

VMD Show Catalog: The Game is Afoot

Wind Score

Frank Wildhorn, arr. Bradley Sampson

1. The Crime

The musical score is for the piece "1. The Crime" from the VMD Show Catalog. It is arranged by Bradley Sampson for a wind ensemble. The score is in 4/4 time and features a variety of instruments: Piccolo, Flute, Clarinet, Alto Sax, Trumpet, Mellophone 1, Mellophone 2, Baritone, and Tuba. The music is divided into measures 3 through 10. A first ending bracket labeled 'A' covers measures 3 and 4, with a tempo marking of quarter note = 112. A second ending bracket covers measures 9 and 10, with a tempo marking of quarter note = 152. Dynamics range from *f* (forte) to *p* (piano), with intermediate markings of *mp* (mezzo-piano) and *mf* (mezzo-forte). The score includes various musical notations such as slurs, accents, and dynamic hairpins. A large, diagonal watermark reading "PERUSALES SCORE" is overlaid across the entire page.

The Game is Afoot - 1. The Crime: Wind Score

29 30 34 35 36 37 38

P *mf* *f* *ff* 3 2/4 4/4 2/4 4/4 2/4

F *mf* *f* *ff* 3 2/4 4/4 2/4 4/4 2/4

C *mf* *f* *ff* 3 2/4 4/4 2/4 4/4 2/4

AS *mf* *f* *ff* 3 2/4 4/4 2/4 4/4 2/4

Tp *mf* *f* *ff* *mp* *mf* *mp* *mf* *mp* 3 2/4 4/4 2/4 4/4 2/4

M 1 *mf* *f* *ff* *mp* *mf* *mp* *mf* *mp* 3 2/4 4/4 2/4 4/4 2/4

M 2 *mf* *f* *ff* *mp* *mf* *mp* *mf* *mp* 3 2/4 4/4 2/4 4/4 2/4

B *mf* *f* *ff* 3 2/4 4/4 2/4 4/4 2/4

T *mf* *f* *ff* 3 2/4 4/4 2/4 4/4 2/4

29 30 34 35 36 37 38

The Game is Afoot - 1. The Crime: Wind Score

39 40 41 **E** 42 43 44 45 46 47

Tp

M 1

M 2

B

T

39 40 41 42 43 44 45 46 47

The Game is Afoot - 1. The Crime: Wind Score

48 49 52 53 54 55 56

P *mf* *f* *mf*

F *mf* *f* *mf*

C *mf* *f* *mf*

AS *mf* *f* *mf*

Tp *f* *ff*

M 1 *f* *ff*

M 2 *f* *ff*

B *f* *ff*

T *f* *ff*

2

F

52 53 54 55 56

The Game is Afoot - 1. The Crime: Wind Score

57 58 59 60 61 62 63

P

F

C

AS

M 1

M 2

B

T

57 58 59 60 61 62 63

The musical score is arranged in a system with eight staves. The top four staves (P, F, C, AS) are for woodwinds and are in the key of B-flat major. The bottom four staves (M 1, M 2, B, T) are for brass and are in the key of B-flat major. The woodwinds play a rhythmic pattern of eighth notes with accents. The brass parts are mostly rests, with some harmonic support in measures 59-63. Dynamics range from *f* (forte) to *mp* (mezzo-piano). A 'G' chord marking is present above measure 59. A large watermark 'PERUSAHA SCORE' is overlaid diagonally across the page.

The Game is Afoot - 1. The Crime: Wind Score

64 65 66 67 68 69 72

P *mp cresc.* *f* *ff* *mf*

F *mp cresc.* *f* *ff* *mf*

C *mp cresc.* *f* *ff* *mf*

AS *cresc.* *f* *ff* *mf*

Tp *mp cresc.* *f* *ff* *mf*

M 1 *cresc.* *f* *ff* *mf*

M 2 *cresc.* *f* *ff* *mf*

B *f* *ff* *mf*

T *f* *ff* *mf*

H

The Game is Afoot - 1. The Crime: Wind Score

73 74 75 76 77 78 79

P
F
C
AS
Tp
M 1
M 2
B
T

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

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

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

f *mp*

f *mp*

f *mp*

f *mp*

f *mp*

f *mp*

73 74 75 76 77 78 79

The Game is Afoot - 1. The Crime: Wind Score

I 80 81 82 83 84 85 86 87 88

P *f* *mf* *cresc.* *ff*

F *f* *mf* *cresc.* *ff*

C *f* *mf* *cresc.* *ff*

AS *f* *mf* *cresc.* *ff*

Tp *f* *mf* *cresc.* *ff*

M 1 *f* *mf* *cresc.* *ff*

M 2 *f* *mf* *cresc.* *ff*

B *f* *mf* *cresc.* *ff*

T *f* *mf* *cresc.* *ff*

80 81 82 83 84 85 86 87 88

89 90 91 92

P
mf *fp* *ff*

F
mf *fp* *ff*

C
mf *fp* *ff*

AS
mf *fp* *ff*

Tp
mf *fp* *ff*

M 1
mf *fp* *ff*

M 2
mf *fp* *ff*

B
mf *fp* *ff*

T
mf *fp* *ff*

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2. The Clues

The musical score is for the piece "The Clues" from the VMD Show Catalog. It is a wind score for Solo Flute, Saxophone (S F), Flute (F), Clarinet (C), and Alto Saxophone (AS). The score is in 4/4 time with a tempo of quarter note = 80. The key signature has two flats (B-flat and E-flat). The score is divided into measures 12 through 17. Rehearsal marks J, K, and L are placed above the Solo Flute staff. Dynamic markings include *mf*, *f*, *cresc.*, *ff*, and *mp*. A large "Perusal Score" watermark is overlaid diagonally across the page.

