

Heroes and Quests

John Prescott

1 Full Score	3 Bb Trumpet 1
1 Piccolo	3 Bb Trumpet 2
4 Flute 1	3 Bb Trumpet 3
4 Flute 2	2 F Horn 1
2 Oboe	2 F Horn 2
2 Bassoon	3 Trombone 1
3 Bb Clarinet 1	3 Trombone 2
3 Bb Clarinet 2	1 Bass Trombone
3 Bb Clarinet 3	2 Baritone B.C.
2 Bass Clarinet	2 Baritone T.C.
2 Alto Saxophone 1	5 Tuba
2 Alto Saxophone 2	1 Timpani
2 Tenor Saxophone	1 Marimba
1 Baritone Saxophone	1 Vibraphone
	1 Bells
	1 Percussion 1 – Triangle, Woodblock
	2 Percussion 2 – Snare Drum, 2 Concert Tom-toms
	3 Percussion 3 – Crash Cymbals, Bass Drum, Suspended Cymbal, Hi-hat, Finger Cymbal

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Program Notes

The story of a hero on a quest goes back through centuries of mythology and has been repeated, with different casts of characters, in almost every culture. In it, the hero embarks on an adventure and is confronted by adversity in various forms, often facing death or the supernatural. In the end, however, the hero wins and returns home a changed person. Examples include legends such as Gilgamesh from ancient Sumer and the Monkey King from China, literary characters such as Jane Eyre, and numerous more recent versions that have become part of popular culture.

This composition mirrors these legends by establishing the musical theme of the hero, subjecting it to variations of trials and tribulations, and then resolving back to a full and transformed version of the hero theme before the triumphant conclusion. The composer's invitation to each band that plays this piece is to identify its own hero to whom the performance can be dedicated. This might be someone who is well known, or perhaps a local hero who could attend the performance and be honored in that way.

About the Composer

John Prescott is a Professor of Music at Missouri State University, where he teaches theory, composition, and commercial music. His compositions include works for band, orchestra, chorus, solo, and chamber ensembles, as well as multi-media pieces, and have been performed nationally and internationally. Dr. Prescott holds degrees in music theory and composition from Florida State University and from the University of Kansas, where he studied composition with John Pozdro and James Barnes.

Heroes and Quests

John Prescott (ASCAP)

Opus 87

Majestically ♩ = ca. 72

Piccolo
f Fl. 1 div; bottom note + Fl. 2

Flute 1
2

Oboe
f

Bassoon

B♭ Clarinet 1
2

B♭ Clarinet 2
3

Bass Clarinet

Alto Saxophone 1
2

Tenor Saxophone

Baritone Saxophone

Majestically ♩ = ca. 72

B♭ Trumpet 1
2

B♭ Trumpet 2
3

F Horn 1
2

Trombone 1
2

Bass Trombone

Baritone

Tuba

Timpani
Ab, Bb, Db, Eb

Marimba
rubber mallets

Vibraphone

Bells

Percussion 1
Triangle, Wood Block

Percussion 2
Snare Drum, 2 Concert Tom-toms

Percussion 3
(2 players)
Crash Cymbals, Bass Drum, Suspended Cymbal, Hi-hat, Finger Cymbals

2 3 4 5 6

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Heroes and Quests - Score

Picc. *f*

Fl. 1 *f*

Fl. 2

Ob.

Bsn.

Cl. 1

Cl. 2

Cl. 3

B. Cl.

A. Sx. 1

A. Sx. 2

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2

Tpt. 3

Hn. 1

Hn. 2

Tbn. 1

Tbn. 2

B. Tbn.

Bar.

Tba.

Timp.

Mar.

Vib. *f*

Bells

Perc. 1

Perc. 2

Perc. 3

13 14 15 16 17 18

Heroes and Quests - Score

Picc.

Fl. 1
2

Ob.

Bsn.

Cl. 1

Cl. 2
3

B. Cl.

A. Sx. 1
2

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2
3

Hn. 1
2

Tbn. 1
2

B. Tbn.

Bar.

Tba.

