

# GAMES

by Randall D. Standridge

Grade 3



## Grand Mesa Marching

# Games

Randall D. Standridge  
(ASCAP)

♩=160

3 Part I

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

Percussion

Percussion

Percussion 1

Percussion 2

Percussion 3

Snare Drum

Quint Toms

Sus. Cym.

Crash Cym.

China Cym.

Bass Drum

Bass Drum Tam-Tam

*f*

*mf*

*p*

Musical score for 'Games - Part I' 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., Bsn., Xylo., Vib., Mrb. 1, Mrb. 2, Perc. 1, Perc. 2, Perc. 3, and S.Dr. The score includes dynamic markings such as *mp*, *fp*, and *f*.







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. *mp* *mf* *ff*

Bsn. *mp* *mf* *ff*

Xylo. *mp* *mf* *ff*

Vib. *mp* *mf* *ff*

Mrb. 1 *mp*

Mrb. 2 *mp*

Perc. 1 *mp* *mf* *ff* 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*

The musical score is arranged in a standard orchestral layout. It includes staves for Solo, Flute (Fl.), Clarinet in B-flat (B♭ Cl.), Alto Saxophone (A. Sax.), Tenor Saxophone (T. Sax.), Bass Saxophone (B. Sax.), B♭ Trumpet 1 (B♭ Tpt. 1), B♭ Trumpets 2-3 (B♭ Tpt. 2-3), Horns (Hn.), Low Brass 1 (LB 1), Low Brass 2 (LB 2), Tuba, Synthesizer (Synth.), Electric Bass (E.B.), Bassoon (Bsn.), Xylophone (Xylo.), Vibraphone (Vib.), Maracas 1 (Mrb. 1), Maracas 2 (Mrb. 2), Percussion 1 (Perc. 1), Percussion 2 (Perc. 2), Percussion 3 (Perc. 3), and Snare Drum (S.Dr.). The score is in 4/4 time with a key signature of two flats (B-flat and E-flat). The woodwinds and strings play a melodic line with eighth and sixteenth notes, while the percussion provides a steady rhythmic accompaniment. A large watermark for 'GRAND MUSIC PUBLISHERS' is visible across the score.

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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.*

Hn. *mp* *cresc.*

LB 1 *mp* *cresc.*

LB 2 *mp* *cresc.*

Tuba *mp* *cresc.*

Synth *mf* *cresc.*

E.B. *cresc.*

Bs. *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*



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.

*ff*

*f*

*mf*

*p*

Bass Drum

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.

*mf* *f* *ff* *p*

Musical score for 'Games - Part I' page 56. The score includes parts for Solo, Flute, Clarinet, Saxophones, Trumpets, Horns, Trombones, Tuba, Synthesizer, Electric Bass, Percussion, and Snare Drum. The music is in a key with two flats and a 4/4 time signature. Dynamics range from fortissimo (fff) to mezzo-forte (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.

Bs.

Xylo. *mf*

Vib. *mf*

Mrb. 1 *mf*

Mrb. 2 *mf*

Perc. 1

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

Perc. 3 *f*

S.Dr. *f* *fp*



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.

Bs.

Xylo.

Vib.

Mrb. 1

Mrb. 2

Perc. 1

Perc. 2

Perc. 3

S.Dr.

Bass Drum  
Tam-Tam

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.

Bs.

Xylo.

Vib.

Mrb. 1

Mrb. 2

Perc. 1

Perc. 2

Perc. 3

S.Dr.

Solo

Fl. *f* *fff* *ff*

B♭ Cl. *f* *fff* *ff*

A. Sax. *f* *fff* *ff*

T. Sax. *f* *fff* *ff*

B. Sax. *f* *fff* *ff*

B♭ Tpt. 1 *f* *fff* *ff*

B♭ Tpt. 2-3 *f* *fff* *ff*

Hn. *f* *fff* *ff*

LB 1 *f* *fff* *ff*

LB 2 *f* *fff* *ff*

Tuba *f* *fff* *ff*

Synth. *f* *mf* *ff*

E.B. *f* *mf* *ff*

Bsn. *f* *mf* *ff*

Xylo. *f* *mf* *ff*

Vib. *f* *mf* *ff*

Mrb. 1 *f* *mf* *ff*

Mrb. 2 *f* *mf* *ff*

Perc. 1 *f* *ff*

Perc. 2 *p* *ff*

Perc. 3 *f* *ff*

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

# Games

Score

## Part II

Musical score for Part II of 'Games'. The score is written for a large ensemble and includes the following parts:

- 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
- Percussion 1
- Percussion 2
- Percussion 3
- Snare Drum
- Quint Toms

The score is in 4/4 time and features a variety of dynamics and articulations. Key markings include *f* (forte), *dim.* (diminuendo), *p* (piano), and *mf* (mezzo-forte). Percussion parts include specific techniques such as 'Crash Cym.', 'China Cym.', 'Crash on Sus. Cym.', 'Ride Cym. Dome', and 'Bass Drum Tam-Tam'. The Marimba part features a rhythmic pattern of eighth notes, and the Snare Drum part includes triplet patterns.





