

# Defenders of the Wall

Gary P. Gilroy

1 Full Score	4 Bb Trumpet 1
8 Flute	4 Bb Trumpet 1
2 Oboe	3 F Horn
1 Bassoon	8 Trombone / Baritone B.C.
4 Bb Clarinet 1	2 Baritone T.C.
4 Bb Clarinet 2	4 Tuba
2 Bb Bass Clarinet	1 Timpani
2 Eb Alto Saxophone 1	2 Percussion 1: Hi-hat, Ride Cymbal, Jam Block, Snare Drum
2 Eb Alto Saxophone 2	2 Percussion 2: Tambourine, Triangle, Break Drum
2 Bb Tenor Saxophone	3 Percussion 3: Wood Block, Very Low Tom, China Cymbal, Cowbell, Snare Drum, Splash Cymbal, Bass Drum
1 Eb Baritone Saxophone	2 Percussion 4: Claves, Vibra-slap, Triangle
	1 Bells
	1 Xylophone

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## **Program Notes**

Here's an exhilarating tale of bold and heroic warriors of an ancient and imaginary world, sworn to defend their country from fearsome invaders from unimaginable far off lands. The dramatic sounds are captivating as various scenes unfold as the piece develops. The noble call to duty, ominous sounds of the approaching enemy, fierce battle and victorious sounds of celebration, all are present in this stunning display of valor and duty.

## **About the Composer**

Gary P. Gilroy is a Professor of Music and Director of Bands at California State University, Fresno. In 1993 he was appointed Associate Director of Bands and Director of the Bulldog Marching Band. After 13 years in this position and building one of the finest collegiate marching bands on the west coast, Dr. Gilroy became Director of Bands in 2006. Prior to this appointment he served for a decade as Director of Bands at Fred C. Beyer High School in Modesto, California where his band was awarded several national honors as well as the International Sudler Shield Award from the John Philip Sousa Foundation. Gilroy also served as faculty at CSU, Stanislaus and graduate assistant at the University of Oregon in Eugene, Oregon where he completed his doctorate in 1995.

Gilroy has served on the board of California Band Directors Association for fourteen years and he is a Past President of that organization. He is also a Past President of the Fresno Madera Counties Music Educators Association. From 1999 to 2006 he served on the board of the National Band Association as a Member At Large and the Western Division Chairman.

Dr. Gilroy is in demand as a guest conductor of many honor bands throughout the United States. As an adjudicator and guest conductor he has served in 39 states and throughout Canada. Dr. Gilroy has been the conductor for all state groups in Colorado and Oregon as well as the California Band Directors Association All-State High School Symphonic Band.

An ASCAP Award-winning composer, Gilroy's music is published for concert band, marching band, and various ensembles through the Arrangers Publishing Company, BRS Music, Inc., C. Alan Publications, Daehn Publications, Kagarice Brass Editions, Matrix Publications, TRN Publications, Warner Brothers, Wingert-Jones, Inc., and CPP/Belwin Mills. His compositions have been featured at the Bands of America National Concert Band Festival in Indianapolis, the Eastern Trombone Workshop in Washington, DC, the International Trombone Festival in New Orleans, and on many occasions at the International Midwest Band and Orchestra Clinic in Chicago. Additionally, Gilroy's compositions have been performed by many regional and state honor bands throughout the United States. Dr. Gilroy served as the arranger/composer for the 2008 Olympic Orchestra in Beijing, China. He has been an ASCAP Composers Award recipient every year since 2001.

Dr. Gilroy and his wife Dena have lived in Clovis, California since 1993. His daughter, Alexandra, graduated from UCLA in 2010 and UNLV in 2013 and is currently a music teacher for the Clovis Unified School District and his son, Nicholas, graduated from CSU, Long Beach in 2013 and is a freelance musician in the LA area.

## Achievement Series Lesson Guide

Every selection in the Wingert-Jones *Achievement Series* features concise learning objectives that support the **National Standards for Arts Education**.

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### Defenders of the Wall

Gary P. Gilroy

**National Standards** addressed through this publication:

- #2 Performing on instruments, alone and with others, a varied repertoire of music.
- #5 Reading and notating music.
- #6 Listening to and analyzing and describing music.
- #9 Understanding the music in relation to history and culture.

