



Zombie Dreams

ROLAND BARRETT (ASCAP)

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- | | |
|-------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 Conductor | 2 Baritone |
| 8 Flute | 2 Baritone Treble Clef |
| 2 Oboe | 4 Tuba |
| 2 Bassoon | 3 Mallet Percussion
(Bells/Xylophone, Vibraphone, Chimes) |
| 4 1st B♭ Clarinet | 1 Timpani
(Initial Tune: G, A♭, C, E♭) |
| 4 2nd B♭ Clarinet | 4 Percussion 1
(Rainstick and/or Shakers and/or Ocean Drums/Snare Drum, Triangle, Bass Drum) |
| 2 B♭ Bass Clarinet | 4 Percussion 2
(Heavy Chain/Suspended Cymbal/Woodblock/Cowbell or Brake Drum/Vibraslap, Cowbell or Brake Drum/Tambourine/Shaker/Wind Chimes/Gong) |
| 5 E♭ Alto Saxophone | |
| 2 B♭ Tenor Saxophone | |
| 2 E♭ Baritone Saxophone | |
| 4 1st B♭ Trumpet | |
| 4 2nd B♭ Trumpet | |
| 4 F Horn | |
| 4 Trombone | |
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INSTRUMENTATION

- | |
|------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2 Baritone |
| 2 Baritone Treble Clef |
| 4 Tuba |
| 3 Mallet Percussion
(Bells/Xylophone, Vibraphone, Chimes) |
| 1 Timpani
(Initial Tune: G, A♭, C, E♭) |
| 4 Percussion 1
(Rainstick and/or Shakers and/or Ocean Drums/Snare Drum, Triangle, Bass Drum) |
| 4 Percussion 2
(Heavy Chain/Suspended Cymbal/Woodblock/Cowbell or Brake Drum/Vibraslap, Cowbell or Brake Drum/Tambourine/Shaker/Wind Chimes/Gong) |

WORLD PARTSAvailable for download from
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- Horn in E♭
Trombone in B♭ Bass Clef
Trombone in B♭ Treble Clef
Baritone in B♭ Bass Clef
Tuba in E♭ Bass Clef
Tuba in E♭ Treble Clef
Tuba in B♭ Bass Clef
Tuba in B♭ Treble Clef

PROGRAM NOTES

Various sources define "zombie" as "a corpse which has been reanimated by various supernatural means, and whose mute body continues to move despite a lack of normal biological function," and "a person held to resemble the so-called walking dead."

I have always been fascinated by zombies. Half living but half dead, one foot in the real world but one foot in the nether world, zombies are just....well, awkward. This piece, *Zombie Dreams*, attempts to capture and convey the strange juxtaposition of normal and abnormal that typifies a zombie's existence. It consists of several smaller subsections, bearing the following subtitles: "Zombie Wakes," "Zombie Walks," "Zombie Waltzes," "Zombie Crush," and "Zombie Flees." While the subtitles do suggest an underlying backstory, the composer encourages each ensemble to develop its own more detailed ideas supporting and illustrating the typical "day in the life of a zombie."

NOTES TO THE CONDUCTOR

In the opening measures, the trumpets are asked to contribute to the desired spooky and atmospheric effect by rustling plastic grocery bags. Using ordinary plastic bags (available at grocery stores, convenience stores, etc.), players should lean forward and gently shake the bags close to the floor in front of their chairs for a better sound and to keep the bags slightly hidden from the audience's view.

Additionally, measures 1 through 10 include a "heavy chain" in the Percussion 2 part. The instructions to the player are as follows:

Drop a heavy chain onto a wooden surface. Then, drag the chain across the surface as you gradually lift it completely up and off of the surface. This process should be repeated ad lib several times, stopping just before the downbeat of measure 10.

The actual notation in measure 1 is only a suggestion—the drops and drags should be somewhat random in nature, and not performed in strict time. Players and ensembles are encouraged to experiment, in order to achieve the best and creepiest effect possible.

In measures 2–11, the ensemble should strive for good breath support and control in order to help achieve a gradual but ominous build from *piano* to *fortissimo*. The sustained percussion roll in measure 12 must be very powerful, and the feel at measure 13 should be very driving and menacing.

