

Games

Score

Randall D. Standridge
(ASCAP)

$\text{♩} = 160$

3 Part I

The musical score is arranged in a standard orchestral format with multiple staves. The instruments listed on the left are: Solo, Flute, Clarinet in B \flat , Alto Sax, Tenor Sax, Baritone Sax, Trumpet in B \flat 1, Trumpet in B \flat 2-3, Horn in F, Low Brass 1, Low Brass 2, Tuba, Synth, Electric Bass, Bells, Xylophone, Percussion (with sub-staves for Sus. Cym., Crash Cym., China Cym., Bass Drum, and Yum-Iam), Snare Drum, Quint Toms, and Bass Drums. The score is in 4/4 time with a tempo of 160. It features a variety of musical notations including dynamics (mf, p, f), articulation (accents, slurs), and performance instructions. The percussion section is particularly detailed, showing complex rhythmic patterns for the snare, toms, and bass drums. A large, diagonal watermark reading 'SAMPLED FOR LICENSING RIGHTS RESERVED' is overlaid across the entire page.

13

Solo

Fl.

B. Cl.

A. Sx.

T. Sx.

B. Sx.

B. Tpt. 1

B. Tpt. 2-3

Hn.

LB 1

LB 2

Tuba

Synth

E.B.

Bks.

Xylo.

Vib.

Mrb. 1

Mrb. 2

Perc. 1

Perc. 2

Perc. 3

S. Dr.

Quints

B. Dr.

ff

f

mp

p

Brake Drum

Crash Cym.

China Cym.

Sus. Cym.

Sus. Cym.

Sus. Cym.

12 13 14 15 16 17

Solo

Fl. *mp* *mf* *ff* *f* *8va* -----

B♭ Cl. *mp* *mf* *ff* *f*

A. Sax. *mp* *mf* *ff* *f*

T. Sax. *mp* *mf* *ff* *f*

B. Sax. *mp* *mf* *ff* *f*

B♭ Tpt. 1 *mp* *mf* *ff*

B♭ Tpt. 2-3 *mp* *mf* *ff*

Hrn. *mp* *mf* *ff*

LB 1 *mp* *mf* *ff*

LB 2 *mp* *mf* *ff*

Tuba *mp* *mf* *ff*

Synth *mp* *mf* *ff* *mf*

E.B.

Bsn. *mp* *mf* *ff*

Xylo. *mp* *mf* *ff*

Vib. *mp* *mf* *ff*

Mrb. 1 *mp*

Mrb. 2 *mp*

Perc. 1 *mp* *mf* *ff* *mp* Ride Cym. Dome

Perc. 2 *mp* *mf* *ff* *p* *mf*

Perc. 3 *mp* *mf* *ff* *mp* Wind Chimes

S.Dr. *mp* *mf* *f* *ff* *f* *mf* *mp*

Quints *mp* *mf* *f* *ff* *f* *mf* *mf*

B. Dr. *mp* *mf* *f* *ff* *mp* *mf*

24 25 26 27 28 29

This musical score is for 'Games - Part I' and spans measures 30 to 35. The score is written for a large ensemble. The instruments and their parts are as follows:

- Solo:** A single staff with a whole rest throughout the piece.
- Fl. (Flute):** Features a melodic line with eighth and sixteenth notes, including a trill in measure 31.
- B. Cl. (Bass Clarinet):** Mirrors the flute's melodic line.
- A. Sax. (Alto Saxophone):** Plays a rhythmic accompaniment of eighth notes.
- T. Sax. (Tenor Saxophone):** Mirrors the alto saxophone's part.
- B. Sax. (Baritone Saxophone):** Mirrors the tenor saxophone's part.
- B. Tpt. 1 (Bass Trumpet 1):** A whole rest.
- B. Tpt. 2-3 (Bass Trumpets 2-3):** A whole rest.
- Hrn. (Horn):** A whole rest.
- LB 1 (Low Brass 1):** A whole rest.
- LB 2 (Low Brass 2):** A whole rest.
- Tuba:** A whole rest.
- Synth. (Synthesizer):** Provides harmonic support with sustained chords and moving bass lines.
- E.B. (Electric Bass):** Provides a steady bass line with eighth notes.
- Bs. (Bassoon):** A whole rest.
- Xylo. (Xylophone):** A whole rest.
- Vib. (Vibraphone):** A whole rest.
- Mrb. 1 & 2 (Maracas):** Play a consistent rhythmic pattern of eighth notes.
- Perc. 1, 2, & 3 (Percussion):** Perc. 1 and 2 play rhythmic patterns, while Perc. 3 plays sustained notes.
- S.Dr. (Snare Drum):** Plays a rhythmic pattern of eighth notes with accents.
- Quints (Quintets):** Play a rhythmic pattern of eighth notes.
- B. Dr. (Bass Drum):** Plays a rhythmic pattern of eighth notes.

