


A PREHISTORIC SUITE

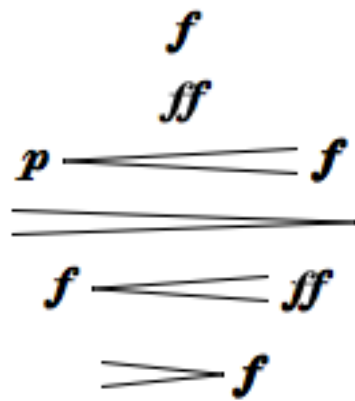
MVT. IV – THE BATTLE (TYRANNOSAURUS AND TRICERATOPS)

Paul Jennings

<p><u>KEYS</u></p> 	<p><u>GRADE</u></p> <p>1</p>	<p><u>PERCUSSION REQUIREMENTS</u></p> <p>Snare Drum Bass Drum Crash Cymbals Bells Gong</p>	
	<p><u>GENRE</u></p> <p>Programmatic Piece</p>		
<p><u>METER</u></p> <p>4</p>	<p><u>NUMBER OF MEASURES</u></p> <p>36</p>	<p><u>PERFORMANCE TIME</u></p> <p>1:45</p>	<p><u>PUBLISHER</u></p> <p>Jenson Publications (1987)</p>

<p style="text-align: center;"><u>TECHNICAL CONSIDERATIONS</u></p> <p>Random notes – start low and soft; get louder, faster and higher Articulations Dynamics Accidentals Cues <i>div.</i> parts Random notes – get louder and nastier Percussion breaks Dynamic contrast Tonality – can be hard to hear for young players</p>		<p style="text-align: center;"><u>TEMPO(S)/STYLE(S)</u></p> <p style="text-align: center;">Dramatically (♩ = 112 – 120)</p>
<p style="text-align: center;"><u>SOLOS</u></p> <p style="text-align: center;">None</p>	<p style="text-align: center;"><u>CUES</u></p> <p style="text-align: center;">Trombone in Alto Sax Trombone in Tenor Sax</p>	<p style="text-align: center;"><u>VOCABULARY</u></p> <p style="text-align: center;">Dramatically <i>a2</i> 16 – 20 seconds <i>div.</i></p>

DYNAMICS



ARTICULATIONS

Accent
Staccato
Ties

CONDUCTOR CONSIDERATIONS

16 - 20 seconds of random notes with dynamic contrast

Articulations

Dynamic contrast

Percussion contributions

Style

Must bring out the dramatic character of the movement

Balance

Blend

Risk of overplaying