In measures 25–32, the ensemble should work to create a pronounced stylistic and dynamic change, in comparison to the previous measures.

In measures 33 and 35, the bassoon, bass clarinet, and bari sax should carefully observe the one-measure crescendo from *pianissimo* to *mezzo piano*. Additionally, the percussion in measures 37 and 38 should crescendo solidly and confidently from *piano* to *forte* in order to prepare the winds' *forte* entrance in measure 39.

At measure 50 ("Zombie Waltzes"), the desired effect is to create a type of *waltz grotesque*, portraying the zombies' decidedly awkward attempts at dancing. The section begins very tentatively, then gradually gains momentum. Getting louder, bolder, and faster as it progresses, the dancing should reach a raucous, nearly out-of-control peak of enthusiasm in measures 86–91 before receding.

The passage beginning in measure 103 should be played tenderly, sweetly, and with great longing. In measures 108 and 109, the director may specify flute solo or oboe solo, or one instrument in measure 108 and the other instrument in measure 109.

At measure 112, the ensemble should begin very softly, then progressively build to *forte* on beat 3 of measure 117. The percussion instruments should be thunderous in measure 118.

Finally, at measure 119, the ensemble should play with the same style and intensity as in measure 13, carefully observing the dramatic crescendo from *subito piano* to *fortissimo* in measures 126 and 127.

Roland Barnett

FULL SCORE
Approx. Duration - 4:45

Zombie Dreams

"Zombie Wakes"

Ominously $\text{♩} = 72$

By Roland Barrett (ASCAP)

Flute

Oboe

Bassoon

B♭ Clarinets

B♭ Bass Clarinet

E♭ Alto
Saxophone

B♭ Tenor
Saxophone

E♭ Baritone
Saxophone

B♭ Trumpets

F Horn

Trombone

Baritone

Tuba

Mallet Percussion
(Bells/Xylophone,
Vibraphone, Chimes)

Timpani

Percussion 1
(Rainstick and/or Shakers
and/or Ocean Drums/Snare
Drum, Triangle, Bass Drum)

Percussion 2
(Heavy Chain/Suspended Cymbal/
Woodblock/Cowbell or Brake Drum/
Vibraslap, Cowbell or Brake Drum/
Tambourine/Shaker/Wind Chimes/
Gong)

1

2

3

4

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Musical score for orchestra, page 4. The score includes parts for Flute (Fl.), Oboe (Ob.), Bassoon (Bsn.), Clarinet 1 (Cls. 1), Clarinet 2 (Cls. 2), Bass Clarinet (B. Cl.), Alto Saxophone (A. Sax.), Tenor Saxophone (T. Sax.), Baritone Saxophone (Bar. Sax.), Trombones 1 (Tpts. 1), Trombones 2 (Tpts. 2), Horn (Hn.), Trombone Bass (Tbn.), Bass Trombone (Bar.), Tuba, Mallet Percussion (Mlt. Perc.), Timpani (Timp.), Percussion 1 (Perc. 1), and Percussion 2 (Perc. 2). The score consists of four systems of music, each with four measures. Measure 1: Flute, Oboe, Bassoon, Clarinet 1, Bass Clarinet, Alto Saxophone, Tenor Saxophone, Baritone Saxophone, Trombones 1, Trombones 2, Horn, Trombone Bass, Bass Trombone, Tuba, Mallet Percussion, Timpani, Percussion 1. Measure 2: Flute, Oboe, Bassoon, Clarinet 1, Bass Clarinet, Alto Saxophone, Tenor Saxophone, Baritone Saxophone, Trombones 1, Trombones 2, Horn, Trombone Bass, Bass Trombone, Tuba, Mallet Percussion, Timpani, Percussion 1. Measure 3: Flute, Oboe, Bassoon, Clarinet 1, Bass Clarinet, Alto Saxophone, Tenor Saxophone, Baritone Saxophone, Trombones 1, Trombones 2, Horn, Trombone Bass, Bass Trombone, Tuba, Mallet Percussion, Timpani, Percussion 1. Measure 4: Flute, Oboe, Bassoon, Clarinet 1, Bass Clarinet, Alto Saxophone, Tenor Saxophone, Baritone Saxophone, Trombones 1, Trombones 2, Horn, Trombone Bass, Bass Trombone, Tuba, Mallet Percussion, Timpani, Percussion 1. Measure 5: Flute, Oboe, Bassoon, Clarinet 1, Bass Clarinet, Alto Saxophone, Tenor Saxophone, Baritone Saxophone, Trombones 1, Trombones 2, Horn, Trombone Bass, Bass Trombone, Tuba, Mallet Percussion, Timpani, Percussion 1. Measure 6: Flute, Oboe, Bassoon, Clarinet 1, Bass Clarinet, Alto Saxophone, Tenor Saxophone, Baritone Saxophone, Trombones 1, Trombones 2, Horn, Trombone Bass, Bass Trombone, Tuba, Mallet Percussion, Timpani, Percussion 1. Measure 7: Flute, Oboe, Bassoon, Clarinet 1, Bass Clarinet, Alto Saxophone, Tenor Saxophone, Baritone Saxophone, Trombones 1, Trombones 2, Horn, Trombone Bass, Bass Trombone, Tuba, Mallet Percussion, Timpani, Percussion 1. Measure 8: Flute, Oboe, Bassoon, Clarinet 1, Bass Clarinet, Alto Saxophone, Tenor Saxophone, Baritone Saxophone, Trombones 1, Trombones 2, Horn, Trombone Bass, Bass Trombone, Tuba, Mallet Percussion, Timpani, Percussion 1.