37

Solo

Fl. *mf*

B♭ Cl. *mf*

A. Sx. *mf*

T. Sx. *mf*

B. Sx. *mf*

B♭ Tpt. 1 *mp* *cresc.*

B♭ Tpt. 2-3 *mp* *cresc.*

Hrn. *mp* *cresc.*

LB 1 *mp* *cresc.*

LB 2 *mp* *cresc.*

Tuba *mp* *cresc.*

Synth *mf* *cresc.*

E.B. *cresc.*

Bls. *mp* *mf*

Xylo. *mf*

Vib. *mp* *mf*

Mrb. 1 *mf*

Mrb. 2 *mf*

Perc. 1 *mf* Hi-Hat

Perc. 2 *p* *mf*

Perc. 3 *mf* Triangle

S.Dr. *mf*

Quints *mf*

B. Dr. *mf*

36 37 38 39 40 41

Solo

Fl.

B♭ Cl.

A. Sax.

T. Sax.

B. Sax.

B♭ Tpt. 1

B♭ Tpt. 2-3

Hrn.

LB 1

LB 2

Tuba

Synth

E.B.

Bs.

Xylo.

Vib.

Mrb. 1

Mrb. 2

Perc. 1

Perc. 2

Perc. 3

S.Dr.

Quints

B. Dr.

f *ff* *mf*

p *ff* *mf*

Bass Drum

Solo

Fl.

B. Cl.

A. Sax.

T. Sax.

B. Sax.

B. Tpt. 1

B. Tpt. 2-3

Hrn.

LB 1

LB 2

Tuba

Synth

E.B.

Bsn.

Xylo.

Vib.

Mrb. 1

Mrb. 2

Perc. 1

Perc. 2

Perc. 3

S. Dr.

Quints

B. Dr.

mf *f* *mp* *f* *ff*

48 49 50 51 52 53

Solo

Fl. *fff*

B♭ Cl. *fff*

A. Sx. *fff*

T. Sx. *fff*

B. Sx. *fff*

B♭ Tpt. 1 *fff*

B♭ Tpt. 2-3 *fff*

Hrn. *fff*

LB 1 *fff*

LB 2 *fff*

Tuba *fff*

Synth *fff* *mf*

E.B. *fff* *mf*

Perc. *f*

Perc. *ff* *f*

Perc. *ff* *f*

Perc. *ff* *f*

Perc. 1

Perc. 2 *ff* *p* *f*

Perc. 3

S.Dr. *mp* *mf*

Quints *mp* *mf*

B. Dr. *mp* *mf*

Solo

Fl.

B♭ Cl.

A. Sax.

T. Sax.

B. Sax.

B♭ Tpt. 1

B♭ Tpt. 2-3

Hrn.

LB 1

LB 2

Tuba

Synth

E.B.

Bsn.

Xylo. *mf*

Vib. *mf*

Mrb. 1 *mf*

Mrb. 2 *mf*

Perc. 1

Perc. 2 *f* Stick on Dome of Sus. Cym. *p*

Perc. 3 *f* China Cym.

