

Symphonic Suite from The Lord of the Dance

(Nightmare - Suil a Ruin - Breakout - Lament - Victory)

Euphonium in Bb (BC)

1. Nightmare

Ronan Hardiman
arr. Daniel Heuschen

Adagio (♩ = 60)

1 2 *divisi*
f marcato e sonore 11
8
f
19 *ff* *ff* *ff* *tr (#)* *tr (#)* *tr (#)*
tr (#) *tr (#)* *tr (#)* *tr (#)* *tr (#)* *tr (#)*
28 *fp*

28 **Misterioso e molto rubato**

40 **Moderato** (♩ = 100)

12 *p* 3. Cls.
42 46 4
50 *p*
mp dolce 54
58 3 **rallentando**

2. Suil a Ruin

Andante Moderato
Sostenuto

Musical score for 'Suil a Ruin' in bass clef, 4/4 time. The score is divided into two systems. The first system starts at measure 7 and ends at measure 37. It features a 'One Player' instruction and dynamics of *mp*, *pp*, and *ppp*. The second system starts at measure 28 and ends at measure 46. It includes parts for 'Alto Cl.' (Alto Clarinet) and 'Trb. 3' (Trumpet 3), with dynamics of *p* play, *pp*, *pp*, *p*, and *ppp*. The tempo marking 'rall. e morendo' is present at the end of the piece.

3. Breakout

Moderato (♩ = 72)

Musical score for 'Breakout' in bass clef, 12/8 time. The score is divided into several systems. The first system starts at measure 3 and ends at measure 19, featuring a 'One Player' instruction and dynamics of *mp*. The second system starts at measure 14 and ends at measure 25, featuring a 'Sax. Ten' (Saxophone Tenor) part and dynamics of *mp* < and < *sim.*. The third system starts at measure 25 and ends at measure 37, marked 'Allegro Vivace (♩ = 144+)' and 'ff divisi sonore'. The fourth system starts at measure 29 and ends at measure 41, marked 'divisi' and 'mf'. The fifth system starts at measure 41 and ends at measure 49, marked '*f*'. The sixth system starts at measure 49 and ends at measure 57, marked '*f*'. The seventh system starts at measure 57 and ends at measure 61, marked '*mf*'. The eighth system starts at measure 61 and ends at measure 68, marked '*f*'.

69

4. Lament

Lento, Lyricaly e Softly (♩ = 72)

4 5 4 9 Solo

p espress.

17

25 divisi

33 (One Player) (Two Players)

41 (Two Players)

49 *mp*

57

65 *mf* molto espress.

73 *mf* (One Player)

rall. e morendo (Two Players)

5. Victory

Maestoso (♩ = 120)

5

f *sonore*

13

19

Allegro (♩ = 126)

26

8

34

A. Cl.

42

Bssn. 1

p *tacet*

50

Hn. 2

p *tacet*

58

Ten. sax.

66

Più mosso

p *tacet*

mp

mf

divisi

74

Trb. 3

f

ff

p *subito* *tacet*

82

(One Player)

f *play*

90

Accelerando poco a poco

mf

98

mf

106

Presto

f

1.

2.

div.

Symphonic Suite from The Lord of the Dance

(Nightmare - Suil a Ruin - Breakout - Lament - Victory)

1st Trombone in Bb (BC)

1. Nightmare

Ronan Hardiman
arr. Daniel Heuschen

Adagio (♩ = 60)

1 2

f marcato e sonore

11

f

19

ff

28 **Misterioso e molto rubato**
12

fp

40 **Moderato** (♩ = 100) 42

2

Sax. Ten.

mp dolce

46 50

54 58 **rallentando**
3

play *mp* dolce *ppp*

2. Suil a Ruin

Andante Moderato
Sostenuto

Musical staff for measures 1-9. The key signature has one flat (Bb) and the time signature is common time (C). The music consists of quarter notes and half notes. Dynamics include *mp* and *Cup mute*. A hairpin crescendo is shown at the end of the staff.