Fl.

Ob.

Bsn.

1 Cls.

2

B. Cl.

A. Sax.

T. Sax.

Bar. Sax.

1 Tpts.

2

Hn.

Tbn.

Bar.

Tuba

Mlt. Perc.

Tim.

Perc. 1

Perc. 2

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“Zombie Walks”

13 Menacingly ♩ = 116

Fl.

Ob.

Bsn.

B. Cl.

A. Sax.

T. Sax.

Bar. Sax.

“Zombie Walks”

13 Menacingly ♩ = 116

Cl.

2

B. Cl.

A. Sax.

T. Sax.

Bar. Sax.

“Zombie Walks”

13 Menacingly ♩ = 116

Tpts.

1

2

“Zombie Walks”

13 Menacingly ♩ = 116

Hn.

Tbn.

Bar.

Tuba

“Zombie Walks”

13 Menacingly ♩ = 116

Mlt. Perc.

Chimes ff

“Zombie Walks”

13 Menacingly ♩ = 116

Tim.

ff

“Zombie Walks”

13 Menacingly ♩ = 116

Perc. 1

ff

Perc. 2

ff

“Zombie Walks”

13 Menacingly ♩ = 116

Fl.

Ob.

Bsn.

Cl.

2

(no trill)

B. Cl.

A. Sax.

T. Sax.

Bar. Sax.

Tpts.

2

Hn.

Tbn.

Bar.

Tuba

Mlt. Perc.

Timp.

Perc. 1

f

tr.

tr.

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Perc. 2

25

Fl.

Ob.

Bsn.

Cl.

2

B. Cl.

A. Sax.

T. Sax.

Bar. Sax.

Tpts.

Hn.

Tbn.

Bar.

Tuba

Mlt. Perc.

Timp.

Perc. 1

Perc. 2

Susp. Cym. (on crown w/Snare sticks)

Tambourine

mp

25

26

27

28

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Fl.

Ob.

Bsn.

Cls. 1

Cls. 2

B. Cl.

A. Sax.

T. Sax.

Bar. Sax.

Tpts. 1

Tpts. 2

Hn.

Tbn.

Bar.

Tuba

Mlt. Perc.

Timp.

Perc. 1

Perc. 2

Fl.

Ob.

Bsn.

1 Cls.

2

B. Cl.

A. Sax.

T. Sax.

Bar. Sax.

33

Tpts.

2

Hn.

Tbn.

Bar.

Tuba

Mlt. Perc.

Chimes

pp

Tim.

Perc. 1

pp
B.D. (normal on head)

Vibraslap

Perc. 2

pp

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33

34

35

36

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Fl.