S. Dr. *f* *fp*

Quints *f* *fp*

B. Dr. *f* *fp*

60 61 62 63 64 65

66

This musical score is for 'Games - Part I', starting at measure 66. The score is written for a large ensemble and includes the following parts:

- Solo:** A single staff at the top, currently silent.
- Fl. (Flute):** Melodic line with dynamic markings.
- B. Cl. (Bass Clarinet):** Melodic line with dynamic markings.
- A. Sax. (Alto Saxophone):** Melodic line with dynamic markings.
- T. Sax. (Tenor Saxophone):** Melodic line with dynamic markings.
- B. Sax. (Baritone Saxophone):** Melodic line with dynamic markings.
- B. Tpt. 1 (Bass Trumpet 1):** Melodic line with dynamic markings.
- B. Tpt. 2-3 (Bass Trumpets 2-3):** Melodic line with dynamic markings.
- Hrn. (Horn):** Melodic line with dynamic markings.
- LB 1 (Lead Bass 1):** Bass line with dynamic markings.
- LB 2 (Lead Bass 2):** Bass line with dynamic markings.
- Tuba:** Bass line with dynamic markings.
- Synth (Synthesizer):** Two staves with dynamic markings.
- E.B. (Electric Bass):** Bass line with dynamic markings.
- Bls. (Basses):** Melodic line with dynamic markings.
- Xylo. (Xylophone):** Rhythmic line with dynamic markings.
- Vib. (Vibraphone):** Rhythmic line with dynamic markings.
- Mrb. 1 (Maracas 1):** Rhythmic line with dynamic markings.
- Mrb. 2 (Maracas 2):** Rhythmic line with dynamic markings.
- Perc. 1 (Percussion 1):** Rhythmic line with dynamic markings.
- Perc. 2 (Percussion 2):** Rhythmic line with dynamic markings.
- Perc. 3 (Percussion 3):** Rhythmic line with dynamic markings.
- S.Dr. (Snare Drum):** Rhythmic line with dynamic markings.
- Quints (Quintz):** Rhythmic line with dynamic markings.
- B. Dr. (Bass Drum):** Rhythmic line with dynamic markings.

The score includes various musical notations such as notes, rests, and dynamic markings (e.g., *f*). A large watermark 'ALL RIGHTS RESERVED' is overlaid diagonally across the page.

Musical score for Games - Part I, page 76. The score includes staves for Solo, Fl., B. Cl., A. Sx., T. Sx., B. Sx., B. Tpt. 1, B. Tpt. 2-3, Hn., LB 1, LB 2, Tuba, Synth, E.B., Bsn., Xylo., Vib., Mrb. 1, Mrb. 2, Perc. 1, Perc. 2, Perc. 3, S. Dr., Quints, and B. Dr. The score features various musical notations such as notes, rests, dynamics (*fp*, *f*), and articulation marks.

Solo

Fl.

B. Cl.

A. Sx.

T. Sx.

B. Sx.

B. Tpt. 1

B. Tpt. 2-3

Hn.

LB 1

LB 2

Tuba

Synth

E.B.

Bln.

Xylo.

Vib.

Mrb. 1

Mrb. 2

Perc. 1

Perc. 2

Perc. 3

S. Dr.

Quints

B. Dr.

f *mf* *ff*

78 79 80 81 82 83

Games

Score

Part II

Musical score for Part II of 'Games'. The score is written for a large ensemble including woodwinds, brass, strings, and percussion. The key signature is B-flat major and the time signature is 4/4. The score is divided into six measures, with measure numbers 1 through 6 indicated at the bottom. The percussion section includes Snare Drum, Quint Toms, Bass Drums, and three Percussion parts (1, 2, 3). The string section includes Electric Bass, Synth, and Bells. The woodwind section includes Solo, Flute, Clarinet in Bb, Alto Sax, Tenor Sax, Baritone Sax, Trumpet in Bb 1, Trumpet in Bb 2-3, and Horn in F. The brass section includes Low Brass 1, Low Brass 2, and Tuba. The score features various dynamics such as *p*, *f*, *mf*, and *mp*, and includes performance markings like *dim.* and *mf*. The percussion parts include specific instructions for Crash Cym., China Cym., Crash on Sus. Cym., Ride Cym. Dome, Bass Drum Tam-Tam, and Crotales. The string parts include *f* and *dim.* markings. The woodwind and brass parts are mostly rests, with some notes in the Solo part.

rit.

12 ♩=80

Solo

Fl.

B♭ Cl.

A. Sx.

T. Sx.

B. Sx.

B♭ Tpt. 1

B♭ Tpt. 2-3

Hn.