Musical staff for measures 10-18. Measure 10 is boxed. Measures 11-12 contain a 4-measure rest. Measure 13 has a fermata. Measures 14-15 contain a 2-measure rest. Measure 16 is boxed. Measures 17-18 contain a 4-measure rest. Dynamics include *pp*, *mp*, and *p*. Hairpin crescendos and decrescendos are present.

Musical staff for measures 19-27. Measure 19 is boxed. The music consists of quarter notes and half notes. Dynamics include *mp*. A hairpin crescendo is shown at the end of the staff.

Musical staff for measures 28-36. Measure 28 is boxed. Measures 29-30 contain a 4-measure rest. Measure 31 has a fermata. Measures 32-33 contain a 2-measure rest. Measure 34 is boxed. Measures 35-36 contain a 4-measure rest. Dynamics include *pp*, *p*, and *pp*. Hairpin crescendos and decrescendos are present.

Musical staff for measures 37-45. Measure 37 is boxed. The music consists of quarter notes and half notes. Dynamics include *p* and *ppp*. The instruction *rall. e morendo* is written above the staff. A hairpin decrescendo is shown at the end of the staff.

3. Breakout

Moderato (♩ = 72) 3

Musical staff for measures 1-7. The key signature has one flat (Bb) and the time signature is 12/8. Measures 1-2 are boxed. Measure 3 is boxed. Measures 4-7 contain a first ending. Measure 8 is boxed. Dynamics include *p*.

Musical staff for measures 8-13. Measure 8 is boxed. Measures 9-10 contain a first ending. Measure 11 is boxed. Measures 12-13 contain a second ending. Dynamics include *p*.

Musical staff for measures 14-24. Measure 14 is boxed. Measure 15 is marked *Euph.*. Measures 16-17 contain a first ending. Measure 18 is boxed. Measures 19-20 contain a second ending. Dynamics include *mp*.

25 Allegro Vivace (♩ = 144+) 29

Musical staff for measures 25-29. Measure 25 is boxed. The key signature changes to two sharps (F# and C#). The music consists of quarter notes and half notes. Dynamics include *ff* *sonore* and *mf*.

37 *mf* 41 *f* 49 *f* *facet* Hn. 1 57 *mf* play 61 *f* 69 *ff* *sonore* *f* *ff* *molto sonore*

4. Lament

Lento, Lyricaly e Softly (♩ = 72)

4 5 4 9 8 17 8 25 *p* 33 41 2 49 2 57 4 65 *mp* 73 2 2 *pp* *rall. e morendo* 3/4 3/4 3/4 *ppp*

5. Victory

Maestoso (♩ = 120)

5

f sonore

13

19

26 Allegro (♩ = 126)

8

34

42

50

58

66 Più mosso

mp *mf* *f* *ff*

74

p subito

82

f

Accelerando poco a poco

90

98

p

106 Presto

f

Symphonic Suite from The Lord of the Dance

(Nightmare - Suil a Ruin - Breakout - Lament - Victory)

2nd Trombone in Bb (BC)

1. Nightmare

Ronan Hardiman
arr. Daniel Heuschen

Adagio (♩ = 60)

1 2

Measures 1 and 2 of the 'Nightmare' section. Measure 1 contains a whole note G2. Measure 2 contains a whole rest. A first ending bracket spans measures 1 and 2.

f marcato e sonore

Measures 3 and 4. Measure 3: G2, A2, B2. Measure 4: C3, B2, A2, G2.

11

Measures 11 and 12. Measure 11: G2, A2, B2. Measure 12: C3, B2, A2, G2.

f

19

Measures 19 and 20. Measure 19: G2, A2, B2. Measure 20: C3, B2, A2, G2.

ff

Measures 21 and 22. Measure 21: G2, A2, B2. Measure 22: C3, B2, A2, G2.

fp

28 Misterioso e molto rubato

11

Alto Cl.

Measures 28 and 29. Measure 28: whole rest. Measure 29: whole rest.

p tacet

40 Moderato (♩ = 100)

2

42

4

Measures 40 and 41. Measure 40: whole rest. Measure 41: whole rest.