Ob.

Bsn.

1 Cls.

2

B. Cl.

A. Sax.

T. Sax.

Bar. Sax.

1 Tpts.

2

Hn.

Tbn.

Bar.

Tuba

Mlt. Perc.

Bells

p

mp

mf

f

Timp.

p

mp

mf

f

Perc. 1

p

mf

f

Cowbell (or Brake Drum)

S.D.

p

Perc. 2

p

mp

mf

f

f

37

38

39

40

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Fl.

Ob.

Bsn.

Cl.

2

B. Cl.

A. Sax.

T. Sax.

Bar. Sax.

Tpts.

2

Hn.

Tbn.

Bar.

Tuba

Mlt. Perc.

Timp.

Perc. 1

Perc. 2

“Zombie Waltzes”

49 **Dance-like ♩ = 120**

div.

Fl.

Ob.

Bsn.

1 Cls.

2 Cls.

B. Cl.

A. Sax.

T. Sax.

Bar. Sax.

Tpts.

Hn.

Tbn.

Bar.

Tuba

Mlt. Perc.

Change: D♭ to D♯

Timp.

Perc. 1

Trgl.

Perc. 2

Tamb.

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49

50

51

52

53

54

61

Fl.

Ob.

Bsn.

1 Cls.

2

B. Cl.

A. Sax.

T. Sax.

Bar. Sax.

61

Tpts.

2

Hn.

Tbn.

Bar.

Tuba

Mlt. Perc.

Timp.

Perc. 1

Perc. 2

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61

62

63

64

65

66

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69 A bit faster $\downarrow = 124$

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Fl.

Ob.

Bsn.

Cl.

2

B. Cl.

A. Sax.

T. Sax.

Bar. Sax.

Tpts.

Hn.

Tbn.

Bar.

Tuba

Mlt. Perc.

Timp.

Perc. 1

Perc. 2

One or two players only

69 A bit faster $\text{♩} = 124$

Muted

Muted

p

mp

p

mp

p

mp

p

pp

p

77 Slightly faster ♩ = 128

19

Fl.

Ob.

Bsn.

1 Cls.

2 Cls.

B. Cl.

A. Sax.

T. Sax.

Bar. Sax.

1 Tpts.

2 Tpts.

Hn.

Tbn.

Bar.

Tuba

Mlt. Perc.

Timp.

Perc. 1

Perc. 2

77 Slightly faster ♩ = 128

All

pp

pp

mp mf

Shaker

mf

Fl.

Ob.

Bsn.

Cl.

2

B. Cl.

A. Sax.

T. Sax.

Bar. Sax.

Tpts.

2

Hn.

Tbn.

Bar.

Tuba

Mlt. Perc.

Timp.

Perc. 1

Perc. 2

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79

80

81

82

83

84

mf

Open

Open

mf

mf

mf

mp

Bells

mf

S.D.

p

Susp. Cym.

p

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This page contains musical notation for a full orchestra. The instrumentation listed on the left includes Flute, Oboe, Bassoon, Clarinet 1, Clarinet 2, Bass Clarinet, Alto Saxophone, Tenor Saxophone, Baritone Saxophone, Trombone 1, Trombone 2, Horn, Trombone, Bass Trombone, Tuba, Multiple Percussion, Timpani, Percussion 1, and Percussion 2. The music is divided into measures 79 through 84. Measure 79 shows active note heads for Flute, Oboe, Bassoon, Clarinet 1, Clarinet 2, Bass Clarinet, Alto Saxophone, Tenor Saxophone, Baritone Saxophone, Trombone 1, Trombone 2, Horn, Trombone, Bass Trombone, Tuba, and Multiple Percussion. Measures 80-83 show primarily rests with occasional note heads for Bassoon, Clarinet 1, Clarinet 2, Bass Clarinet, Alto Saxophone, Tenor Saxophone, Baritone Saxophone, Trombone 1, Trombone 2, Horn, Trombone, Bass Trombone, Tuba, and Multiple Percussion. Measures 84-85 show rests with dynamics like mf, Open, mp, Bells, mf, S.D., p, Susp. Cym., and p. A large red watermark 'Preview Requires Purchase Only' is diagonally across the page.

