

Alfred's DEBUT SERIES FOR YOUNG BANDS

Defenders of the Realm

Jeremy Bell

Inspired by fantasy-themed movies where heroes, working together, find the strength to fight and overcome great odds, *Defenders of the Realm* recreates the big, epic soundtrack of a Hollywood movie for young bands. Rhythmic choices and motives are all selected to create an impressive-sounding piece appropriate for musicians that are in the first or second year of playing. This call to arms begins with a bold statement that alternates between a $\frac{4}{4}$ time signature and a half-time feel. Featuring thundering and aggressive percussion while highlighting the strength of the brass section, *Defenders of the Realm* is a piece that your students are going to love to practice and to play.

INSTRUMENTATION

- | | |
|--------------------------------------|---------------------------------------|
| 2 — Part 1 — C Instruments T.C. High | 2 — Part 4 — E♭ Instruments |
| 2 — Part 1 — C Instruments T.C. Low | 2 — Part 4 — F Instruments |
| 2 — Part 1 — B♭ Instruments | 2 — Part 4 — C Instruments B.C. High |
| 2 — Part 1 — E♭ Instruments | 2 — Part 4 — C Instruments B.C. Low |
| 2 — Part 1 — C Instruments B.C. | Percussion — 7 players: |
| 2 — Part 2 — C Instruments T.C. | 1 — Bells |
| 2 — Part 2 — B♭ Instruments | 2 — Chimes |
| 2 — Part 2 — E♭ Instruments | (Opt. Vibraphone or Keyboard) |
| 2 — Part 2 — C Instruments B.C. | 3 — Percussion 1 |
| 2 — Part 3 — C Instruments T.C. | (Snare Drum/Crash Cymbals, Bass Drum) |
| 2 — Part 3 — B♭ Instruments | 3 — Percussion 2 |
| 2 — Part 3 — E♭ Instruments | (Suspended Cymbal, Mark Tree/Low Tom) |
| 2 — Part 3 — F Instruments | 1 — Timpani |
| 2 — Part 3 — C Instruments B.C. | |
| 2 — Part 4 — B♭ Instruments | |

ADDITIONAL PARTS

- | | |
|---------------------------------|---------------------------------|
| 1 — Part 1 — Violin | 1 — Part 1 — B♭ Tenor Saxophone |
| 1 — Part 2 — Violin | 1 — Part 2 — B♭ Tenor Saxophone |
| 1 — Part 3 — Violin | 1 — Part 3 — B♭ Tenor Saxophone |
| 1 — Part 3 — Viola | 1 — Part 4 — B♭ Tenor Saxophone |
| 1 — Part 4 — Cello | 1 — Part 1 — F Instruments |
| 1 — Part 4 — Bass | 1 — Part 2 — F Instruments |
| 1 — Part 4 — C Instruments T.C. | |



A NOTE FROM THE EDITOR

We hope you find these versatile pieces a welcome addition to your music library. With homogeneous instrument use, there will be crossed voices, so be sure that students adjust dynamics so the melody is always heard. In an effort to support completely flexible instrumentation, the following editorial accommodations are included to address potential challenges.

C Parts:

- Parts are included for both high and low C treble-clef instruments for Part 1. These parts are combined into one staff in the score, but the parts are printed separately.
- Parts are included for both high and low C bass-clef instruments for Part 4. These parts are combined into one staff in the score, but the parts are printed separately.

B♭ Parts:

- Part 1 may have notes that go above the break for clarinet. Alternative lower notes will not be provided.
- Parts 2–4 may have notes that go above the break for clarinet. Alternative lower notes are provided in those instances.
- Parts that have more challenging ranges include optional lower or higher notes for trumpet and baritone T.C.
- Separate parts for tenor saxophone are included but do not appear on the score. For this series, the range will extend to include a written D below the staff.

Divisi:

- Where appropriate, some parts may have multiple notes, however, they will not be marked with *div*. Where this occurs, assign the most appropriate notes for your students.
- To reduce clutter, *a2*'s will also not be used. When a single note appears after a divisi, all players should play.