Timp.

Mar.

Vib.

Bells

Perc. 1

Perc. 2

Perc. 3

19 20 21 22 23 24

29

Picc.
 Fl. 1
 2
 Ob.
 Bsn.
 Cl. 1
 Cl. 2
 3
 B. Cl.
 A. Sax. 1
 2
 T. Sax.
 B. Sax.
 Tpt. 1
 Tpt. 2
 3
 Hn. 1
 2
 Tbn. 1
 2
 B. Tbn.
 Bar.
 Tba.
 Timp.
 Mar.
 Vib.
 Bells
 Perc. 1
 Perc. 2
 Perc. 3

25 26 27 28 29 30

5

Heroes and Quests - Score

This musical score is for the piece "Heroes and Quests". It is a full orchestral score spanning measures 31 to 36. The instrumentation includes:

- Woodwinds:** Piccolo, Flute 1 & 2, Oboe, Bassoon, Clarinet 1 & 2, Bass Clarinet, Alto Saxophone 1 & 2, Tenor Saxophone, Baritone Saxophone.
- Brass:** Trumpet 1 & 2, Horn 1 & 2, Trombone 1 & 2, Baritone, Tuba.
- Timpani:** Timp.
- Percussion:** Maracas (Mar.), Vibraphone (Vib.), Bells, and three types of Percussion (Perc. 1, 2, 3).

The score features complex melodic lines for the woodwinds and strings, with prominent brass entries marked *ff* (fortissimo). The percussion section provides a rhythmic foundation, with maracas and vibraphone playing sustained patterns. The score is written for a full orchestra, with measures 31 through 36 shown on this page.

Heroes and Quests - Score

Picc.

Fl. 1
2

Ob.

Bsn.

Cl. 1
2
3

B. Cl.

A. Sx. 1
2

T. Sx.

B. Sx.

Tpt. 1
2
3

Hn. 1
2

Tbn. 1
2

B. Tbn.

Bar.

Tba.

Timp.

Mar.

Vib.

Bells

Perc. 1

Perc. 2

Perc. 3

37 38 39 40 41 42 43 *mf*

49

49

Picc.

Fl. 1
2

Ob.

Bsn.

Cl. 1
Cl. 2
3

B. Cl.

A. Sx. 1
2

T. Sx.

B. Sx.

Tuba cue

mf

57

Tpt. 1
Tpt. 2
3

Hn. 1
2

Tbn. 1
2

B. Tbn.

Bar.

Tba.

mf

Timp.

Mar.

Vib.

Bells

Wood Block

Perc. 1

f

Perc. 2

Hi-hat (closed)

mf

mf

Perc. 3

52 53 54 55 56 57 58

64

Solo

Picc. *f*

Fl. 1 2

Ob.

Bsn.

Cl. 1 *f*

Cl. 2 3

B. Cl.

A. Sx. 1 2

T. Sx.

B. Sx.

Tpt. 1 *f* st. mute

Tpt. 2 3 *f* Tpt. 2 only : st. mute

Hn. 1 2

Tbn. 1 2

B. Tbn.

Bar. *mf*

Tba.

Timp.

Mar.

Vib.

Bells

Perc. 1

Perc. 2

Perc. 3

59 60 61 62 63 64 65

Solo

71

Picc. *f*

Fl. 1 *f*

Ob.

Bsn.

Cl. 1 *mf*

Cl. 2 *mf*

B. Cl. *mf*

A. Sx. 1 *f*

T. Sx.

B. Sx. *mf*

Tpt. 1

Tpt. 2

Hn. 1

Tbn. 1

B. Tbn.

Bar.

Tba.

Timp.

Mar.

Vib.

Bells

Perc. 1

Perc. 2

Perc. 3

Hi-hat to Finger Cymbals

66 67 68 69 70 71

Heroes and Quests - Score

Picc.

Fl. 1
2

Ob.

Bsn.

Cl. 1

Cl. 2
3

B. Cl.

A. Sx. 1
2

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2
3

Hn. 1
2

Tbn. 1
2

B. Tbn.

Bar.

