

Conductor
(duration: 4'42")

Midnight Gamer

Commissioned by the 2006-2007 Ponus Ridge Middle School Concert Band
Norwalk, CT, Kevin Lowery, Director

Composed by
Drew Shanefield
(ASCAP)

Andante e Misterioso $\text{♩} = 84$

The score is for a concert band and includes the following parts:

- Flute 1,2
- Oboe
- Bassoon
- B♭ Clarinet 1
- B♭ Clarinet 2,3
- B♭ Bass Clarinet
- E♭ Alto 1 Saxophone 2
- B♭ Tenor Saxophone
- E♭ Baritone Saxophone
- B♭ Trumpet 1
- B♭ Trumpet 2
- F Horn
- Trombone
- Euphonium
- Tuba
- Timpani
- Xylophone
- Vibraphone
- Vibraslap
- Snare Drum
- Bass Drum
- Crash Cymbal
- Triangle
- Crash Cymbal
- Sus. Cymbal
- Temple Blocks
- Toms

Key performance instructions include dynamics such as *f*, *mf*, *mp*, and *p*, as well as articulation like accents (>) and slurs. A specific instruction for the Sus. Cymbal reads "sus. cym. with yarn mallets". The score is divided into measures 2, 3, 4, 5, and 6, with measure 5 marked as a "Dolce solo".

Midnight Gamer/Shanefield

Musical score for measures 7 through 13. The score is arranged in a standard orchestral layout with multiple staves for each instrument family. Measure 12 is highlighted with a box. The flute part (measures 7-11) features a melodic line with slurs and accents. The woodwinds (B♭ Clarinet 1, B♭ Clarinet 2,3, B♭ Clarinet, Eb Alto 1 sax, B♭ Tenor Sax, Eb Bass Sax) and brass (B♭ Trumpet 1, B♭ Trumpet 2, F Horn, Trombone, Euphonium, Tuba) parts enter in measure 12 with a forte (*f*) dynamic. The percussion section includes Vibraphone (Vib.), Vibraslap, Crash Cymbal (Cr. Cym. Tri.), Suspended Cymbal (Cr. Cym. Sus. Cy.), and Tom-toms (T. Bl. Toms), all playing in measure 12. The drum part features a complex rhythmic pattern with accents and a forte (*f*) dynamic.

Midnight Gamer/Shanefield

29 Allegro $\text{♩} = 144$
DRIVING

30

31

32

33

34

The musical score is arranged in a standard orchestral format with the following instruments and parts:

- Fl. 1,2:** Flute parts, starting with *ff* and transitioning to *p* at measure 33.
- Ob.:** Oboe part, starting with *ff* and transitioning to *p* at measure 33.
- Bsn.:** Bassoon part, starting with *ff* and transitioning to *p* at measure 31.
- B♭ Cl. 1:** Clarinet in B-flat part 1, starting with *ff* and transitioning to *p* at measure 33.
- B♭ Cl. 2,3:** Clarinet in B-flat parts 2 and 3, starting with *ff* and transitioning to *p* at measure 33.
- B. Cl.:** Clarinet in B part, starting with *ff* and transitioning to *p* at measure 31.
- E♭ Alto 1 sax.2:** Alto saxophone part 2, starting with *ff* and transitioning to *p* at measure 33.
- B♭ T. Sax.:** Tenor saxophone in B-flat, starting with *ff* and transitioning to *p* at measure 33.
- E♭ B. Sax.:** Baritone saxophone in E-flat, starting with *ff* and transitioning to *p* at measure 31.
- B♭ Tpt. 1:** Trumpet in B-flat part 1, starting with *ff* and transitioning to *p* at measure 33.
- B♭ Tpt. 2:** Trumpet in B-flat part 2, starting with *ff* and transitioning to *p* at measure 33.
- F Hn.:** Horn in F, starting with *ff* and transitioning to *p* at measure 33.
- Tbn.:** Trombone, starting with *ff* and transitioning to *p* at measure 31.
- Euph.:** Euphonium, starting with *ff* and transitioning to *p* at measure 31.
- Tba.:** Tuba, starting with *ff* and transitioning to *p* at measure 31.
- Timp.:** Timpani, playing a rhythmic pattern, starting with *ff* and transitioning to *p* at measure 31.
- Xyl. Gl.:** Xylophone/Glockenspiel, starting with *ff* and transitioning to *p* at measure 31.
- Vib.:** Vibraphone, starting with *ff* and transitioning to *p* at measure 33.
- VS, SD, BD:** Snare drum, snare drum, and bass drum parts, starting with *ff* and transitioning to *p* at measure 31.
- Cr. Cym. Tri.:** Crash cymbal and triangle, starting with *ff* and transitioning to *p* at measure 31.
- Cr. Cym. Sus. Cy.:** Crash cymbal and suspended cymbal, starting with *ff* and transitioning to *p* at measure 31.
- T. Bl. Toms:** Tom-toms, starting with *ff* and transitioning to *mp* at measure 33, including a section labeled "temple blocks".