Grade Level: 1 (Easy)

Alfred's DEBUT SERIES FOR YOUNG BANDS

Castles and Dragons

By Todd Stalter

PROGRAM NOTES

Castles and Dragons, by Todd Stalter, is an exciting programatic piece. As they embark on their journey towards the castle, the knights must confront and slay a dragon that threatens the local village. The ensuing battle ends with the defeat of the dragon, and the victorious knights return in a noble procession to their home.

INSTRUMENTATION

- 2 Part 1 C Instruments T.C. High
- 2 Part 1 C Instruments T.C. Low
- 2 Part 1 B Instruments
- 2 Part 1 E Instruments
- 2 Part 1 C Instruments B.C
- 2 Part 2 C Instruments T.C.
- 2 Part 2 By Instruments
- $2 Part 2 E_{\flat}$ Instruments
- 2 Part 2 C Instruments B.C
- 2 Part 3 C Instruments T.C.
 - Part 3 Bb Instruments
- Part 3 Eb Instruments

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- 2 Part 3 F Instruments
- 2 Part 3 C Instruments B.C.

- 2 Part 4 B Instruments
- 2 Part 4 E Instruments
- 2 Part 4 F Instruments
 - Part 4 C Instruments B.C. High
 - →Part 4 C Instruments B.C. Low
- 1 Piano (Optional)
- Percussion 7 players:
- 2 Bells
- 2 Chimes
- 3 Percussion 1 (Tenor Drum/Snare Drum, Bass Drum)
- 3 Percussion 2 (Suspended Cymbal, Triangle/ Crash Cymbals)
- 2 Timpani

ADDITIONAL PARTS

- 1 Part 1 Violin 1
 - Part 2 Violin 2
- 1 Part 3 Violin 3 (Viola T.C.)
- 1 Part 3 Viola
- 1 Part 4 Cello
- 1 Part 4 String Bass
- 1 Part 4 C Instruments T.C.
- 1 Part 1 Tenor Saxophone
- 1 Part 2 Tenor Saxophone
- 1 Part 3 Tenor Saxophone
- 1 Part 4 Tenor Saxophone
- 1 Part 1 F Instruments
- 1 Part 2 F Instruments



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^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, a2s will also not be used. When a single note appears after a divisi, all players should play.

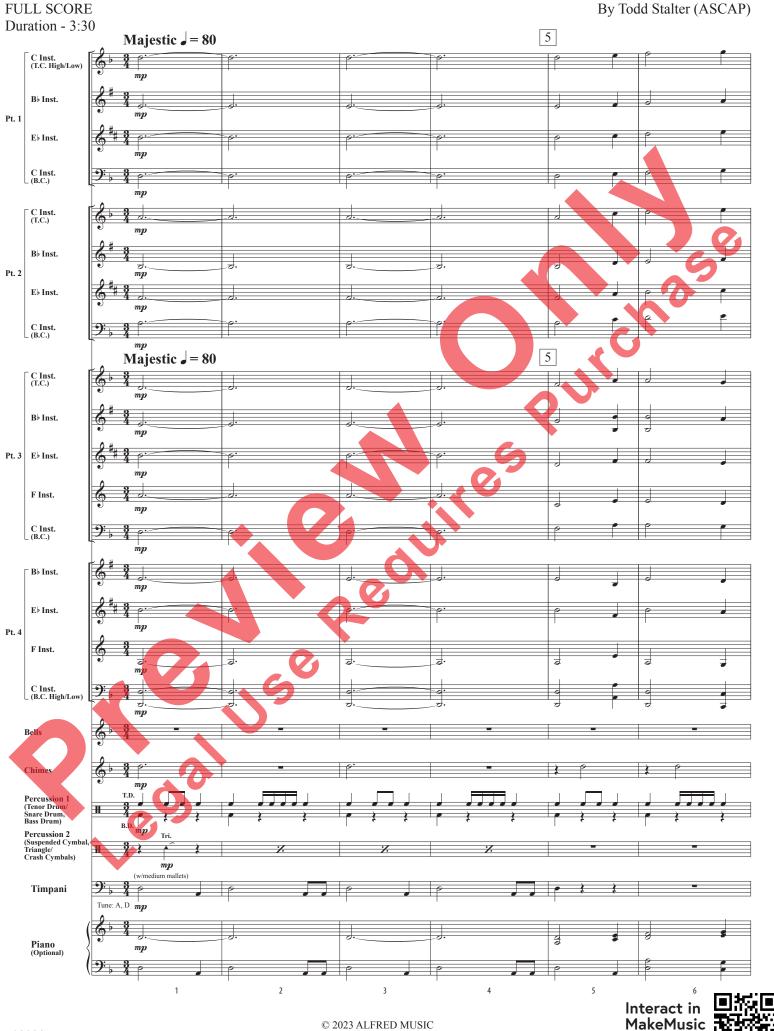
String Parts:

- 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 *dia*, markings where appropriate when there are multiple notes.

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