85 **Raucous** $\text{♩} = 132$

Fl.

Ob.

Bsn.

1 Cls.

2 Cls.

B. Cl.

A. Sax.

T. Sax.

Bar. Sax.

1 Tpts.

2 Tpts.

Hn.

Tbn.

Bar.

Tuba

Mlt. Perc.

Timp.

Perc. 1

Perc. 2

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85

86

87

88

89

90

rit.

Fl.

Ob.

Bsn.

1 Cls.

2 Cls.

B. Cl.

A. Sax.

T. Sax.

Bar. Sax.

rit.

1 Tpts.

2 Tpts.

Hn.

Tbn.

Bar.

Tuba

Mlt. Perc.

Timp.

Perc. 1

Perc. 2

94 Slower ♩ = 128

94 Slower ♩ = 128

Trgl.

mp

Tamb.

p

pp

p

91

92

93

94

95

96

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Fl.

Ob.

Bsn.

Cl.

2

B. Cl.

A. Sax.

(Horn)

T. Sax.

Bar. Sax.

Tpts.

2

Hn.

Tbn.

Bar.

Tuba

Mlt. Perc.

Timp.

Perc. 1

Perc. 2

“Zombie Crush”

102 Tenderly $\text{♩} = 72$

A musical score page for "Zombie Crush". The page number is 24. The title is "Zombie Crush" and the tempo is 72 BPM. The section is labeled "Tenderly". The score consists of 24 staves, each with a different instrument name. From top to bottom, the instruments are: Flute (Fl.), Oboe (Ob.), Bassoon (Bsn.), Clarinet 1 (Cls. 1), Clarinet 2 (Cls. 2), Bass Clarinet (B. Cl.), Alto Saxophone (A. Sax.), Tenor Saxophone (T. Sax.), Baritone Saxophone (Bar. Sax.), Trumpet 1 (Tpts. 1), Trumpet 2 (Tpts. 2), Horn (Hn.), Trombone (Tbn.), Bass Trombone (Bar.), Tuba (Tuba), Mallet Percussion (Mlt. Perc.), Timpani (Timp.), Percussion 1 (Perc. 1), and Percussion 2 (Perc. 2). The music is in 4/4 time. Measure 102 starts with a dynamic of *mp*. Measures 103 and 104 continue with *mp* dynamics. Measure 105 ends with a dynamic of *p*. A large red watermark reading "Preview Use Requires Purchase" is diagonally across the page.

“Zombie Flees”

111 Menacingly ♩ = 120

Fl.

Ob.

Bsn.

1 Cls.

2

B. Cl.

A. Sax.

T. Sax.

Bar. Sax.

“Zombie Flees”
111 Menacingly ♩ = 120

1 Tpts.

2

Hn.

Tbn.

Bar.

Tuba

Mlt. Perc.

Chimes

Tim.

Perc. 1

Cowbell (or Brake Drum)

Perc. 2

Tamb. (lay flat-play with both hands)

Fl.

Ob.

Bsn.

1 Cls.

2 Cls.

B. Cl.

A. Sax.

T. Sax.

Bar. Sax.

1 Tpts.

2 Tpts.

Hn.

Tbn.

Bar.

Tuba

Mlt. Perc.

Tim.

Perc. 1

Perc. 2

S.D. (enter at piano, then crescendo)

Susp. Cym.

Fl.

Ob.

Bsn.

Cl.

2

B. Cl.

A. Sax.

T. Sax.

Bar. Sax.

Tpts.

2

Hn.

Tbn.

Bar.

Tuba

Mlt. Perc.

Tim.

Perc. 1

Perc. 2

Fl.

Ob.

Bsn.

1 Cls.

2 Cls.

B. Cl.

A. Sax.

T. Sax.

Bar. Sax.

1 Tpts.

2 Tpts.

Hn.

Tbn.

Bar.

Tuba

Mlt. Perc.

Chimes

Bells

Timp.

mp

ff

Perc. 1

sub. p

Cowbell (or Brake Drum)

Tamb.

p

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125

126

127

128

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