

# Alfred's DEBUT SERIES FOR YOUNG BANDS

## Monsters, Unite!

By Kelly Dugger (ASCAP)

Monsters all around the world are waking up to a calling to unite. Some are big, hairy creatures, and others are delicate and fairy-like. They walk and fly long distances to find each other. In the end, they all come together, marching as one. Just when you think they've marched off into the distance, they come together to terrify the audience.

Ranges are conservative, and students will have the opportunity to possibly learn a few new notes. Unique effects, such as timpani glissando and theremin (or flexatone), add to the spooky and fun sound. Articulations such as staccatos and slurs are employed, and the band will have fun with the two *fp* dynamics. At m. 33, feel free to get creative. Players can simply play in their seats, or they can stand and march in place. They could even have a monster parade and travel while playing. A tuba solo at the end is followed by a surprising scream (solo or tutti) that will leave the performers and the audience giggling.

### INSTRUMENTATION

- |                                  |  |
|----------------------------------|--|
| 1 — Conductor Score              | 2 — F Horn   |
| 10 — Flute                       | 7 — Trombone/Baritone/<br>Bassoon  |
| 2 — Oboe                         | 2 — Baritone T.C.  |
| 6 — 1st B $\flat$ Clarinet       | 2 — Tuba   |
| 6 — 2nd B $\flat$ Clarinet       | Percussion — 7 players:  |
| 2 — B $\flat$ Bass Clarinet      | 1 — Bells  |
| 2 — 1st E $\flat$ Alto Saxophone | 2 — Percussion 1<br>(Snare Drum, Bass Drum)  |
| 2 — 2nd E $\flat$ Alto Saxophone | 3 — Percussion 2<br>(Triangle, Ratchet/Crash<br>Cymbals)                           |
| 2 — B $\flat$ Tenor Saxophone    | 3 — Percussion 3<br>(Woodblocks/Flexatone<br>and/or Theremin/<br>Suspended Cymbal) |
| 1 — E $\flat$ Baritone Saxophone | 1 — Timpani  |
| 4 — 1st B $\flat$ Trumpet        |  |
| 4 — 2nd B $\flat$ Trumpet        |  |

### SUPPLEMENTAL and WORLD PARTS

available for download from  
[www.alfred.com/supplemental](http://www.alfred.com/supplemental)

- E $\flat$  Alto Clarinet
- E $\flat$  Horn
- Trombone in B $\flat$  T.C.
- Trombone in B $\flat$  B.C.
- Baritone in B $\flat$  B.C.
- Tuba in B $\flat$  T.C.
- Tuba in B $\flat$  B.C.
- Tuba in E $\flat$  T.C.
- Tuba in E $\flat$  B.C.
- String Bass



# Monsters, Unite!

FULL SCORE  
Duration - 1:30

By Kelly Dugger (ASCAP)

Sneaky ♩ = 114

Flute

Oboe

B♭ Clarinets

B♭ Bass Clarinet

E♭ Alto  
Saxophones

B♭ Tenor  
Saxophone

E♭ Baritone  
Saxophone

B♭ Trumpets

F Horn

Trombone/Baritone/  
Bassoon

Tuba

Bells

Percussion 1  
(Snare Drum, Bass Drum)

Percussion 2  
(Triangle, Ratchet/  
Crash Cymbals)

Percussion 3  
(Woodblocks/  
Flexatone and/or Theremin/  
Suspended Cymbal)

Timpani

The musical score is arranged in a standard orchestral format. It begins with a tempo marking of 'Sneaky ♩ = 114' and a key signature of two flats. The time signature is 4/4. The instruments are listed on the left side of the page. The Flute, Oboe, and B♭ Clarinets parts start with a piano (*p*) dynamic. The B♭ Bass Clarinet part also starts with a piano (*p*) dynamic. The E♭ Alto Saxophones and B♭ Tenor Saxophone parts start with a piano (*p*) dynamic. The Trombone/Baritone/Bassoon part has a note marked with a piano (*p*) dynamic. The Bells part starts with a piano (*p*) dynamic. The Percussion 3 part includes a note marked with a piano (*p*) dynamic. The Timpani part includes a note marked with a piano (*p*) dynamic. The score is divided into four measures, with measure numbers 1, 2, 3, and 4 indicated at the bottom. A large red watermark 'Preview Only - Requires Purchase' is overlaid diagonally across the score.

1

2

3

4



Fl.

Ob.

Cls. 1/2

B. Cl.

A. Saxes. 1/2

T. Sax.

Bar. Sax.

Tpts. 1/2

Hn.

Tbn./Bar./Bsn.

