

Time Travelers

For Concert Band, Grade .5 - 1
By Randall D. Standridge (ASCAP)

Instrumentation

- | | |
|-------------------------------|------------------------------------|
| 1 - Full Score | 8 - Bb Trumpet 1 |
| 8 - Flute/Oboe | 4 - F Horn |
| 5 - Bb Clarinet | 8 - Trombone/Euphonium/
Bassoon |
| 5 - Bb Clarinet (horn double) | 2 - Euphonium T.C. |
| 2 - Bb Bass Clarinet | 4 - Tuba |
| 6 - Eb Alto Saxophone | |
| 2 - Bb Tenor Saxophone | |
| 2 - Eb Baritone Saxophone | |
-
- | |
|--|
| 2 - Mallets A |
| 2 - Mallets B |
| 2 - Timpani |
| 2 - Percussion 1&2 A : P1: Snare Drum/Two Toms/Suspended Cymbal
P2: Bass Drum |
| 2 - Percussion 1&2 B : P1: Snare Drum/Two Toms/Suspended Cymbal
P2: Bass Drum |
| 2 - Percussion 3: Anvil/Maracas/Wind chimes/Tam-Tam/Two Cowbells |
| 2 - Percussion 4: Crash Cymbals/Low Woodblock/Finger Cymbals |

Full Set - \$60.00

Extra Conductor Score - \$12.00

Extra Part - \$4.00



Randall Standridge Music, LLC - 26 County Road 472 - Jonesboro, AR 72404 -
phone: 870-558-5035

www.randallstandridge.com - randallstandridge@yahoo.com

Time Travelers: First Mission

By Randall D. Standridge (ASCAP)

Program Notes

I have always had a fondness for writing miniatures, small musical pieces that complete a musical idea. I've explored this idea in two other works (*Zooveniers* and *Palette*) and realized that I had never written a collection of works for beginning ensembles. So, here we are.

I always try to make sure that my younger band pieces are tied very strongly to educational concepts. In this work, *Time Travelers: First Mission*, the idea was to create a series of miniatures that would allow younger players to practice different time signatures very quickly, hence the title. I also allowed my imagination to run wild and think of the different eras and ages one could visit if one did indeed have a time machine.

This work ranges from Grade .5 to Grade 1, depending on how many movements are selected to be performed. Each movement could work on its own as a worthy challenge and teaching tool for beginning students, or the challenge could be increased by playing more movements. The ranges for all instruments are very limited (first six notes) with the occasional accidental for color. I promise you...your kids can learn one or two more notes. I believe in you.

I hope you enjoy this work and traveling between different "times."

Oh...and the Time Travelers WILL return.

Peace, Love, and Music

About the Movements:

Movement 1/5: The Time Travelers (4/4 Time)

The first movement serves as the "Theme song" for our time travelers. I imagined our heroes boarding their time vessel and setting out for the unknown. Being a child of the 80s, this movement is definitely inspired by the catchy theme songs of cartoons and tv series from that time period. Two endings are included based on if you are using this as the first movement, last movement, or both.

Movement 2: The Age of Cave Dwellers(2/4 Time)

Traveling to the stone age, this movement finds our explorers in the company of cavemen. Metered in 2/4 time, this movement uses grunting, chanting, stomping, dissonant sounds, heavy percussion, and bombastic low brass to paint a picture of this primitive era.

Movement 3: The Age of Pyramids (3/4 Time)

Taking inspiration from the number 3 (triangle), this work follows our explorers to ancient Egypt, standing in awe of the pyramids. This movement, metered in 3/4 time, is lyrical in nature and uses some altered notes to create a sense of exoticism and mystery.

Movement 4: The Age of Robots (6/8 Time)

Our heroes find themselves in danger as they travel to a time when robots rule the world! These mechanical monsters are symbolized with descending chromaticism and metallic percussion, as well as 6/8 meter. Players are only asked to learn 5 different 6/8 rhythms to provide an introductory experience in this time signature.