Tba.

Timp.

Mar.

Vib.

Bells

Perc. 1

Perc. 2

Perc. 3

72 73 74 75 76 77

(+ Cl. 3)

mf

Heroes and Quests - Score

78

Picc. *mf*

Fl. 1
2

Ob.

Bsn.

Cl. 1 *f*
a2 Cl. 2 only
Cl. 2/3 *f*

B. Cl.

A. Sx. 1 *tutti*
2 *mf*

T. Sx.

B. Sx.

78

Tpt. 1

Tpt. 2
3

Hn. 1
2

Tbn. 1
2

B. Tbn.

Bar. *mf*

Tba.

Timp. *mf*

Mar.

Vib.

Bells

Perc. 1 *to Tri.*

Perc. 2 (Toms: rims) *mf*

Perc. 3

78 79 80 81 82 83 84

85

Picc.

Fl. 1 2

tutti

mf

Ob.

Bsn.

Cl. 1

Cl. 2 3

B. Cl.

A. Sx. 1 2

T. Sx.

B. Sx.

85

Tpt. 1

Tpts. 2 and 3: cup mute

Tpt. 2 3

mf

a2

Hn. 1 2

mf

Tbn. 1 2

mf

B. Tbn.

Bar.

Tba.

Timp.

Mar.

Vib.

Bells

mf

Perc. 1

Perc. 2

Perc. 3

85 86 87 88 89 90 91

92

99

Picc.

Fl. 1
2

Ob.

Bsn.

Cl. 1
2
3

B. Cl.

A. Sx. 1
2

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2
3

Hn. 1
2

Tbn. 1
2

B. Tbn.

Bar.

Tba.

Timp.

Mar.

Vib.

Bells

Perc. 1

Perc. 2

Perc. 3

Fl. 1 div.

mf

open

Tbn. 1 only

mf

mf

mf

98 99 100 101 102 103

106

Picc.

Fl. 1
2

Ob.

Bsn.

Cl. 1

Cl. 2
3

B. Cl.

A. Sx. 1
2

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2
3

Hn. 1
2

Tbn. 1
2

B. Tbn.

Bar.

Tba.

Timp.

Mar.

Vib.

Bells

Perc. 1

Perc. 2

Perc. 3

Fl. 1 unis.
mf

mf
(+ Cl. 3)
mf

mf

mp

104 105 106 107 108 109 110

113

Picc.

Fl. 1
2

Ob.

Bsn.

Cl. 1

Cl. 2
3

B. Cl.

A. Sx. 1
2

T. Sx.

B. Sx.

113

tutti: cup mute

Tpt. 1

Tpt. 2
3

Hn. 1
2

a2

Tbn. 1
2

(+ Tbn. 2)

B. Tbn.

Bar.

Tba.

Timp.

Mar.

Vib.

Bells

Perc. 1

Perc. 2

Perc. 3

Finger Cymbals

111 112 *mf* 113 114 115 116

120

Picc.

Fl. 1
2

Ob.

Bsn.

Cl. 1
Cl. 2
3

B. Cl.

A. Sx. 1
2

T. Sx.

B. Sx.

f

f

f

Hn. cue

f

120

Tpt. 1
Tpt. 2
3

Hn. 1
2

Tbn. 1
2

B. Tbn.

Bar.

Tba.

Timp.

Mar.

Vib.

Bells

Perc. 1

Perc. 2

Perc. 3

Toms

mf

117

118

119

120

121

122

Picc.

Fl. 1
2

Ob.

Bsn.

Cl. 1
2
3

B. Cl.

A. Sx. 1
2

T. Sx.

B. Sx.

Tpt. 1
2
3

Hn. 1
2

Tbn. 1
2

B. Tbn.

Bar.

Tba.

Timp.

Mar.

Vib.

Bells

Perc. 1

Perc. 2

Perc. 3

123 124 125 126 127 128

mf

open

f

Tpt. 2 only: open

f

a2

f

f

Sus. Cym.: dome

rit.

Picc.

Fl. 1
2

Ob.