Tuba

Bells

Perc. 1

Perc. 2

Perc. 3

Timp.

Triangle

*f*

*a2*



Fl.

Ob.

Cls. 1/2

B. Cl.

A. Saxes. 1/2

T. Sax.

Bar. Sax.

Tpts. 1/2

Hn.

Tbn./Bar./Bsn.

Tuba

Bells

Perc. 1

Perc. 2

Perc. 3

Timp.

*a2*

*p*

*a2*

*p*

*p*

*p*

*p*

*p*

*p*

*mf*

Ratchet

Change: G to D

17

Fl. *mp*

Ob. *mp*

Cls. 1/2 *mp* *a2* *a2*

B. Cl. *mp*

A. Saxes. 1/2 *mp* *a2*

T. Sax. *mp*

Bar. Sax.

17

Tpts. 1/2

Hn.

Tbn./Bar./Bsn.

Tuba

Bells

Perc. 1

Perc. 2

Perc. 3  
Flexatone (and/or Theremin)

Timp.  
One drum only

*p* *f* *p* *f*

17 18 19 20

Fl.

Ob.

Cls. 1/2

B. Cl.

A. Saxes. 1/2

T. Sax.

Bar. Sax.

Tpts. 1/2

Hn.

Tbn./Bar./Bsn.

Tuba

Bells

Perc. 1

Perc. 2

Perc. 3

Timp.

*mf*

*fp*

*mf*

*fp*

*mf*

*fp*

*mf*

*fp*

*mf*

*fp*

*p*

*f*

*p*

*fp*

*Solo*

*Change: D to G*

21 22 23 24



25

Fl. *mf*

Ob. *mf*

Cls.  $\frac{1}{2}$  *mf* *a2*

B. Cl. *mf*

A. Saxes.  $\frac{1}{2}$  *mf*

T. Sax. *mf*

Bar. Sax. *mf*

25

Tpts.  $\frac{1}{2}$  *mf*

Hn. *mf*

Tbn./Bar./Bsn. *mf*

Tuba *mf*

Bells *mf*

Perc. 1 *mf*

Perc. 2 *mf*  
Crash Cymbals

Perc. 3 *mf*  
Wb.

Timp.



Fl. *f* *fp*

Ob. *f* *fp*

Cls. 1/2 *a2* *f* *fp*

B. Cl. *f* *fp*

A. Saxes. 1/2 *f* *fp*

T. Sax. *f* *fp*

Bar. Sax. *f* *fp*

Tpts. 1/2 *f* *fp*

Hn. *f* *fp*

Tbn./Bar./Bsn. *f* *fp*

Tuba *f* *fp*

Bells *f*

Perc. 1 *f* *fp*

Perc. 2 *f*

Perc. 3 *f* *mp* *Suspended Cymbal (w/mallet)*

Timp.

33 Marching monsters!

Fl. *f*

Ob. *f*

Cls.  $\frac{1}{2}$  *f*

B. Cl. *f*

A. Saxes.  $\frac{1}{2}$  *f*

T. Sax. *f*

Bar. Sax. *f*

33 Marching monsters!

Tpts.  $\frac{1}{2}$  *f*

Hn. *f*

Tbn./Bar./Bsn. *f*

Tuba *f*

Bells

Perc. 1 *f*

Perc. 2 *f*

Perc. 3 *f*

Timp. *f*

Fl.

Ob.

Cls. 1/2

B. Cl.

A. Saxes. 1/2

T. Sax.

Bar. Sax.

Tpts. 1/2

Hn.

Tbn./Bar./Bsn.

Tuba

Bells

Perc. 1

Perc. 2

Perc. 3

Timp.

Fl. *Scream!\* ff*

Ob. *Scream!\* ff*

Cls. 1/2 *Scream!\* ff*

B. Cl. *mp* *p* Solo *mp* *p* *Scream!\* ff*  
(Tuba)

A. Saxes. 1/2 *mp* *p* *Scream!\* ff*

T. Sax. *mp* *p* Solo *mp* *p* *Scream!\* ff*  
(Tuba)

Bar. Sax. *mp* *p* *Scream!\* ff*

Tpts. 1/2 *a2* *mp* *p* *Scream!\* ff*

Hn. *mp* *p* *Scream!\* ff*

Tbn./Bar./Bsn. *mp* *p* *Scream!\* ff*

Tuba Solo *mp* *p* *Scream!\* ff*

Bells *mp* *Scream!\* ff*

Perc. 1 *Scream!\* ff*

Perc. 2 *mp* *p* *Scream!\* ff*  
choke

Perc. 3 *Scream!\* ff*

Timp. *Scream!\* ff*

\*Solo scream or Tutti.