String Parts:

- To help students have more success playing in unfamiliar keys, fingerings and bowings are clearly marked.
- A dash (–) indicates a shift to a new position
- Some slur/bow markings may differ from the wind parts to accommodate bowing patterns.
- String parts will include *div*. markings where appropriate when there are multiple notes.

Defenders of the Realm

FULL SCORE
Duration - 3:00

By Jeremy Bell (BMI)

Andante con rubato ♩ = 92

Pt. 1

C Inst. (T.C. High/Low) *mp* *mf* *mp* *mf*

B♭ Inst. *mp* *mf* *mp* *mf*

E♭ Inst. *mp* *mf* *mp* *mf*

C Inst. (B.C.) *mp* *mf* *mp* *mf*

Pt. 2

C Inst. (T.C.) *mp* *mf* *mp* *mf*

B♭ Inst. *mp* *mf* *mp* *mf*

E♭ Inst. *mp* *mf* *mp* *mf*

C Inst. (B.C.) *mp* *mf* *mp* *mf*

Pt. 3

C Inst. (T.C.) *mp* *mf* *mp* *mf*

B♭ Inst. *mp* *mf* *mp* *mf*

E♭ Inst. *mp* *mf* *mp* *mf*

F Inst. *mp* *mf* *mp* *mf*

C Inst. (B.C.) *mp* *mf* *mp* *mf*

Pt. 4

B♭ Inst. *mp* *mf* *mp* *mf*

E♭ Inst. *mp* *mf* *mp* *mf*

F Inst. *mp* *mf* *mp* *mf*

C Inst. (B.C. High/Low) *mp* *mf* *mp* *mf*

Bells

Chimes (Opt. Vibraphone or Keyboard)

Percussion 1 (Snare Drum, Crash Cymbals, Bass Drum)

Suspended Cymbal

Percussion 2 (Suspended Cymbals, Mark Tree/Low Tom)

Mark Tree

Tune: B♭, C

Timpani

1 2 3 4 5 6 7

9 rit. 12 Heroic ♩ = 126 (in "two")

Pt. 1

C Inst. (T.C. High/Low)

B♭ Inst.

E♭ Inst.

C Inst. (B.C.)

Pt. 2

C Inst. (T.C.)

B♭ Inst.

E♭ Inst.

C Inst. (B.C.)

Pt. 3

C Inst. (T.C.)

B♭ Inst.

E♭ Inst.

F Inst.

C Inst. (B.C.)

Pt. 4

B♭ Inst.

E♭ Inst.

F Inst.

C Inst. (B.C. High/Low)

Bells

Chimes

Perc. 1

Perc. 2

Timp.

Cr. Cyms.

Low Tom (w/hard mallets)

49118S

8 9 10 11 12 13 14

49118S

28

Pt. 1

C Inst. (T.C. High/Low)

Bb Inst.

Eb Inst.

C Inst. (B.C.)

Pt. 2

C Inst. (T.C.)

Bb Inst.

Eb Inst.

C Inst. (B.C.)

Pt. 3

C Inst. (T.C.)

Bb Inst.

Eb Inst.

F Inst.

C Inst. (B.C.)

Pt. 4

Bb Inst.

Eb Inst.

F Inst.

C Inst. (B.C. High/Low)

Bells

Chimes

Perc. 1

Perc. 2

Timp.

22 23 24 25 26 27 28 29 30

49118S

36

Legal Use Requires Purchase

31 32 33 34 35 36 37 38

8

Pt. 1

C Inst. (T.C. High/Low)
B♭ Inst.
E♭ Inst.
C Inst. (B.C.)

Pt. 2

C Inst. (T.C.)
B♭ Inst.
E♭ Inst.
C Inst. (B.C.)

Pt. 3

C Inst. (T.C.)
B♭ Inst.
E♭ Inst.
F Inst.
C Inst. (B.C.)

Pt. 4

B♭ Inst.
E♭ Inst.
F Inst.
C Inst. (B.C. High/Low)

Bells
Chimes
Perc. 1
Perc. 2
Timp.

