! So - Cha!

### Siege - Score

111

III

Fl.

Ob./  
(Fl. 2)

Bsn.

Cl. 1

Cl. 2

B. Cl.

A. Sx. 1

A. Sx. 2

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2

Hn.

Tbn. 1

Tbn. 2

Bar.

Tuba

Timp.

Bls.

Xyl.

Chimes,  
Mar.

Perc. 1

Perc. 2

Perc. 3

Perc. 4

111

110

111

112

113

## Siege - Score

Fl.

Ob./  
(Fl. 2)

Bsn.

Cl. 1

Cl. 2

B. Cl.

A. Sx. 1

A. Sx. 2

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2

Hn.

Tbn. 1

Tbn. 2

Bar.

Tuba

Timp.

Bls.

Xyl.

Chimes.,  
Mar.

Perc. 1

Perc. 2

Perc. 3

Perc. 4

### Siege - Score

D.S. al Coda

Fl.

Ob./  
(Fl. 2)

Bsn.

Cl. 1

Cl. 2

B. Cl.

A. Sx. 1

A. Sx. 2

T. Sx.

B. Sx.

D.S. al Coda

Tpt. 1

Tpt. 2

Hn.

Tbn. 1

Tbn. 2

Bar.

Tuba

Timp.

Bls.

Xyl.

Chimes., Mar.

Perc. 1

Perc. 2

Perc. 3

Perc. 4

**Coda**

The musical score consists of ten staves, each representing a different instrument or section of the orchestra. The instruments include strings, woodwinds, brass, and percussion. The score is set in common time and features a variety of dynamic markings such as **ff** (fortissimo), **p** (pianissimo), and **v.** (soft). The first six staves are for the orchestra, while the last four staves are for the organ. The score concludes with a final section labeled "Chimes".

**129 Woodwinds and Brass Shout**

**129** Woodwinds and Brass Shout

Tpt. 1  
Yah! Hur - - Rah!

Tpt. 2  
Yah! Hur - - Rah!

Hn.  
Yah! Hur - - Rah!

Tbn. 1  
Yah! Hur - - Rah!

Tbn. 2  
Yah! Hur - - Rah!

Bar.  
Yah! Hur - - Rah!

Tuba  
Yah! Hur - - Rah!

Timp.

Bls.

Xyl.

Chimes., Mar.

Perc. 1

Perc. 3

Perc. 4

## Siege - Score

137

Fl.

Ob./  
(Fl. 2)

Bsn.

Cl. 1

Cl. 2

B. Cl.

A. Sx. 1

A. Sx. 2

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2

Hn.

Tbn. 1

Tbn. 2

Bar.

Tuba

Timp.

Bls.

Xyl.

Chimes.,  
Mar.

Perc. 1

Perc. 2

Perc. 3

Perc. 4

137

138

139

140

ff  
141

142

143

144

145