Bsn.

Cl. 1
2
3

B. Cl.

A. Sx. 1
2

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2
3

Hn. 1
2

Tbn. 1
2

B. Tbn.

Bar.

Tba.

Timp.

Mar.

Vib.

Bells

Perc. 1

Perc. 2

Perc. 3

+ Tpt. 3: open

move to edge →

129

130

131

132

133

134 Broadly ♩ = ca. 120

Heroes and Quests - Score

Picc.

Fl. 1
2

Ob.

Bsn.

Cl. 1
2
3

(Cl. 2 only) (+ Cl. 3)

B. Cl.

A. Sx. 1
2

tutti

T. Sx.

B. Sx.

Fl. 1 div

134 Broadly ♩ = ca. 120

Tpt. 1
2
3

Hn. 1
2

Tbn. 1
2

B. Tbn.

Bar.

Tba.

Timp.

Mar.

Vib.

Bells

to Tri.

Perc. 1

Perc. 2

Perc. 3

(S.D.)

(B.D.)

ff

mp

134 135 136 137 138 139 140 141

142 Heroically ♩ = ca. 144

Heroes and Quests - Score

Picc. *f*

Fl. 1 2

Ob.

Bsn. *mf*

Cl. 1 *mf*

Cl. 2 3 *mf*

B. Cl. *mf*

A. Sx. 1 2 *f* Hn. 1 cue

T. Sx. *mf*

B. Sx. *mf*

142 Heroically ♩ = ca. 144

Tpt. 1

Tpt. 2 3 *f* Tpt. 2 only

Hn. 1 2 *f* + Hn. 2 a2

Tbn. 1 2 *mf*

B. Tbn. *mf*

Bar. *mf*

Tba.

Timp. *mf*

Mar. *f*

Vib. *f*

Bells *f*

Perc. 1

Perc. 2 *f*

Perc. 3 *f*

142

143

144

145

146

147

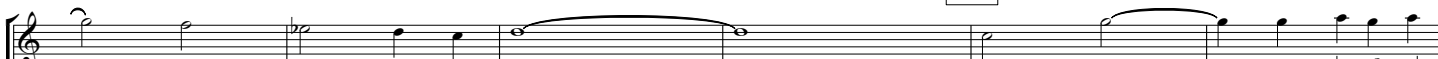
Heroes and Quests - Score

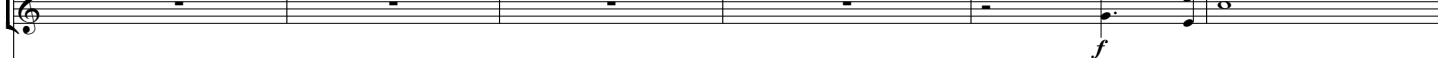
The musical score for 'Heroes and Quests' spans measures 148 to 153. The instrumentation includes:

- Picc.**: Piccolo
- Fl. 1, 2**: Flutes 1 and 2
- Ob.**: Oboe
- Bsn.**: Bassoon
- Cl. 1, 2**: Clarinets 1 and 2/3
- B. Cl.**: Bass Clarinet
- A. Sx. 1, 2**: Saxophones 1 and 2
- T. Sx.**: Tenor Saxophone
- B. Sx.**: Baritone Saxophone
- Tpt. 1, 2**: Trumpets 1 and 2/3
- Hn. 1, 2**: Horns 1 and 2
- Tbn. 1, 2**: Trombones 1 and 2
- B. Tbn.**: Baritone Trombone
- Bar.**: Baritone
- Tba.**: Tuba
- Timp.**: Timpani
- Mar.**: Maracas
- Vib.**: Vibraphone
- Bells**: Bells
- Perc. 1, 2, 3**: Percussion 1, 2, and 3

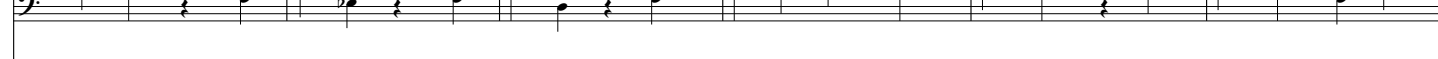
The score is written in 4/4 time. Measures 148 and 149 feature a Piccolo melody and a Bassoon melody. Measures 150 and 151 show a transition in the Piccolo melody. Measure 152 continues the Piccolo melody. Measure 153 features a Piccolo melody and a Bassoon melody. The percussion parts include a steady rhythm in Perc. 2 and a melodic line in Perc. 3.