46

4

50

4

Measures 46 and 47. Measure 46: whole rest. Measure 47: whole rest.

54

58

rallentando

3

Measures 54 and 55. Measure 54: quarter notes G2, A2, B2. Measure 55: quarter notes C3, B2, A2, G2.

mp dolce

2. Suil a Ruin

Andante Moderato
Sostenuto

Musical score for '2. Suil a Ruin' in bass clef, 4/4 time. The score consists of five staves of music. The first staff begins with a dynamic of *mp* and the instruction 'Cup mute'. The second staff contains measures 10-19, featuring rests and dynamics *pp*, *mp*, and *p*, with '4' and '2' indicating fingerings. The third staff contains measures 20-27, starting with *mp*. The fourth staff contains measures 28-46, with dynamics *pp*, *p*, and *pp*, and '4' and '2' indicating fingerings. The fifth staff contains measures 47-54, ending with a *ppp* dynamic and the instruction 'rall. e morendo'.

3. Breakout

Moderato (♩ = 72)

Musical score for '3. Breakout' in bass clef, 12/8 time. The score consists of five staves of music. The first staff contains measures 1-7, with first and second endings. The second staff contains measures 8-14, also with first and second endings. The third staff contains measures 15-18, with dynamics *p* and instructions 'St. mute' and 'open'. The fourth staff contains measures 19-24, starting with *ff* *sonore* and *mf*. The fifth staff contains measures 25-41, starting with *mf* and *f*.

49 *f*

57 *mf*

61 *f*

69 *ff* *sonore* *f* *ff* *molto sonore*

Detailed description: This block contains the musical notation for measures 49 through 69. It is written in bass clef with a key signature of two sharps (F# and C#). Measure 49 starts with a dynamic of *f*. Measure 57 has a dynamic of *mf*. Measure 61 returns to *f*. Measure 69 features a crescendo from *f* to *ff* *molto sonore*, ending with a fermata and a final flourish.

4. Lament

Lento, Lyrical e Softly (♩ = 72)

5 9 17 25 *p*

33

41 49 57 *mp*

65 *mp*

73 6 *rall. e morendo* *ppp*

Detailed description: This block contains the musical notation for measures 5 through 73. The piece is in 3/4 time with a key signature of two flats (Bb and Eb). Measures 5-9 are marked with a '4' above the staff. Measures 17-25 are marked with an '8' above the staff. The dynamic starts at *p* in measure 25. Measures 41-49 and 57 are marked with an '8' above the staff. The dynamic is *mp* at measure 57. Measure 65 is marked with *mp*. Measure 73 is marked with a '6' above the staff and the instruction *rall. e morendo*. The piece ends at measure 73 with a dynamic of *ppp*.

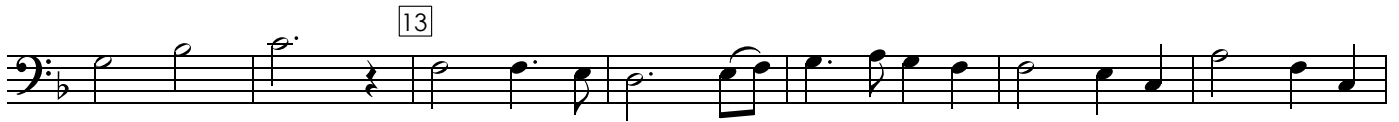
5. Victory

Maestoso (♩ = 120)

5 *f* *sonore*

Detailed description: This block contains the musical notation for measures 5 through 73. It is written in bass clef with a key signature of two flats (Bb and Eb) and a common time signature (C). Measure 5 starts with a dynamic of *f* *sonore*. The piece is marked *Maestoso* with a tempo of ♩ = 120.