The Game is Afoot - 2. The Clues: Wind Score

18 19 **M** 20 21 22 23 24 **N** 25

S F *mp* *f*

F *f*

C *f*

AS *f* 3

Tp *mp* *mf* *mp* *f*

M 1 *mp* *mf* *mp* *f* 3

M 2 *mp* *mf* *mp* *f*

B *mp* *mf* *mp* *f*

T *mp* *mf* *mp* *f*

18 19 20 21 22 23 24 25

The Game is Afoot - 2. The Clues: Wind Score

Musical score for measures 26-31. The score is for a wind ensemble and includes the following instruments: SF (Soprano Flute), F (Flute), C (Clarinet), AS (Alto Saxophone), Tp (Trumpet), M1 (Mellophone 1), M2 (Mellophone 2), B (Baritone), and T (Tuba). The key signature is B-flat major. The score includes various dynamics such as *ff*, *mp*, *f*, and *cresc.*. A large watermark "PERUSAHAAN SCORE" is overlaid diagonally across the page.

Musical score for measures 32-37, featuring the instrument SF (Soprano Flute). The key signature is B-flat major. The score includes dynamics such as *mp* and *p*. A box containing the letter "O" is present above the first measure of this section.

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3. The Chase

♩ = 152 **P** Solo 4 5 6 7 8 9

Mellophone 1

Mellophone 2

10 11 12 **Q** 13 14 15 16 9

M 1

M 2

B

T

10 11 12 *mf* 13 14 15 16

The Game is Afoot - 3. The Chase: Wind Score

R

Musical score for wind instruments, including parts for P, F, C, AS, Tp, M1, M2, B, and T. The score is in 3/4 time and features a key signature of two flats. The music is marked with dynamics such as *mf* and *f*, and includes performance instructions like *Tutti*. The score is divided into measures 17 through 24. A large watermark "Perusal Score" is overlaid diagonally across the page.

17 18 19 20 21 22 23 24

P *mf*

F *mf*
Tutti

C *mf*
Tutti

AS *mf*

Tp *mf*
Tutti

M 1 *mf*
Tutti

M 2 *f*
mf

B *f*
mf

T *f*
mf

17 18 19 20 21 22 23 24

The Game is Afoot - 3. The Chase: Wind Score

25 26 27 28 29 30 S T 8 9 48

P
F
C
AS
Tp
M 1
M 2
B
T

f *f* *f* *fp* *ff* *mf*
f *f* *f* *fp* *ff* *mf*
f *f* *f* *fp* *ff* *mf*
f *f* *f* *fp* *ff* *mf*
f *f* *fp* *ff*
f *f* *fp* *ff*
f *f* *fp* *ff*
f *f* *fp* *ff*
f *f* *fp* *ff*

The Game is Afoot - 3. The Chase: Wind Score

U 49 50 51 52 53 54 55 56

P
F
C
AS
B
T

V 49 57 58 50 59 51 60 52 61 53 62 54 63 55 64 56

Tp
M 1
M 2
B
T

57 58 59 60 61 62 63 64

This musical score is for the wind section of 'The Game is Afoot - 3. The Chase'. It is divided into two systems, U and V. System U includes parts for Piccolo (P), Flute (F), Clarinet (C), Alto Saxophone (AS), Bassoon (B), and Trombone (T). System V includes parts for Trumpet (Tp), M1, M2, Bassoon (B), and Trombone (T). The score features complex rhythmic patterns, including triplets and sixteenth-note runs. Dynamics range from *mf* to *f*. A large 'PERUSAHAAN SCORE' watermark is overlaid on the page.

The Game is Afoot - 3. The Chase: Wind Score

W

65 66 67 68 69 70 71 72

P
mf

F
mf

C
mf

AS
mf

f

f

65 66 67 68 69 70 71 72

The Game is Afoot - 3. The Chase: Wind Score

X

73 74 75 76 77 78 79 80

P *mf* *f* *ff* 2

F *mf* *f* *ff* 2

C *mf* *f* *ff* 2

AS *mf* *f* *ff* 2

Tp *mf* *f* *ff* 2

M 1 *mf* *f* *ff* 2

M 2 *mf* *f* *ff* 2

B *mf* *f* *ff* 2

T *mf* *f* *ff* 2

73 74 75 76 77 78 79 80

Y

83 84 85 86

P *mp*

F *mp*

C *mp*

AS *mp*

Tp *mp*

M 1 *mp*

M 2 *mp*

B *mp*

T *mp*

83 84 85 86

The image shows a page of a musical score for wind instruments. The page number is 20, and the title is 'The Game is Afoot - 3. The Chase: Wind Score'. The score is for measures 83, 84, 85, and 86. The instruments listed are Piccolo (P), Flute (F), Clarinet (C), Alto Saxophone (AS), Trumpet (Tp), M1, M2, Bassoon (B), and Trombone (T). The key signature is B-flat major (two flats). The tempo/mood is marked 'mp' (mezzo-piano). A large, diagonal watermark 'Perusal Score' is overlaid across the center of the page. The score includes a rehearsal mark 'Y' at the beginning of measure 83. The notation for measures 83 and 84 shows sustained notes for most instruments, while measures 85 and 86 show more active rhythmic patterns, particularly in the Bassoon and Trombone parts.

The Game is Afoot - 3. The Chase: Wind Score

87 88 89 90 91 92 93

P
F
C
AS
Tp
M 1
M 2
B
T

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