EXTRA MATERIALS:

-Please make use of the free extra materials listed below; you may find links for them on the product page for this piece on our website

- Melody/Rhythm Sheets
- Rhythm/Meter Worksheets
- Narration Sound FX in mp3 format

About the Composer



Randall Standridge (b.1976) received his Bachelor of Music Education from Arkansas State University. During this time, he studied composition with Dr. Tom O'Connor, before returning to Arkansas State University to earn his Master's in Music Composition, studying with Dr. Tom O'Connor and Dr. Tim Crist. From 2001 to 2013, he served as the Director of Bands at Harrisburg High School in Harrisburg, Arkansas.

Mr. Standridge is currently published by Grand Mesa Music, Alfred Music, FJH Music, Wingert-Jones Music, BandWorks Publications, Twin Towers Music, and Northeastern Music Publications. Mr. Standridge has had several of his pieces performed internationally and has had numerous works selected to the J.W. Pepper's Editor's Choice and Bandworld Top 100 lists. His compositions *Snake Charmer*, *Gently Blows the Summer Wind*, and *Angelic Celebrations*, also published, are included in *Teaching Music through Performance in Band* series. He has had several works performed at the Midwest Music Clinic in Chicago, IL. His work *Art(isms)* was premiered by the Arkansas State University Wind Ensemble at the 2010 CBDNA conference in Las Cruces, New Mexico. Mr. Standridge is also a contributing composer for Alfred Music's *Sound Innovations: Ensemble Development* series. His music is gaining recognition as worthwhile literature for concert festivals and performances across the United States

and internationally.

In addition to his career as a composer, Mr. Standridge is the Marching Band Editor for Grand Mesa Music Publishers. He is in demand as a conductor, clinician, drill designer, composer, and music arranger for the marching arts. He is also a freelance artist, photographer, and writer. He lives in Jonesboro, AR, with his family. For more information about Mr. Standridge, visit his website at: www.randallstandridge.com

Score
Grade .5 - 1
Duration: 3:45

Randall D. Standridge
(ASCAP)

5

RSM C065

Copyright © 2023, by Randall Standridge Music, LLC. All Rights Reserved. Purchase required for public or recorded performance.
See **"Permission to Photocopy..."** agreement in score regarding digital distribution rights and usage of copyable parts. **Signature required.**
All other forms of duplication constitute an infringement of U.S. and International Copyright Law, and will be prosecuted by the publisher.

Fl. Ob.

Cl.

Cl. (H.Dbl)

A. Sx.

T. Sx.

Tpt.

Hn.

Trb.

Euph.

Bsn.

L.R.

Tuba

Mal. A

Mal. B

Timp.

Perc. 1/2 A

Perc. 1/2 B

Perc. 3

Perc. 4

mf

subito p

mp

7 8 9 10 11 12

18

Primal! ♩=92

Movement 2: The Age of Cave Dwellers

Primal! 92

23

Play 2nd Time Only

Fl. Ob.

Cl.

Cl. (H.Dbl)

A. Sx.

T. Sx.

Tpt.

Hn.

Trb.

Euph.

Bssn.

L.R.

Tuba

Play 2nd Time Only

Xylo./Marimba (hard mallets)

Mal. A

Play 2nd Time Only

Xylo./Marimba (hard mallets)

Mal. B

Play 2nd Time Only

Timp.

Two Toms (sticks)

Perc.1/2 A

Two Toms (sticks)

Perc.1/2 B

Maracas

Perc.3

Play 2nd Time Only

Low Woodblock

Perc. 4

Fl. Ob.

Cl.

Cl. (H.Dbl)

A. Sax.

T. Sax.

Tpt.

Hn.

Trb.
Euph.
Bssn.
L.R.

Tuba

Mal. A

Mal. B

Timp.

Perc.1/2 A

Perc.1/2 B

Perc.3

Perc. 4

mf

sfz

mf

Trb: 6th

To Cym. 2nd time

[illegible]

Fl. Ob. Ugh! Ugh! Yah! Yah! Yah! *fp* *f* Chant and stomp Yah!

Cl. Ugh! Ugh! Yah! Yah! Yah! *fp* *f* Chant and stomp Yah!