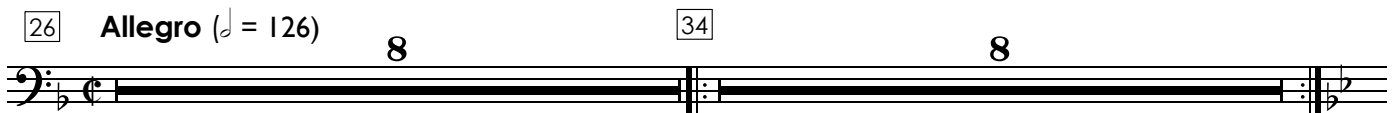
13



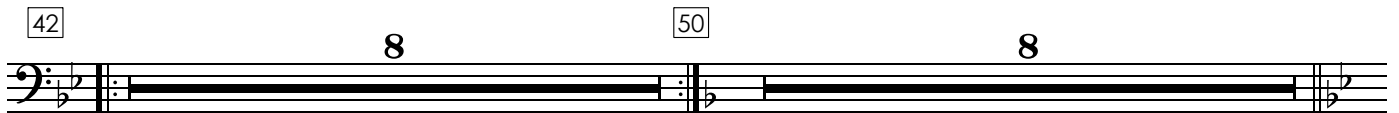
19



26 **Allegro** (♩ = 126) 8 34 8

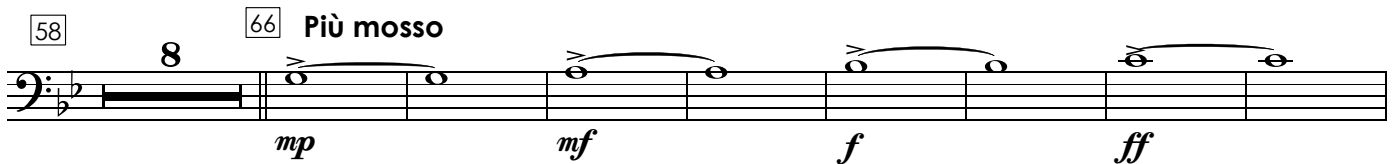


42 8 50 8



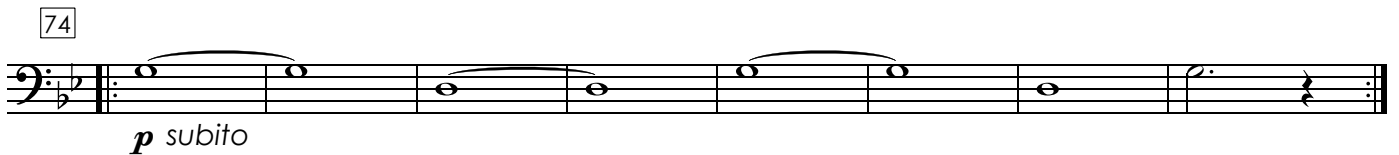
58 8 66 **Più mosso**

mp *mf* *f* *ff*



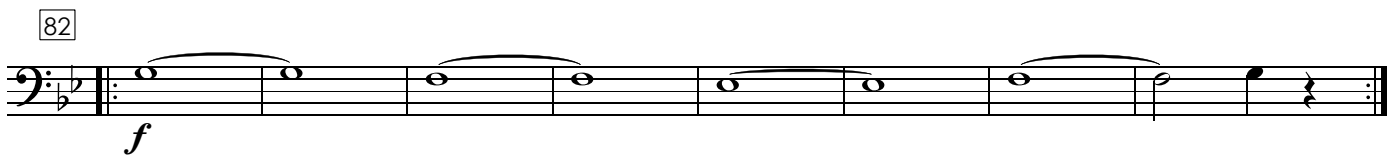
74

p subito

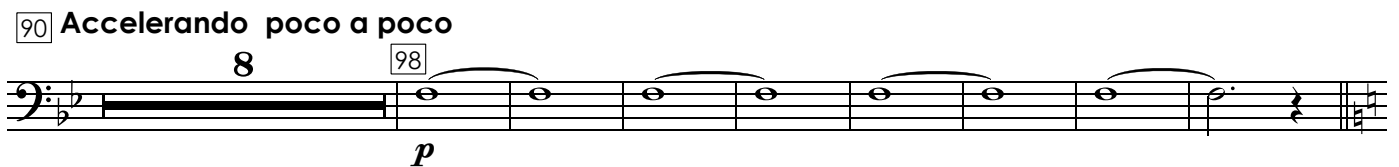


82

f

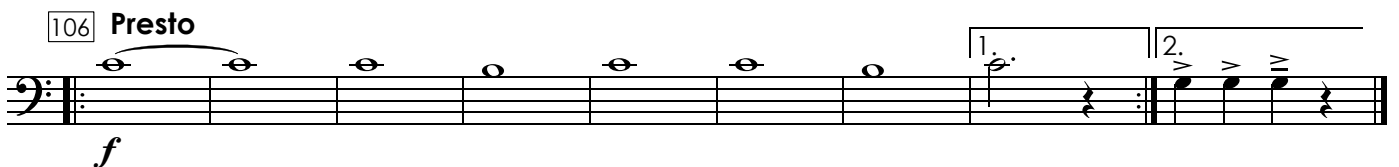


90 **Accelerando poco a poco** 8 98 *p*



106 **Presto** *f*

1. 2.



Symphonic Suite from The Lord of the Dance

(Nightmare - Suil a Ruin - Breakout - Lament - Victory)

3rd Trombone in Bb (BC)

1. Nightmare

Ronan Hardiman
arr. Daniel Heuschen

Adagio (♩ = 60)

f marcato e sonore

f

ff

28 Misterioso e molto rubato

fp **p**

3. Cls.

40 Moderato (♩ = 100)

1st time only **p**

Euph.

46 **4** **50** **4**

54 **mp** **58** **3** **rallentando**

2. Suil a Ruin

Andante Moderato
Sostenuto

Musical score for 'Suil a Ruin' in bass clef, 2/4 time. The score consists of five staves. The first staff begins with a mezzo-piano (*mp*) dynamic. The second staff contains first and second endings, with dynamics of *pp*, *mp*, *pp*, and *p*. The third staff continues with *mp*. The fourth staff includes first and second endings with dynamics of *pp*, *p*, and *pp*. The fifth staff concludes with a *p* dynamic and a *rall. e morendo* instruction, ending with a *ppp* dynamic.

3. Breakout

Moderato (♩ = 72) [3]

[1.] [2.] [8]

