FOR CONCERT BAND I GRADE 11/2

TYLER S. GRAN

INSTRUMENTATION

Flute Oboe Bassoon

Clarinet in Bb 1

Clarinet in Bb 2

Bass Clarinet

Alto Saxophone

Tenor Saxophone Baritone Saxophone Trumpet in Bb 1 Trumpet in Bb 2 Horn in F Trombone/Euphonium B.C. Euphonium T.C. Tuba Timpani

Mallet Percussion Bells/Marimba

Percussion 1 (2 players) Wind Chimes/Triangle/Snare Drum, Bass Drum

chas

Percussion 2 China Cymbal/Thunder Sheet*

Percussion 3

Tam-tam/Crash Cymbals/Ride Cymbal * In absence of Thunder Sheet, Tam-tam can be used as a substitute. If you use this method, Percussion 2 and Percussion 3 can share the same Tam-tam.

Conductor's Score & Parts: TSG-B038 Conductor's Score: TSG-B038S



ABOUT TYLER

Tyler S. Grant is an internationally recognized composer, arranger, conductor, and clinician of music for concert bands, orchestras, and chamber ensembles of all levels. His music is featured regularly in performances by both region and all state honor ensembles and is also featured annually on Editor's or Publisher's Choice Repertoire Lists around the world. Since 2010, Tyler has regularly accepted commissions for new works and produced new publications for bands and orchestras each year. He credits his mentor Brian Balmages as pivotal to his success as

a composer. Notable performance venues of his works include The Midwest Clinic, Carnegie Hall, Music for All's National Concert Band Festival, the Meyerson Symphony Center, the Macy's Thanksgiving Day Parade, Bands of America Grand Nationals, and numerous state-wide, national, and international music conferences and conventions. In addition to composing and arranging, Tyler enjoys conducting and clinic engagements with ensembles throughout the United States. He has served as a clinician with over 100 school instrumental music programs and honor groups across more than 25 states. Tyler was a contributing author for Alfred Music Publishing Company's *Sound Innovations: Ensemble Development* series and has contributed interviews to numerous podcasts and articles including School Band & Orchestra Magazine and The Instrumentalist. He currently resides in Atlanta, Georgia, and maintains an active composing and conducting schedule. To learn more about Tyler, visit www.tylersgrant.com!

PROGRAM NOTES

When I was approached to write a work for the Kentucky Music Educators Association District 7 Honor Band, I found an article discussing a landmark tree that has been a subject of interest for many locals. This tree (locally known as The Witches' Tree) is unique in shape after being struck by lightning in the late 1800s. It is rumored to have been a gathering place for local witches, and some have even described its shape as being the portal to an unknown underworld. This unique tree became my inspiration for *Shadow Realm*.

While I did not intend to write a piece that would depict witches, I did wonder what it might be like to portray a mysterious underworld filled with shadows and mystique. I chose to use shifting tonal centers to keep the listener (and performer) on the edge of their seat and somewhat unsettled. Beginning with a bold declaration of the main theme, the music depicts the awe and grandeur of looking into the mysterious portal and wondering what lies beyond the entrance to the Shadow Realm. The music moves into a faster section that builds in suspense as the shadows reveal their sinister and mischievous behavior.

COMPANION GUIDE AVAILABLE! Download the FREE Companion Guide for this piece today! Exercises include: Unison Melody Exercises Rhythm Exercises Articulation Studies

Chorales & Chord Studies

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PERCUSSION NOTES

This piece calls for the use of a Thunder Sheet. In absence of a Thunder Sheet, Tam-tam can be used as a substitute. If you use this method, Percussion 2 and Percussion 3 can share the same Tam-tam.

SUGGESTED PERCUSSION PART ASSIGNMENTS

Here are a few suggested methods for assigning, omitting, and/or doubling parts based on your ensemble's unique instrumentation. The following is done with player engagement in mind, though you are welcome to adjust as you see fit.