### LEARNING OBJECTIVES

Trombones get to learn to “smear”, or glissando, from one note to another.

This selection provides an excellent opportunity for everyone to work on dynamic contrast, and style. Make a clear distinction between the different dynamic markings. Piano (**p**) must be softer than **mp**. Mezzo piano (**mp**) must be softer than **mf**; and **mf** must be less loud than forte (**f**).

Accents and staccato are STYLE indicators. Accented notes should be heavier and separated, and staccato notes should be separated and LIGHT. Make a clear distinction between these two styles.

A musical rule: syncopated notes should be separated for good style.

### MUSIC THEORY

**KEY:** Concert B $\flat$ . Review the scale and arpeggio, which is printed at the top of each player's part.

Key of B $\flat$

Concert B $\flat$  Major Scale and Arpeggio

### TIME SIGNATURE

**4**- The upper number indicates that there are 4 beats to a measure. The lower number indicates that a quarter note receives one beat.

**3**- The upper number indicates that there are 3 beats to a measure. The lower number indicates that a quarter note receives one beat.

### DYNAMIC MARKINGS

**p** (piano) - soft

**mp** (mezzo piano) – moderately soft

**mf** (mezzo forte) – moderately loud

**f** (forte) – loud

**ff** (fortissimo) – very loud

crescendo (—) – gradually get louder

diminuendo, or decrescendo (—) – gradually get softer

**fp** – (forte piano) start the note forte, and then immediately play it softly.

### STYLE INDICATORS

accent (>) – emphasis on a note or chord. Accented notes are separated

staccato (.) - detached, separated and light

tenuto (-) – play note for its full length

# Defenders of the Wall

Gary P. Gilroy  
ASCAP

Energetic ♩ = 132

Flute  
Oboe  
Bassoon  
B♭ Clarinet 1  
B♭ Clarinet 2  
B♭ Bass Clarinet  
E♭ Alto Saxophone 1/2  
B♭ Tenor Saxophone  
E♭ Baritone Saxophone

Energetic ♩ = 132

B♭ Trumpet 1  
B♭ Trumpet 2  
F Horn  
Trombone / Baritone  
Tuba  
Timpani (optional)  
Percussion 1 and 2  
(1) Hi-hat, Ride Cymbal, Jam Block, Wind Chimes, Snare Drum, (2) Tambourine, Triangle, Brake Drum  
Percussion 3 and 4  
(1) Wood Block, Very Low Tom, China Cymbal, Cowbell, Snare Drum, Splash Cymbal, Bass Drum, (2) Claves, Vibra-slap, Triangle  
Bells  
Xylophone

2 3 4 5 6

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## Game of Bones

9

Flute      ff      mp — f      mp — f      mp — f

Oboe      ff      mp — f      mp — f      mp — f

Bassoon      ff      mf

Cl. 1      ff      mp — f      mp — f      mp — f      mp — f

Cl. 2      ff      mp — f      mp — f      mp — f      mp — f

B. Cl.      ff      mf

A. Sx. 1      ff      mp — f      mp — f      mp — f

T. Sx.      ff      f

B. Sx.      ff      mf

9

Tpt. 1      ff      f

Tpt. 2      ff      f

F Hn.      ff      mp — f<sub>1</sub>      mp — f<sub>2</sub>      mp — f<sub>1</sub>

Trb. / Bar.      ff      f      4      4      6      4      1

Tuba      ff      mf

Timpani      f      mf

Perc. 1      ff      1. Bell of Ride Cymbal w / butt end of stick

Perc. 2      ff      mf

3. China Cym., very low Tom, Cowbell

Perc. 3      ff      3. Snare Drum, Spl. Cym.

