

## **A BRIEF HISTORY OF MUSIC**

This piece gives the listener a journey through the Medieval, Baroque, Classical, Romantic, 20th Century and Pop periods of music.

The main theme is taken from the traditional French folk melody *Clown Dance*, and changes in style with each different period of music; for instance, in the romantic section, the tune is played in a minor key, and the backing track has big orchestral instruments.

The key to this piece is locking into the tempo changes as quickly as you can.

## **WARRIOR**

This piece was inspired by the music from epic films of Greek gods, pirates of the seven seas and tales from middle earth. Underpinned by big drum sounds and a strong rhythm, Warrior needs to be played with massive dynamics and full commitment!

## **G-FUNK**

G-Funk is inspired by the hip hop movement of the late 90's, with a "Dre style" piano vibe. The rhythm in this piece is "swung," which means that the sixteenth notes are not played in straight time. The pairs of sixteenth notes should be played with the first note slightly longer than the second note giving the swinging feel.

## **NIGHTMARE**

Nightmare is a short piece of program music, giving the listener a chance to imagine what and wherever their mind will take them.

Using a short phrase with longer notes, Nightmare builds on the theme each few bars, increasing the number of notes and increasing in volume, until reaching a climax and dying away.

## **SETTING SUN**

This beautiful backing track, set on a golden sandy beach, is written in the style of the minimalist piano composers of this century. It draws on folk melodies and flowing lines, with sparse orchestration.

The focus of this piece is on long flowing phrases and delicate dynamic changes.

## **LONG ROAD HOME**

This piece, calling on the influences of great film composers of the modern era such as John Williams and Hans Zimmer, is another piece of program music, painting the scene of a weary army, trudging back along deserted roads, dreaming of the welcome and loving arms they will receive after their long absence.

It relies on 8 chords, with the powerful and uplifting melody slowly building and building to a loud climax, and a sharp drop in volume right at the end.

### **YOUTUBER (Like My Page)**

This piece was inspired by my youngest children watching popular YouTube channels. Just hearing the music over and over, whilst pictures of cute cats scrolled across the screen, was enough for me to run into my studio and lock the door. There I wrote a very catchy tune and backing track to play along to, and the rest, as they say, is History.

The main technical point in this piece is the “syncopated” rhythm. Syncopation is a musical technique where stress is given to the weak beats instead of the strong beats, which gives the piece its light and fun vibe.

### **I FEEL IT COMING**

Now, this isn't what you hear every day...Drum and Bass instrumental solos! ... but that's what you've got!

In the style of modern day commercial vocal drum and bass artists (Sigma/DJ Fresh), the solo instrumental part is playing the vocal line, while accompanied by loud drums, uplifting synths and a big bassline.

As with YouTuber, the main focus is on syncopation. Syncopation is a musical technique where stress is given to the weak beats, instead of the strong beats. This piece is also quite fast, so you will have to keep up.

### **DOVREGUBBEN (Retro Gamer)**

The strange name of this piece comes from the famous *Peer Gynt Suite* by Edvard Grieg.

“Dovregubben” is the name of the troll king. In the middle of this piece, you will recognise the famous melody of Grieg's, “In the Hall of the Mountain King.”

The fun “8-bit” backing track turns any instrumentalist into an instant retro gamer! Ready player 1!

### **Y.O.L.O (You Only Live Once)**

This backing uses the Trance genre of music to create an uplifting and pumping soundtrack to the flowing melody in the solo part.

Strings and other orchestral elements are a massively important tool in modern dance music, and can be heard in William Orbit's *Adagio for Strings* and Massive Attack's *Unfinished Sympathy*, as well as now becoming standalone orchestral performances with Pete Tong's Ibiza Classics concerts.

The driving percussion pushes the beat on, leaving the soloist to master the fast tempo of Y.O.L.O.

# In The Mix

Volume 1 (Tenor Horn in Eb Edition)

Nick Squires

## A Brief History of Music

MEDIEVAL

Horn in Eb

Piano

$\bullet = 70$

*mf*

*ff* *mf*

BAROQUE

6

*f* *f*

CLASSICAL

11

*p* *p*

*rit.* *A tempo*

# Warrior

♩ = 150

Piano

*f*

7

A

*f*

13

19

*mf*

The image displays a piano score for the piece 'Warrior'. It is written in 3/4 time with a key signature of two flats (B-flat and E-flat). The tempo is marked as quarter note = 150. The score is divided into four systems, each containing a right-hand treble staff and a left-hand bass staff. The first system (measures 1-6) features a strong bass line with a repeating eighth-note pattern in the right hand and a simple bass line in the left hand. The second system (measures 7-12) includes a melodic phrase in the right hand starting at measure 7, marked with a box 'A' and a forte (*f*) dynamic. The third system (measures 13-18) continues the bass line and introduces a melodic line in the right hand. The fourth system (measures 19-24) concludes with a melodic phrase in the right hand marked mezzo-forte (*mf*). The left hand maintains a consistent rhythmic accompaniment throughout.