Shadow Realm by Tyler S. Grant - SUGGESTED PERCUSSION ASSIGNMENTS CHART

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(Play Percussion 2 ms. 1-14, then switch to Percussion 3 for ms. 15-end) (China Cymbal/ Thunder Sheer) (Bass Drum) (Wind Chimes/ Trangle/Snare Drum) (Wind Chimes/ Trangle/Snare Drum) (double Maller Percussion - don't play measures 14-24) PLAYER 5 Perc. 3 (Tam-tam)/Crash Cymbal/Ride Cymbal) Perc. 1 (China Cymbal/ Thunder Sheer) Perc. 1 (Bass Drum) Perc. 1 (Bass Drum) Perc. 1 (Bass Drum) Perc. 1 (Bass Drum) Add Vibraphone - Low Octave (double Maller Percussion - don't play measures 14-24) PLAYER 6 Perc. 3 (Tam-tam)/Crash Cymbal/Ride Cymbal) Perc. 3 (Tam-tam)/Crash Cymbal/Ride Cymbal) Perc. 2 (China Cymbal/ Thunder Sheer) Perc. 1 (Bass Drum) Perc. 1 (Wind Chimes/ Triangle/Snare Drum) Perc. 1 (Bass Drum) PLAYER 7 Perc. 8 (Drum 2 Drum) Perc. 3 (Crash Cymbal/ Ride Cymbal) Perc. 3 (Crash Cymbal/ Ride Cymbal) Perc. 3 (Crash C		4 PLAYERS	5 PLAYERS	6 PLAYERS (MINIMUM TO COVER ALL WRITTEN PARTS)	7 PLAYERS	8 PLAYERS	9 PLAYERS	10 PLAYERS
(Bells/Marimba) (Bells/Marimba) (Bells/Marimba) (Bells/Marimba) (Bells/Marimba) (Bells) (Bells) PLAYER 3 Perc. 1 (Wind Chimes/ Triangle/Snare Drum) Perc. 1 (Wind Chimes/ Triangle/Snare Drum) Perc. 1 (Wind Chimes/ Triangle/Snare Drum) Perc. 1 (Wind Chimes/ Triangle/Snare Drum) Add Vibraphone, Add Vibraphone, 14-24) Mallet Perc. (Marimba) Mallet Perc. (Marimba) PLAYER 4 Perc. 2 & & 3 (Parc. 2 & & 3 (Parc. 2 & & 3 (Das Drum) Perc. 1 (Bas Drum) North Chimes/ Procession - don't play measures Add Vibraphone, (double Mallet Percussion - don't play measures Add Vibraphone, (double Mallet Percussion - don't play measures Add Vibraphone, (double Mallet Percussion - don't play measures Perc. 1 (Wind Chimes/ Triangle/Snare Drum) Perc. 1 (Wind Chimes/ Triangle/Snare Drum) Perc. 1 (Wind Chimes/ Triangle/Snare Drum) <td< td=""><td>PLAYER 1</td><td>Timpani</td><td>Timpani</td><td>Timpani</td><td>Timpani</td><td>Timpani</td><td>Timpani</td><td>Timpani</td></td<>	PLAYER 1	Timpani	Timpani	Timpani	Timpani	Timpani	Timpani	Timpani
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(Play Percussion 2 ms. 1-14, then switch to Percussion 3 for ms. 15-end)(China Cymbal/ Thunder Sheet)(Bass Drum) (Wind Chime/ Triangle/Snare Drum)(Wind Chimes/ Irrangle/Snare Drum)(double Mallet Percussion - don't play measures 14-24)High Octave (double Mallet Percussion - don't play measures 14-24)PLAYER 5Perc. 3 (Cam-tam/Crash Cymbal/Ride Cymbal)Perc. 3 (Cam-tam/Crash Cymbal/Ride Cymbal/RidePerc. 3 (Cam-tam/Crash Cymbal/Ride Cymbal/RidePerc. 3 (Cam-tam/Crash Cymbal/Ride Cymbal/RidePerc. 3 (China Cymbal/ Thunder Sheet)Perc. 1 (Bass Drun)Add Vibraphone - Low Octave (double Mallet Percussion - don't play measures 14-24)PLAYER 6Perc. 3 (Cam-tam/Crash Cymbal/Ride Cymbal)Perc. 3 (China Cymbal/Ride Cymba	PLAYER 3	(Wind Chimes/	(Wind Chimes/	(Wind Chimes/	Percussion - don't play measures	Percussion - don't	Mallet Perc. (Marimba)	