LB 1

LB 2

Tuba

rit.

12 ♩=80

Synth

E.B.

Bls.

Xyl.

Vib.

Mrb.

Perc. 1

Perc. 2

Perc. 3

S.Dr.

Quints

B. Dr.

Wind Chimes

Sus. Cym.

Tam-Tam

mp

mf

p

pp

p

pp

mp

p

pp

Solo

Fl.

B♭ Cl.

A. Sx.

T. Sx.

B. Sx.

B♭ Tpt. 1

B♭ Tpt. 2-3

Hn.

LB 1

LB 2

Tuba

Synth

E. B.

Bls.

Xyl.

Vib.

Mrb.

Perc. 1

Perc. 2

Perc. 3

S. Dr.

Quints

B. Dr.

ff

mf

Sus. Cym.

13 14 15 16 17 18

20

24

Solo

Fl.

B^b Cl.

A. Sx.

T. Sx.

B. Sx.

B^b Tpt. 1

B^b Tpt. 2-3

Hn.

LB 1

LB 2

Tuba

20

24

Synth

E. B.

Bls.

Xyl.

Vib.

Mrb.

Perc. 1

Perc. 2

Perc. 3

S. Dr.

Quints

B. Dr.

Wind Chimes

32

Solo

Fl.

B♭ Cl.

A. Sx.

T. Sx.

B. Sx.

B♭ Tpt. 1

B♭ Tpt. 2-3

Hn.

LB 1

LB 2

Tuba

32

Synth

E. B.

Bls.

Xyl.

Vib.

Mrb.

Perc. 1

Perc. 2

Perc. 3

S. Dr.

Quints

B. Dr.

41

Solo

Fl.

B♭ Cl.

A. Sx.

T. Sx.

B. Sx.

B♭ Tpt. 1

B♭ Tpt. 2-3

Hn.

LB 1

LB 2

Tuba

This section of the score covers measures 41 through 44 for woodwind and brass instruments. The Solo part is a whole rest. The Flute (Fl.) part features a rhythmic pattern of eighth notes, starting with a forte (f) dynamic. The Clarinet in B-flat (B♭ Cl.) and Saxophone in A (A. Sx.) parts have similar rhythmic patterns. The Saxophone in Tenor (T. Sx.) and Bass (B. Sx.) parts play sustained notes. The Trumpets in B-flat (B♭ Tpt. 1 and 2-3) and Horns (Hn.) parts play sustained notes with accents. The Low Brass (LB 1, LB 2) and Tuba parts play sustained notes with accents.

41

Synth

E.B.

Bls.

Xyl.

Vib.

Mrb.

Perc. 1

Perc. 2

Perc. 3

S.Dr.

Quints

B. Dr.

This section of the score covers measures 41 through 44 for percussion and keyboard instruments. The Synth part plays sustained chords. The Electric Bass (E.B.) part plays sustained notes. The Basses (Bls.) part features a rhythmic pattern of eighth notes, starting with a forte (f) dynamic. The Xylophone (Xyl.), Vibraphone (Vib.), and Maracas (Mrb.) parts have similar rhythmic patterns. The Percussion parts (Perc. 1, 2, 3) play sustained notes with accents. The Snare Drum (S.Dr.), Quints, and Bass Drum (B. Dr.) parts play rhythmic patterns with accents.

Musical score for Games - Part II, page 47. The score includes staves for Solo, Fl., B♭ Cl., A. Sax., T. Sax., B. Sax., B♭ Tpt. 1, B♭ Tpt. 2-3, Hrn., LB 1, LB 2, Tuba, Synth, E. B., Bsn., Xyl., Vib., Mrb., Perc. 1, Perc. 2, Perc. 3, S. Dr., Quints, and B. Dr. The score features various dynamics such as *f*, *fp*, *fff*, and *mf*, and includes a large watermark reading "ALL RIGHTS RESERVED" diagonally across the page.