158

Picc.  *f* 

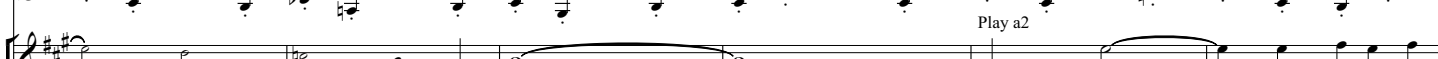
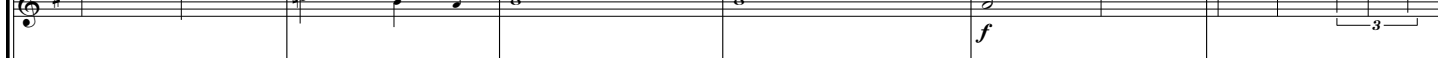
Fl. 1  *f* 

Fl. 2 

Ob.  *f* 

Bsn. 

Cl. 1  *f* 

Cl. 2  *f* 

Cl. 3 

B. Cl.  *f* 

A. Sx. 1  *f* 

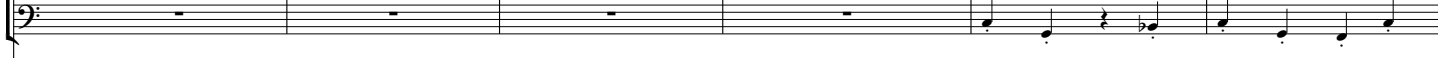
A. Sx. 2 

T. Sx. 

B. Sx. 

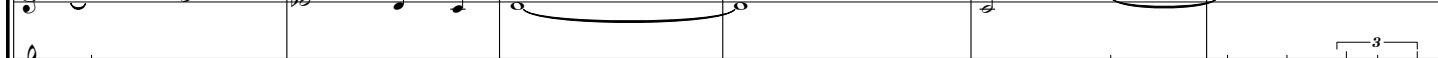
Tpt. 1  *f* 

Tpt. 2  *f* 

Tpt. 3  *f* 

Hn. 1  *f* 

Hn. 2 

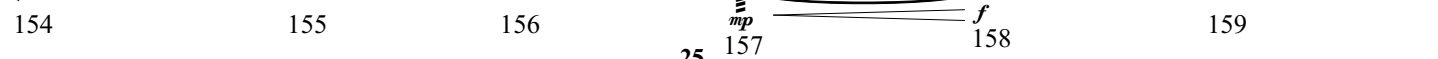
Tbn. 1 

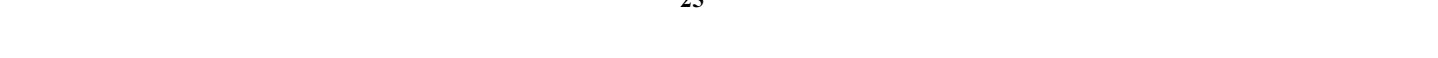
Tbn. 2 

B. Tbn. 

Bar. 

Tba. 

Timp.  *C to D♭* 

Mar.  *f* 

Vib.