PLAYER 6(Tam-tam/Crash Cymbal/Ride Cymbal)(China Cymbal/ Thunder Sheer)(Bass Drum)(Bass Drum)(Wind Chimes/ Triangle/Snare Drum)Low Octave (double Mallet 	Player 4	(Play Percussion 2 ms. 1-14, then switch to Percussion 3 for ms.	(China Cymbal/		(Wind Chimes/ Triangle/Snare	(Wind Chimes/ Triangle/Snare	(double Maîlet Percussion - don't play measures	Percussion - don't play
PLAYER 7 Tam-tam/Crash Cymbal/Ride Cymbal/ Plunder Sheet) (China Cymbal/ Thunder Sheet) (Bass Drum) (Wind Chimes/ Triangle/Snare Drum Prunder Sheet) PLAYER 7 PLAYER 7 Perc. 3 Perc. 3 Perc. 3 Perc. 3 Perc. 1 Bass Drum) Perc. 1 Bass Drum) Bass Drum) Perc. 1 Bass Drum) Perc. 1 Bass Drum) Bass Drum) Perc. 1 Bass Drum) Perc. 1 Bass Drum) Bass Drum) Perc. 3 China Cymbal/ Bass Drum) Perc. 2 China Cymbal/ Bass Drum) Perc. 2 China Cymbal/ Bass Drum) Perc. 2 China Cymbal/ Bass Drum) Perc. 3 China Cymbal/ China Cymbal/ Bass Drum) Perc. 3 China Cymbal/ China Cymbal/ Ride Cymbal/ Ride Cymbal/ Perc. 3 China Cymbal/ Thunder Sheet) Perc. 3 Crash Cymbal/ China Cymbal/ Thunder Sheet) Perc. 3 Crash Cymbal/ <td>PLAYER 5</td> <td></td> <td>(Tam-tam/Crash Cymbal/Ride</td> <td>(China Cymbal/</td> <td></td> <td>Perc. 1 (Bass Drum)</td> <td>(Wind Chimes/ Triangle/Snare</td> <td>(double Mallet Percussion - don't play</td>	PLAYER 5		(Tam-tam/Crash Cymbal/Ride	(China Cymbal/		Perc. 1 (Bass Drum)	(Wind Chimes/ Triangle/Snare	(double Mallet Percussion - don't play
PLAYER 8 (Tam-tam/Crash Cymbal/Ride Cymbal) (Tam-tam) (China Cymbal/ Thunder Sheet) (Bass Drum) PLAYER 9 Perc. 3 (Crash Cymbal) Perc. 3 (Crash Cymbal) Perc. 3 (Crash Cymbal) Perc. 3 (Crash Cymbal/ Ride Cymbal) Perc. 3 (Crash Cymbal/ Ride Cymbal) Perc. 3 (Tam-tam) PLAYER 10 Perc. 3 Perc. 3 (Crash Cymbal) Perc. 3 (Crash Cymbal) Perc. 3 (Crash Cymbal) Perc. 3 (Crash Cymbal)	Player 6			(Tam-tam/Crash Cymbal/Ride	(China Cymbal/	(China Cymbal/		Perc. 1
PLAYER 9 (Crash Cymbal/ Ride Cymbal) (Tam-tam) (China Cymbal/ Thunder Sheet) PLAYER 10 Perc. 3 (Crash Cymbal) Perc. 3 (Crash Cymbal) Perc. 3 (Tam-tam)	PLAYER 7			C C	(Tam-tam/Crash Cymbal/Ride		(China Cymbal/	
PLAYER 10 (Crash Cymbal/ Ride Cymbal) (Tam-tam) Perc. 3 (Crash Cymbal/Ride	PLAYER 8					(Crash Cymbal/		(China Cymbal/
(Crash Cymbal/Ride	PLAYER 9						(Crash Cymbal/	
Cymbal)	PLAYER 10		2					Perc. 3 (Crash Cymbal/Ride Cymbal)

Commissioned by the Kentucky Music Educators Association District 7 Honor Band

SHADOW REALM

Tyler S. Grant (ASCAP)



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