Games

Score

Randall D. Standridge
(ASCAP)

Part III

$\text{♩} = 124$

3

Musical score for Part III of 'Games'. The score is written for a large ensemble, including woodwinds, brass, strings, and percussion. The tempo is marked as $\text{♩} = 124$. The score is divided into measures 1 through 6. A large watermark 'SAMPLE RIGHTS RESERVED' is overlaid diagonally across the page. The score includes parts for Solo, Flute, Clarinet in B \flat , Alto Sax, Tenor Sax, Baritone Sax, Trumpet in B \flat 1, Trumpet in B \flat 2-3, Horn in F, Low Brass 1, Low Brass 2, Tuba, Synth, Electric Bass, Bells, Xylophone, Vibraphone, Marimba 1, Marimba 2, Percussion 1, Percussion 2, Percussion 3, Snare Drum, Quint Toms, and Bass Drums. Dynamics include *f*, *mf*, and *mf*. Specific percussion parts are labeled 'Brake Drum' and 'Bass Drum'. The score is marked with a '3' in a box above measure 3.

$\text{♩} = 124$

3

rit.

Musical score for 'Games - Part III' featuring various instruments including Solo, Fl., B♭ Cl., A. Sx., T. Sx., B. Sx., B♭ Tpt. 1, B♭ Tpt. 2-3, Hn., LB 1, LB 2, Tuba, Synth, E.B., Bln., Xylo., Vib., Mrb. 1, Mrb. 2, Perc. 1, Perc. 2, Perc. 3, S.Dr., Quints, and B. Dr. The score includes a large watermark: 'NOT LICENSED FOR PERFORMANCE'. The score is divided into measures 13 through 18. A 'rit.' (ritardando) marking is present above measure 17. A 'mp' (mezzo-piano) marking is present below measure 17. The score is written in 4/4 time and features a variety of rhythmic patterns and dynamics.

19 ♩=160

23

Solo

FL.

B♭ Cl.

A. Sx.

T. Sx.

B. Sx.

B♭ Tpt. 1

B♭ Tpt. 2-3

Hn.

LB 1

LB 2

Tuba

19 ♩=160

23

Synth

E.B.

Bls.

Xylo.

Vib.

Mrb. 1

Mrb. 2

Perc. 1

Perc. 2

Perc. 3

S.Dr.

Quints

B. Dr.

This musical score is for 'Games - Part III' and spans measures 25 to 30. The instrumentation includes:

- Solo:** Melodic line in the upper register.
- Flute (Fl.):** Rests throughout.
- B♭ Clarinet (B♭ Cl.):** Rests throughout.
- Alto Saxophone (A. Sax.):** Rests throughout.
- Tenor Saxophone (T. Sax.):** Rests throughout.
- Bass Saxophone (B. Sax.):** Rests throughout.
- B♭ Trumpet 1 (B♭ Tpt. 1):** Rests throughout.
- B♭ Trumpets 2-3 (B♭ Tpt. 2-3):** Rests throughout.
- Horn (Hn.):** Rests throughout.
- Low Brass 1 (LB 1):** Rests throughout.
- Low Brass 2 (LB 2):** Rests throughout.
- Tuba:** Provides a steady bass line with quarter notes.
- Synth:** Provides harmonic support with sustained notes.
- E.B. (Electric Bass):** Provides a steady bass line with quarter notes.
- Blouse (Bls.):** Rests in measures 25-26, then plays a melodic line starting in measure 27.
- Xylo. (Xylophone):** Rests in measures 25-26, then plays a melodic line starting in measure 27 with a *mf* dynamic.
- Vib. (Vibraphone):** Provides harmonic support with sustained notes.
- Mrb. 1 (Maracas 1):** Provides a steady rhythmic accompaniment.
- Mrb. 2 (Maracas 2):** Provides a steady rhythmic accompaniment.
- Perc. 1 (Percussion 1):** Rests throughout.
- Perc. 2 (Percussion 2):** Rests throughout.
- Perc. 3 (Percussion 3):** Provides a steady rhythmic accompaniment with accents.
- S.Dr. (Snare Drum):** Provides a steady rhythmic accompaniment with accents.
- Quints (Quintets):** Rests throughout.
- B. Dr. (Bass Drum):** Provides a steady rhythmic accompaniment with accents.

31

Solo

Fl. *mf*

B♭ Cl. *mf*

A. Sx. *mf*

T. Sx. *mf*

B. Sx. *mf*

B♭ Tpt. 1 *mf*

B♭ Tpt. 2-3 *mf*

Hn. *mf*

LB 1 *mf*

LB 2 *mf*

Tuba *mf*

31

Synth *mf*

E.B.

