## BEHEMOTH <br> ADRIAN B. SIMS




THE COMPOSER

Adrian B. Sims (b. 2000), born in Seattle, Washington, is an accomplished composer, conductor, educator, and trombonist. His music has been performed at prestigious conferences such as The Midwest Band and Orchestra Clinic and at new music reading sessions across the country. His music has also been selected for the Bandworld Top 100 List and many of his works appear on the J.W. Pepper Editors' Choice List. Adrian has also been selected as a winner in multiple composition competitions including the Maryland Music Educators Association Young Composers Project and the MakeMusic Young Composers Contest. He is frequently invited to rehearse, conduct, and lead clinics with bands and orchestras across the United States. Adrian is also active as an educator in the Maryland area and has worked with a variety of programs including the Baltimore County Summer Music Camp, Terrapin Music Camp at the University of Maryland, and the DC Youth Orchestra Programs.

Adrian is a graduate of The University of Maryland with degrees in Music Education and Composition. As a trombonist, he has performed in a wide variety of musical ensembles including pit and symphony orchestras as well as jazz and concert bands. Adrian studied trombone with Matthew Guilford, solo bass trombonist with the National Symphony Orchestra, and Aaron LaVere, principal trombonist with the Baltimore Symphony Orchestra. He is grateful for the continued support from his middle and high school band directors Cindy Stevenson and Christopher Gnagey. He credits Dr. Robert Gibson, Professor of Composition at The University of Maryland, and world-renowned composer Brian Balmages for his development as a composer.

## ABOUT THE MUSIC

A behemoth is a large and monstrous creature. This work is an imaginary soundtrack to a movie or video game that follows an adventure with the objective of defeating a dangerous and powerful enemy. The music begins distantly and ominously. It is clear that danger is ahead, but its scale or magnitude is not so obvious. An unsteady alternating $3 / 4+2 / 4$ pattern alludes to the unpredictability of the path ahead. Upon reaching measure 33, the danger makes its presence known and rises from the ground (as per the horn and tenor sax line). At measure 49, the adventurer quickly hides from the danger and plots the next strategy of attack; however, they are not safe and are constantly being sought out by their opponent. Upon arriving at measure 85 , the powerful creature is once again in full view. Drums and alarm bells sound as the battle progresses. Finally, after a long and strenuous fight, measure 127 marks victory and our lone adventurer lives to recount the tale.










Fls.
B. Cl.




Cls.




Timp

${ }_{\text {Perc. }}$ MIt.
(Bells,
Ch.)
Pr
Perc. 1

Perc. 2

Perc. 3



Cls.

$\underset{\substack{\text { Percl. } \\ \text { (Bell. } \\ \text { Ch.) }}}{\text { Mlt. }}$

Perc. 1

Perc. 2

Perc. 3








Fls.

Cls.
B. Cl.
B. Sax.






149



Perc. 2

Perc. 3



Fls.

Ob.

Bsn.


Cls.
B. Cl.

A. Saxes
T. Sax.


Hn.
$\underset{\text { Perc. }}{\text { MII. }}$
$\underset{\text { (Bells, }}{\text { Perc. }}$
(B.).

Perc. 1

Perc. 2

Perc. 3