Cl. (H.Dbl) Ugh! Ugh! Yah! Yah! Yah! *fp* *f* Chant and stomp Yah!

A. Sx. Ugh! Ugh! Yah! Yah! Yah! *fp* *f* Chant and stomp Yah!

T. Sx. Ugh! Ugh! Yah! Yah! Yah! *fp* *f* Chant and stomp Yah!

Tpt. Ugh! Ugh! Yah! Yah! Yah! *fp* *f* Chant and stomp Yah!

Hn. Ugh! Ugh! Yah! Yah! Yah! *fp* *f* Chant and stomp Yah!

Trb. Ugh! Ugh! Yah! Yah! Yah! *fp* *f* Chant and stomp Yah!

Euph. Bssn. L.R. Ugh! Ugh! Yah! Yah! Yah! *fp* *f* Chant and stomp Yah!

Tuba Ugh! Ugh! Yah! Yah! Yah! *fp* *f* Chant and stomp Yah!

Mal. A *f*

Mal. B *f*

Timp. *fp* *f*

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

Perc.1/2 B *fp* *f*

Perc.3 *fp* *f* (ch)

Perc. 4

Movement 3: The Age of Pyramids

Mysterious $\text{♩} = 100$

Fl. Ob. *mf*

Cl. *mf*

Cl. (H.Dbl) *mf*

A. Sx. *p*

T. Sx.

Tpt. *mf*

Hn. *mf*

Trb. *mf*

Euph. *mf*

Bssn. *mf*

L.R. *mf*

Tuba *mf*

Mal. A *mf* Bells/Vibes (hard mallets/med hard mallets)

Mal. B *mf* Bells/Vibes (hard mallets/med hard mallets)

Timp. *p*

Perc.1/2 A *p* Suspended Cymbal (yarn mallets)

Perc.1/2 B *p* Suspended Cymbal (yarn mallets)

Perc.3

Perc.4 *p* Finger Cymbals (opt. Triangle)

43 44 45 46 47 48 49 50

Fl. Ob.

Cl.

Cl. (H.Dbl)

A. Sx.

T. Sx.

Tpt.

Hn.

Trb. Euph. Bssn. L.R.

Tuba

Mal. A

Mal. B

Timp.

Perc.1/2 A

Perc.1/2 B

Perc.3

Perc. 4

Wind Chimes

Tam-Tam

51 52 53 54 55 56 57 58

rit.

Fl. Ob.

Cl.

Cl. (H.Dbl)

A. Sx.

T. Sx.

Tpt.

Hn.

Trb.

Euph.

Bssn.

L.R.

Tuba

Mal. A

Mal. B

Timp.

Perc.1/2 A

Perc.1/2 B

Perc.3

Perc. 4

f

mf

p

mp

pp

f

p

mf

p

mp

f

Crash Cymbals

Strike very gently

F. Cym.

1. 2.

Fl. Ob. *p* *f*

Cl. *p* *f*

Cl. (H.Dbl.) *p* *mf* *f*

A. Sx. *p* *f*

T. Sx. *p* *mf* *f*

Tpt. *p* *mf* *f*

Hn. *p* *mf* *f*

Trb. Euph. Bssn. L.R. *p* *mf* *f*

Tuba *p* *mf* *f*

Mal. A *p* *f*

Mal. B *p* *f*

Timp. *f* *fp*

Perc.1/2 A *p* *mf* *f* *fp*

Perc.1/2 B *p* *mf* *f* *fp*

Perc.3 *f* (ch)

Perc. 4 *f*

75 76 77 78 79 80 81 82

83 Play 2nd Time Only 87

Fl. Ob.

Cl.

Cl. (H.Dbl)

A. Sx.

T. Sx.

Tpt.

Hn.

Trb. Euph. Bssn. L.R.

Tuba

Mal. A

Mal. B

Timp.

Perc.1/2 A

Perc.1/2 B

Perc.3

Perc.4

f *p* *ff*

f *p* *ff*

f *p* *ff*

(ch) *p* *ff*

ff

83 84 85 86 87 88 89 90