Bls.

Xylo.

Vib.

Mrb. 1

Mrb. 2

Perc. 1 Wind Chimes *mf*

Perc. 2 *mf*

Perc. 3

S.Dr. *mf*

Quints *mf*

B. Dr. *mf*

47

Solo

Fl.

B♭ Cl.

A. Sx.

T. Sx.

B. Sx.

B♭ Tpt. 1

B♭ Tpt. 2-3

Hn.

LB 1

LB 2

Tuba

This section of the score covers measures 43 through 46. It includes parts for Solo, Flute, B♭ Clarinet, Alto Saxophone, Tenor Saxophone, Baritone Saxophone, B♭ Trumpet 1, B♭ Trumpets 2-3, Horns, Low Brass 1, Low Brass 2, and Tuba. The music is primarily in a B♭ major key signature. The flute and saxophones have melodic lines, while the brass instruments provide harmonic support. A dynamic marking of *mf* is present in the flute part at measure 47.

47

Synth

E.B.

Bls.

Xylo.

Vib.

Mrb. 1

Mrb. 2

Perc. 1

Perc. 2

Perc. 3

S.Dr.

Quints

B. Dr.

This section of the score covers measures 47 and 48. It includes parts for Synth, Euphonium, Baritone Saxophone, Clarinet, Xylophone, Vibraphone, Maracas 1, Maracas 2, Percussion 1, Percussion 2, Percussion 3, Snare Drum, Quints, and Bass Drum. The music continues with a melodic line in the baritone saxophone and a rhythmic accompaniment in the percussion and string sections. Dynamic markings include *mf* and *mp*.

Musical score for Games - Part III, page 9. The score includes staves for Solo, FL, B♭ Cl., A. Sax., T. Sax., B. Sax., B♭ Tpt. 1, B♭ Tpt. 2-3, Hn., LB 1, LB 2, Tuba, Synth, E.B., Bln., Xylo., Vib., Mrb. 1, Mrb. 2, Perc. 1, Perc. 2, Perc. 3, S. Dr., Quints, and B. Dr. The score features various musical notations such as notes, rests, dynamics (mf, f, p), and articulation marks.

55

Solo

FL.

B♭ Cl.

A. Sx.

T. Sx.

B. Sx.

B♭ Tpt. 1

B♭ Tpt. 2-3

Hn.

LB 1

LB 2

Tuba

55

Synth

E.B.

Bls.

Perc.

Vib.

Mrb. 1

Mrb. 2

Perc. 1

Perc. 2

Perc. 3

S.Dr.

Quints

B. Dr.

64

Solo

FL

B♭ Cl.

A. Sx.

T. Sx.

B. Sx.

B♭ Tpt. 1

B♭ Tpt. 2-3

Hn.

LB 1

LB 2

Tuba

Synth

E.B.

Bln.

Perc.

Vib.

Mrb. 1

Mrb. 2

Perc. 1

Perc. 2

Perc. 3

S.Dr.

Quints

B. Dr.

64

61 62 63 64 65 66

68

Musical score for Games - Part III, page 13. The score includes parts for Solo, FL, B♭ Cl., A. Sax., T. Sax., B. Sax., B♭ Tpt. 1, B♭ Tpt. 2-3, Hn., LB 1, LB 2, Tuba, Synth, E.B., Bln., Perc., Vib., Mrb. 1, Mrb. 2, Perc. 1, Perc. 2, Perc. 3, S.Dr., Quints, and B. Dr. The score is marked with dynamics such as *ff*, *mf*, and *mp*, and includes various musical notations like slurs and accents.

Solo

Fl.

B♭ Cl.

A. Sx.

T. Sx.

B. Sx.

B♭ Tpt. 1

B♭ Tpt. 2-3

Hn.

LB 1

LB 2

Tuba

Synth

E.B.

Bln.

Perc.

Vib.

Mrb. 1

Mrb. 2

Perc. 1

Perc. 2

Perc. 3

S.Dr.

Quints

B. Dr.

p

ff

ff

ff

Crash Cym