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.

Bls.

Xyl.

Vib.

Mrb.

Perc. 1

Perc. 2

Perc. 3

S.Dr.

*ff*

*p*

*mf*

Sus. Cym.





32

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.

*mf*

*f*

*mf*

*mf*

*mf*

*mf*

*mf*

*mf*

*mp*

*mp*

*mp*

*mp*

*p*

*mf*

*p*

*f*

*p*

32

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The musical score is arranged in a standard orchestral format. The instruments and their parts are as follows:

- Solo:** Rests throughout the piece.
- Fl. (Flute):** Starts with a melodic line at *p*, moving to *ff* in the final measure.
- B♭ Cl. (Clarinet):** Mirrors the flute's melodic line at *p*, moving to *ff*.
- A. Sx. (Alto Saxophone):** Provides harmonic support, starting at *mf* and moving to *ff*.
- T. Sx. (Tenor Saxophone):** Similar to the alto sax, starting at *p* and moving to *ff*.
- B. Sx. (Baritone Saxophone):** Provides a lower harmonic line, starting at *p* and moving to *ff*.
- B♭ Tpt. 1 (Trumpet 1):** Starts at *p*, moving to *mf* and then *ff*.
- B♭ Tpt. 2-3 (Trumpets 2-3):** Play chords, starting at *p*, moving to *mf* and then *ff*.
- Hn. (Horn):** Provides harmonic support, starting at *mf* and moving to *ff*.
- LB 1 (Trombone 1):** Starts at *p*, moving to *mf* and then *ff*.
- LB 2 (Trombone 2):** Starts at *p*, moving to *mf* and then *ff*.
- Tuba:** Starts at *p*, moving to *mf* and then *ff*.
- Synth. (Synthesizer):** Provides a sustained harmonic background.
- E.B. (Euphonium):** Provides a sustained harmonic background.
- Bls. (Bassoon):** Starts at *f*, playing a rhythmic pattern.
- Xyl. (Xylophone):** Starts at *f*, playing a rhythmic pattern.
- Vib. (Vibraphone):** Starts at *f*, playing a rhythmic pattern.
- Mrb. (Maracas):** Starts at *f*, playing a rhythmic pattern.
- Perc. 1:** Plays a steady rhythmic pattern.
- Perc. 2:** Wind Chimes, starting at *f*, moving to *p*, *f*, *p*, and *ff*.
- Perc. 3:** Starts at *mf*, moving to *p* in the final measure.
- S.Dr. (Snare Drum):** Starts at *mp*, moving to *mf* and then *f*. Includes triplets and a "One Player" section.

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 to 44. It includes parts for Flute, B♭ Clarinet, Alto Saxophone, Tenor Saxophone, Bass Saxophone, B♭ Trumpet 1, B♭ Trumpets 2-3, Horns, Low Brass 1 and 2, and Tuba. The music is in a 4/4 time signature with a key signature of two flats. Dynamics include *f* (forte) and *mf* (mezzo-forte). The woodwinds and brass play rhythmic patterns, while the low brass and tuba provide a steady bass line.

41

Synth

E. B.

Bls.

Xyl.

Vib.

Mrb.

Perc. 1

Perc. 2

Perc. 3

S. Dr.

This section of the score covers measures 41 to 44. It includes parts for Synthesizer, Electric Bass, Bells, Xylophone, Vibraphone, Maracas, Percussion 1, 2, and 3, and Snare Drum. The music is in a 4/4 time signature with a key signature of two flats. Dynamics include *f* (forte) and *p* (piano). The keyboard and electric bass provide harmonic support, while the percussion instruments add rhythmic texture.



Musical score for 'Games - Part II'. The score is written for a large ensemble 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., Bls., Xyl., Vib., Mrb., Perc. 1, Perc. 2, Perc. 3, and S.Dr. The music is in a key with two flats and a 4/4 time signature. The score features various dynamics such as *pp*, *dim.*, *p*, *mf*, and *f*. Percussion parts include patterns for Splash Cym., Ride Cym. Dome, and S.Dr. with specific articulation and dynamics. A large watermark 'GRAND MUSIC PUBLISHERS' is visible across the score.





Solo *mp*

Fl.

B♭ Cl.

A. Sx.

T. Sx.

B. Sx.

B♭ Tpt. 1 *mp*

B♭ Tpt. 2-3

Hn.

LB 1 *mp*

LB 2

Tuba

Synth *f*

E.B.