Bells

Perc. 1

Perc. 2

Perc. 3 *mp*

154 155 156 157 158 159

Heroes and Quests - Score

This page of the musical score contains the following parts and markings:

- Picc.**: Piccolo
- Fl. 1, 2**: Flutes 1 and 2. Fl. 1 has a marking: "Fl. 1 div.; bottom note + Fl. 2".
- Ob.**: Oboe
- Bsn.**: Bassoon
- Cl. 1, 2, 3**: Clarinets 1, 2, and 3. Cl. 2 has a marking: "a2".
- B. Cl.**: Bass Clarinet
- A. Sx. 1, 2**: Alto Saxophones 1 and 2
- T. Sx.**: Tenor Saxophone
- B. Sx.**: Baritone Saxophone
- Tpt. 1, 2, 3**: Trumpets 1, 2, and 3
- Hn. 1, 2**: Horns 1 and 2
- Tbn. 1, 2**: Tubas 1 and 2
- B. Tbn.**: Baritone Trombone
- Bar.**: Baritone
- Tba.**: Tuba
- Timp.**: Timpani
- Mar.**: Maracas
- Vib.**: Vibraphone
- Bells**: Bells
- Perc. 1, 2, 3**: Percussion 1, 2, and 3

The score includes various musical notations such as notes, rests, and dynamic markings. The page number 160 is visible at the bottom left.

Heroes and Quests - Score

Picc.

Fl. 1
2

Ob.

Bsn.

Cl. 1
2
3

B. Cl.

A. Sx. 1
2

T. Sx.

B. Sx.

Tpt. 1
2
3

Hn. 1
2

Tbn. 1
2

B. Tbn.

Bar.

Tba.

Timp.

Mar.

Vib.

Bells

Perc. 1

Perc. 2

Perc. 3

unis. / a2

a2

f

f

f

a2

166 167 168 169 170 171

28

Picc.

Fl. 1
2

Ob.

Bsn.

Cl. 1

Cl. 2
3

B. Cl.

A. Sax. 1
2

T. Sax.

B. Sax.

Tpt. 1

Tpt. 2
3

Hn. 1
2

Tbn. 1
2

B. Tbn.

Bar.

Tba.

Timp.

Mar.

Vib.

Bells

Perc. 1

Perc. 2

Perc. 3

172

173

174

175

176

177

180

Picc. *tr*

Fl. 1 *tr*

Fl. 2 *tr*

Ob. *tr*

Bsn. *tr*

Cl. 1 *tr*

Cl. 2 *tr*

Cl. 3 *tr*

B. Cl. *tr*

A. Sx. 1 *tr*

A. Sx. 2 *tr*

T. Sx. *tr*

B. Sx. *tr*

Tpt. 1 *tr*

Tpt. 2 *tr*

Tpt. 3 *tr*

Hn. 1 *tr*

Hn. 2 *tr*

Tbn. 1 *tr*

Tbn. 2 *tr*

B. Tbn. *tr*

Bar. *tr*

Tba. *tr*

Timp. *tr*

Mar. *tr*

Vib. *tr*

Bells *tr*

Perc. 1 *tr*

Perc. 2 *tr*

Perc. 3 *tr*

178 *f*

179 *mf*

180 *f*

181 *f*

182

to Cr. Cyms.

Picc. *mf* *ff* Fl. 1 div.
 Fl. 1 *mf* *ff*
 Fl. 2 *mf* *ff*
 Ob. *mf* *ff*
 Bsn. *mf* *ff*
 Cl. 1 *fp* *ff*
 Cl. 2 *fp* *ff*
 Cl. 3 *fp* *ff*
 B. Cl. *fp* *ff*
 A. Sx. 1 *fp* *ff*
 A. Sx. 2 *fp* *ff*
 T. Sx. *fp* *ff*
 B. Sx. *fp* *ff*
 Tpt. 1 *fp* *ff*
 Tpt. 2 *fp* *ff*
 Tpt. 3 *fp* *ff*
 Hn. 1 *fp* *ff*
 Hn. 2 *fp* *ff*
 Tbn. 1 *fp* *ff*
 Tbn. 2 *fp* *ff*
 B. Tbn. *fp* *ff*
 Bar. *fp* *ff*
 Tba. *fp* *ff*
 Timp. *fp* *ff*
 Mar. *mf* *ff*
 Vib. *mf* *ff*
 Bells *mf* *ff*
 Perc. 1 *mf* *f* dampen
 Perc. 2 *fp* *f* choke
 Perc. 3 *fp* *f* dampen

183 184 185 186 187 188