Perc. 4      ff      (4. Claves)      mf      mf

Bells      ff      f

Xylo      7 ff      8 f      9 mp — f      10 mp — f      11 mp — f      12

4. Vibra-slap

3. Wood Block

## Game of Bones

17

Flute      *mp* — *f*      *mp* — *f*      *mp* — *f*

Oboe      *mp* — *f*      *mp* — *f*      *mp* — *f*

Bassoon

Cl. 1      *mp* — *f*      *mp* — *f*      *mp* — *f*      *mp* — *f*

Cl. 2      *mp* — *f*      *mp* — *f*      *mp* — *f*      *mp* — *f*

B. Cl.

A. Sx. 1      *mp* — *f*      *mp* — *f*      *mp* — *f*

T. Sx.

B. Sx.      *mf*

Tpt. 1

Tpt. 2

F Hn.      *mp* — *f*      *mp* — *f*      *mp* — *f*

Trb. / Bar.      4      1      4      6      4      1

Tuba

Timp.      *mf*

Perc. 1      x      x      x      x      x      x      -

Perc. 2      3. very low Tom

Perc. 3      *mf*

Perc. 4      3. Spl. Cym.      3. Cowbell

Bells

Xylo

Game of Bones

Flute

Oboe

Bassoon

Cl. 1

Cl. 2

B. Cl.

A. Sx. 1

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2

F Hn.

Trb. / Bar.

Tuba

Timp.

Perc. 1

1. Jam Block

3. very low Tom

4. claves

Perc. 2

1. Bell of Ride

2. Triangle

1. Bell of Ride

4. Vibra-slap

Bells

Xylo

2. Triangle

3. Wood Block

19      20      21 *mp* — *f*      22 *mp* — *f*      23 *mp* — *f*      24

Game of Bones

**25**

Flute

Oboe

Bassoon

Cl. 1

Cl. 2

B. Cl.

A. Sx. 1

T. Sx.

B. Sx.

**25**

Tpt. 1

Tpt. 2

F Hn.

Trb. / Bar.

Tuba

Timp.

Perc. 1

2. Tambourine

1. Hi-hat

Perc. 2

f

3. woodblock

4. claves

Perc. 3

Bells

Xylo

25      fp      26      f      27      fp      28      f      29      fp      30      f

## Game of Bones

33

Flute      ff      f

Oboe      ff      f

Bassoon      ff      mp — mf

Cl. 1      ff      f

Cl. 2      ff

B. Cl.      ff      mp — mf

A. Sx. 1      ff      mf

T. Sx.      ff      mf

B. Sx.      ff      mp — mf

Tpt. 1      ff      f

Tpt. 2      ff      f

F Hn.      ff      mf

Trb. / Bar.      ff      mf

Tuba      ff      mp — mf

To Chimes      Chimes

Timp.      ff

Perc. 1      ff

1. Wind Chimes

Perc. 2      ff

3. very low Tom and China Cym.

1. Snare Drum

Perc. 3      ff

3. Bass Drum

Perc. 4      ff

Bells      ff

Xylo      ff

Game of Bones

## Game of Bones

47

Flute      *mp* — *ff*      *mp* — *f*      *mp* — *f*

Oboe      *mp* — *ff*      *mp* — *f*      *mp* — *f*

Bassoon      *f*      *ff*      *mf*

Cl. 1      *f*      *mp* — *ff*      *mp* — *f*      *mp* — *f*

Cl. 2      *f*      *p* — *ff*      *mp* — *f*      *mp* — *f*

B. Cl.      *f*      *ff*      *mf*

A. Sx. 1      *p* — *ff*      *mp* — *f*      *mp* — *f*

T. Sx.      *f*      *p* — *ff*      *f*

B. Sx.      *f*      *ff*      *mf*

Tpt. 1      *mp* — *ff*      *f*

Tpt. 2      *p* — *ff*      *f*

F Hn.      *f*      *p* — *ff*      *mp* — *f*      *mp* — *f*

Trb. / Bar.      *p* — *ff*      *f*

Tuba      *f*      *ff*      *mf*

Timpani

Tim.      *f*      *mf*

Perc. 1      1. Wind Chimes      2. Brake Drum w/ brass mallets      1. Bell of Ride

Perc. 2      3. very low Tom and China Cym.      *f* — *ff*      3. Cowbell      4. Vibra-slap      (S.D.)      (Spl. Cym.)      *mf*