# G-Funk

Swung ♩'s with Flava ♩ = 80

Piano

*mf* *sim.*

A

*f*

9

B

*mf*

# Nightmare

Scarily ♩ = 60

Piano

*pp*

3

*pp*

6

A

*p*

*p*

8

# Setting Sun

**Horn in Eb**

**Piano**

$\bullet = 90$

*mf*

*rit. p*

*Ped.* \* *Ped.* \* *sim.*

**A**

*p*

*A tempo*

**12**

**B**

# Long Road Home

**Horn in Eb**

$\bullet = 74$

**Piano**

*pp*

**A**

Measures 1-8. Horn in Eb part: Rest, G4, A4, B4, G4, A4, B4, G4. Piano part: Chords in right hand, notes in left hand. Dynamics: *pp*. Section marker **A** above measure 5.

**9**

**B**

*p*

Measures 9-14. Horn in Eb part: G4, A4, B4, G4, A4, B4, G4, A4. Piano part: Chords in right hand, notes in left hand. Dynamics: *p*. Section marker **B** above measure 11.

**15**

Measures 15-20. Horn in Eb part: G4, A4, B4, G4, A4, B4, G4, A4. Piano part: Chords in right hand, notes in left hand.



# You Tuber (Like My Page)

Annoyingly Happy ♩ = 162

Piano

*f*

7

A

*f*

12

B

# I Feel It Coming

Fast Drum and Bass ♩ = 155

Piano

*f*

7

A

*mf*

12

*mf*

B

*mf*

# Dovregubben (Retro Gamer)

$\bullet = 120$

Piano *mf*

4

8 **A** *f*

12

This piano score is for the piece 'Dovregubben (Retro Gamer)'. It is written for piano in 4/4 time with a tempo of 120 beats per minute. The key signature is B-flat major (two flats). The score is divided into four systems of music. The first system (measures 1-4) is marked *mf*. The second system (measures 5-8) continues the *mf* dynamic. The third system (measures 9-12) begins with a first ending bracket labeled 'A' and is marked *f*. The fourth system (measures 13-16) continues the *f* dynamic. The bass line consists of a steady eighth-note accompaniment throughout. The treble line features a mix of chords and melodic lines, including a first ending in the third system.

# Y.O.L.O. (You Only Live Once)

Hands In The Air ♩ = 125

Piano

*p*

A

*p* *cresc.*

*cresc.*

13

*f*

*f*

B

*mf*

*mf*

Tenor Horn

# In The Mix

Volume 1 (Tenor Horn in Eb Edition)

Nick Squires

MEDIEVAL

## A Brief History of Music

♩ = 70

2

*mf*

BAROQUE

CLASSICAL

A tempo

7

*f* *rit.* *p*

ROMANTIC

♩ = 46

13

*molto rit.* *mf*

19

*f*

20TH CENTURY

POP

♩ = 104

25

*ffz* *ffz* *ff*

35

40

Piano

# In The Mix

Volume 1 (Tuba Edition)

Nick Squires

MEDIEVAL

## A Brief History of Music

♩ = 70

Musical score for the Medieval section, measures 1-5. The piece is in 4/4 time. The upper staff (treble clef) features a rhythmic pattern of eighth notes, starting with a fortissimo (*ff*) dynamic and transitioning to mezzo-forte (*mf*) in measure 3. The lower staff (bass clef) provides a simple harmonic accompaniment with chords and single notes.

BAROQUE

Musical score for the Baroque section, measures 6-10. The piece is in 4/4 time. The upper staff (treble clef) features a rhythmic pattern of eighth notes, starting with a fortissimo (*f*) dynamic and transitioning to fortissimo (*ff*) in measure 8. The lower staff (bass clef) provides a simple harmonic accompaniment with chords and single notes.

CLASSICAL

Musical score for the Classical section, measures 11-13. The piece is in 4/4 time. The upper staff (treble clef) features a rhythmic pattern of eighth notes, starting with a ritardando (*rit.*) dynamic and transitioning to piano (*p*) in measure 12. The lower staff (bass clef) provides a simple harmonic accompaniment with chords and single notes. The tempo is marked "A tempo".

ROMANTIC

Musical score for the Romantic section, measures 14-16. The piece is in 4/4 time. The upper staff (treble clef) features a rhythmic pattern of eighth notes, starting with a piano (*p*) dynamic and transitioning to mezzo-piano (*mp*) in measure 15. The lower staff (bass clef) provides a simple harmonic accompaniment with chords and single notes. The tempo is marked "molto rit." and the time signature changes to 3/4 in measure 15. The tempo is marked "♩ = 46".