39 40 41 42 43 44

49118S

46

Pt. 1

C Inst. (T.C. High/Low)

Bb Inst.

Eb Inst.

C Inst. (B.C.)

Pt. 2

C Inst. (T.C.)

Bb Inst.

Eb Inst.

C Inst. (B.C.)

Pt. 3

C Inst. (T.C.)

Bb Inst.

Eb Inst.

F Inst.

C Inst. (B.C.)

Pt. 4

Bb Inst.

Eb Inst.

F Inst.

C Inst. (B.C. High/Low)

Bells

Chimes

Perc. 1

Perc. 2

Timp.

45 46 47 48 49 50 51

49118S

molto rit. [53] Heroic ♩ = 126 (in "two")

Pt. 1

C Inst. (T.C. High/Low) *ff*

B♭ Inst. *ff*

E♭ Inst. *ff*

C Inst. (B.C.) *ff*

Pt. 2

C Inst. (T.C.) *ff*

B♭ Inst. *ff*

E♭ Inst. *ff*

C Inst. (B.C.) *ff*

molto rit. [53] Heroic ♩ = 126 (in "two")

Pt. 3

C Inst. (T.C.) *ff*

B♭ Inst. *ff*

E♭ Inst. *ff*

F Inst. *ff*

C Inst. (B.C.) *ff*

Pt. 4

B♭ Inst. *ff*

E♭ Inst. *ff*

F Inst. *ff*

C Inst. (B.C. High/Low) *ff*

Bells *f*

Chimes *mf* *ff*

Perc. 1 *fp* *ff* *f*

Perc. 2 *fp* *ff*

Timp. *fp* *ff*

49118S 52 53 54 55 56 57

61

Pt. 1

C Inst. (T.C. High/Low)

B♭ Inst.

E♭ Inst.

C Inst. (B.C.)

cresc. poco a poco

ff

Pt. 2

C Inst. (T.C.)

B♭ Inst.

E♭ Inst.

C Inst. (B.C.)

cresc. poco a poco

ff

61

Pt. 3

C Inst. (T.C.)

B♭ Inst.

E♭ Inst.

F Inst.

C Inst. (B.C.)

cresc. poco a poco

ff

Pt. 4

B♭ Inst.

E♭ Inst.

F Inst.

C Inst. (B.C. High/Low)

cresc. poco a poco

ff

Bells

Chimes

cresc. poco a poco

ff

Perc. 1

p

ff

cresc. poco a poco

ff

Perc. 2

cresc. poco a poco

ff

Timp.

cresc. poco a poco

ff

49118S

58

59

60

61

62

63

64

65

(In "four") molto rit.

69

Pt. 1

C Inst. (T.C. High/Low) *mf* *pp* *ppp*

B $\flat$ Inst. *mf* *pp* *ppp*

E $\flat$ Inst. *mf* *pp* *ppp*

C Inst. (B.C.) *mf* *pp* *ppp*

Pt. 2

C Inst. (T.C.) *mf* *pp* *ppp*

B $\flat$ Inst. *mf* *pp* *ppp*

E $\flat$ Inst. *mf* *pp* *ppp*

C Inst. (B.C.) *mf* *pp* *ppp*

Pt. 3

C Inst. (T.C.) *mf* *pp* *ppp*

B $\flat$ Inst. *mf* *pp* *ppp*

E $\flat$ Inst. *mf* *pp* *ppp*

F Inst. *mf* *pp* *ppp*

C Inst. (B.C.) *mf* *pp* *ppp*

Pt. 4

B $\flat$ Inst. *mf* *pp* *ppp*

E $\flat$ Inst. *mf* *pp* *ppp*

F Inst. *mf* *pp* *ppp*

C Inst. (B.C. High/Low) *mf* *pp* *ppp*

Bells *p* *pp*

Chimes *mf*

Perc. 1 *p* *f* *p* *f*

Perc. 2 *mp* *p*

Timp. *mp*

66 67 68 69 70 71 72 73 74

Opt. Solo *p*

Tutti

Scrape