Bls. *f* *mp*

Xylo. *f*

Vib. *f* *mp*

Mrb. 1

Mrb. 2

Perc. 1 *Triangle*

Perc. 2 *f* *mp* *Ride Cym.*

Perc. 3

S.Dr. *p*

*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, and S.Dr. The score includes a large watermark for 'GRAND MUSIC PUBLISHERS' and 'MESA'. The tempo marking *rit.* is present at the top and in the middle of the score.

19 ♩=160

23

Solo

Fl. *ff*

B♭ Cl. *ff*

A. Sx. *ff*

T. Sx. *ff*

B. Sx. *ff*

B♭ Tpt. 1 *ff*

B♭ Tpt. 2-3 *ff*

Hn. *ff*

LB 1 *ff*

LB 2 *ff*

Tuba *mf*

Synth *mf*

E.B. *mf*

Bs. *ff* *f*

Xylo. *ff* *f*

Vib. *mf*

Mrb. 1 *mf*

Mrb. 2 *mf*

Perc. 1 *mf* Splash Cym.

Perc. 2 *mf* Sus. Cym. *p* *mf*

Perc. 3 *mf* Tambourine *p* *mf*

S.Dr. *mf*

19 ♩=160

23

Musical score for 'Games - Part III'. The score is written for a large ensemble. The Solo part is in the key of B-flat major and 4/4 time. The woodwind section includes Flute, B-flat Clarinet, Alto Saxophone, Tenor Saxophone, and Bass Saxophone. The brass section includes B-flat Trumpet 1, B-flat Trumpet 2-3, Horn, and Tuba. The percussion section includes two Bass Drums (LB 1, LB 2), Tuba, Synth, Euphonium (E.B.), Bln., Xylophone, Vibraphone, and three different Percussion parts (Perc. 1, Perc. 2, Perc. 3). The S.Dr. part is for Snare Drum. The score includes dynamic markings such as *mf* and *p*. A large watermark 'GRAND MESA MUSIC PUBLISHERS' is visible across the score.

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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

31

Synth *mf*

E.B.

Bls.

Xylo.

Vib.

Mrb. 1

Mrb. 2

Perc. 1 Wind Chimes *mf*

Perc. 2 *mf* *p* *mf*

Perc. 3

S.Dr. *mf*







Musical score for 'Games - Part III'. The score is arranged in a standard orchestral format with multiple staves. The instruments listed on the left are: Solo, Fl. (Flute), B♭ Cl. (B-flat Clarinet), A. Sax. (Alto Saxophone), T. Sax. (Tenor Saxophone), B. Sax. (Baritone Saxophone), B♭ Tpt. 1 (B-flat Trumpet 1), B♭ Tpt. 2-3 (B-flat Trumpets 2-3), Hn. (Horn), LB 1 (Low Brass 1), LB 2 (Low Brass 2), Tuba, Synth. (Synthesizer), E.B. (Electric Bass), Bln. (Bassoon), Xylo. (Xylophone), Vib. (Vibraphone), Mrb. 1 (Maracas 1), Mrb. 2 (Maracas 2), Perc. 1 (Percussion 1), Perc. 2 (Percussion 2), Perc. 3 (Percussion 3), and S.Dr. (Snare Drum). The score includes various musical notations such as notes, rests, dynamics (mf, p), and articulation marks. A large watermark 'GRAND MUSIC PUBLISHERS' is visible across the center of the page.



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Musical score for Games - Part III, page 11. 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., Bsn., Perc., Vib., Mrb. 1, Mrb. 2, Perc. 1, Perc. 2, Perc. 3, and S.Dr. The score features various musical notations such as dynamics (p, ff), articulation (accents), and performance instructions like 'vel.' and 'v'. A large watermark 'GRAND MUSIC PUBLISHERS' is visible across the score.





This musical score is for 'Games - Part III' and features a variety of instruments. The instruments listed on the left are: Solo, Fl. (Flute), B♭ Cl. (Clarinet), A. Sx. (Alto Saxophone), T. Sx. (Tenor Saxophone), B. Sx. (Bass Saxophone), B♭ Tpt. 1 (Trumpet), B♭ Tpt. 2-3 (Trumpets), Hn. (Horn), LB 1 (Low Brass), LB 2 (Low Brass), Tuba, Synth. (Synthesizer), E.B. (Euphonium), Bln. (Baritone), Perc. (Percussion), Vib. (Vibraphone), Mrb. 1 (Maracas), Mrb. 2 (Maracas), Perc. 1 (Percussion), Perc. 2 (Percussion), Perc. 3 (Percussion), and S.Dr. (Snare Drum). The score is written in 4/4 time with a key signature of one flat (B♭). It includes dynamic markings such as *ff* (fortissimo), *mp* (mezzo-piano), and *p* (piano). The S.Dr. part features triplet patterns. A large watermark for 'GRAND MUSIC PUBLISHERS' is visible across the score.

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.

*p*

*ff*

Crash Cym.