Perc. 3      *f* — *ff*      *mf*

Perc. 4      *f* — *ff*      *mf*

Bells      *f* — *ff*

Xylo      *f* — *ff*      *mp* 45      46      47      *mp* — *f*      48      *mp* — *f*

Game of Bones

Flute      *mp* — *f*      *mp* — *f*      *mp* — *f*      *mp* — *f*

Oboe      *mp* — *f*      *mp* — *f*      *mp* — *f*      *mp* — *f*

Bassoon

Cl. 1      *mp* — *f*      *mp* — *f*

Cl. 2      *mp* — *f*      *mp* — *f*

B. Cl.

A. Sx. 1      *mp* — *f*      *mp* — *f*

T. Sx.

B. Sx.      *mf*

Tpt. 1

Tpt. 2

F Hn.      *mp* — *f*      *mp* — *f*      *mp* — *f*      *mp* — *f*

Trb. / Bar.      4      1      4      1      4      6      4      1

Tuba

Timpani      *mf*

Perc. 1      *x*      *x*      *x*      *x*      *x*      *x*      *x*

Perc. 2      *x*      *x*      *x*      *x*      *x*      *x*      *x*

Perc. 3      4. Vibra-slap      3. very low Tom      3. Splash Cym.

Perc. 4      *f*      *f*      3. Wood Block      *mf*      3. cowbell      *f*      *mf*

Bells

Xylo

## Game of Bones

55

Flute

Oboe

Bassoon *mf*

Cl. 1

Cl. 2

B. Cl. *mf*

A. Sx. 2 *mf*

T. Sx. *f*

B. Sx. *mf*

Tpt. 1

Tpt. 2 *f*

F Hn. *mf*

Trb. / Bar. *f*

Tuba *mf*

Timpani *mf*

Perc. 1  
Perc. 2 1. Hi-hat  
*mf*  
3. very low Tom

Perc. 3  
Perc. 4 1. Jam Block  
*f*  
*ff*

Bells *mf*

Xylo

Game of Bones

55

56

57

58

59 *mp* — *f*

60 *mp* — *f*

Game of Bones

69 Game of Bones  
div.

Flute: *fp* *fp*

Oboe:

Bassoon:

Cl. 1: *fp* *fp*

Cl. 2: *ff* *fp*

B. Cl.:

A. Sx. 1: *fp* *fp* *fp* *fp* *fp*

T. Sx.: *ff*

B. Sx.:

69

Tpt. 1: *fp* *fp*

Tpt. 2: *fp*

F Hn.: *ff* *fp*

Trb. / Bar.:

Tuba:

Timpani: *p* *f* *p*

Perc. 1: 2. Triangle *f* 1. Hi-hat *mfp*

Perc. 4: *mf* *p* *mf* *p* *mf* *p*

Bells: *ff* *mf*

Xylo:

67 68 69 70 71 72

trill 1/2 step C# to D      Game of Bones

77

Flute      f      trill 1/2 step C# to D      ff

Oboe      f      trill 1/2 step C# to D      ff

Bassoon      fp      fp      f      ff

Cl. 1      fp      fp      f      ff

Cl. 2      f      ff

B. Cl.      fp      fp      f      ff

A. Sx. 1      f      ff

T. Sx.      fp      fp      f      ff

B. Sx.      fp      fp      f      ff

Tpt. 1      fp      fp      f      ff

Tpt. 2      f      ff

F Hn.      f      ff

Trb. / Bar.      fp      fp      f      ff

Tuba      fp      fp      f      ff

Timp.      fp      fp      1. Snare Drum      2. Brake Drum      (S.D.)      f      mf

Perc. 1      x      > > > > >

Perc. 2      mp      f      ff      3. China Cym.      3. low Tom      mp      mf

Perc. 3      3. Splash Cym.      f

Perc. 4      mf      mf      f

Bells      f      ff

Xylo      f      ff

77      mf

Game of Bones

Flute

Oboe

Bassoon

Cl. 1

Cl. 2

B. Cl.

A. Sx. 1

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2

F Hn.

Trb. / Bar.

Tuba

Timp.

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Bells

Xylo

78 *f*      *mf* — *ff*      79      80      81 *f*      *mf* — *f*      82      *mf* — *ff*      83