Musical score for 'Breakout' in bass clef, 12/8 time. The first two staves show first and second endings. The third staff continues with first and second endings, ending with an 'open' instruction.

[25] Allegro Vivace (♩ = 144+)

[29]

Musical score for 'Breakout' in bass clef, 2/4 time, key of D major. The section begins with a fortissimo (*ff*) *sonore* dynamic. The score includes first and second endings. Dynamics include *mf*, *f*, and *f* throughout the section.

57

61

69

4. Lament

Lento, Lyrical e Softly (♩ = 72)

4 5 4 9 17 25

33

41

8 49 57

65

73

6 rall. e morendo

Euph. 1

tacet

ppp play

5. Victory

Maestoso (♩ = 120)

5

For my Friend Dr. Patrick M. Jones (USA) and the Symphonic Band of Eifel Ardennen (Germany)

Tuba in Eb (BC)

Symphonic Suite from The Lord of the Dance

(Nightmare - Suil a Ruin - Breakout - Lament - Victory)

1. Nightmare

Ronan Hardiman
arr. Daniel Heuschen

Adagio (♩ = 60)

1 2 *divisi*

f marcato e sonore

Detailed description: This block contains the first ten measures of the 'Nightmare' section. It begins with a whole rest in measure 1, followed by a double bar line and a second measure with a whole rest. From measure 3, the tuba part is divided into two parts, indicated by 'divisi'. The notation consists of chords and single notes in a bass clef with a common time signature. A dynamic marking of *f marcato e sonore* is placed below the first measure.

11

f

Detailed description: This block contains measures 11 through 18. Measure 11 starts with a dynamic marking of *f* and a hairpin crescendo. The notation continues with chords and notes in a bass clef.

19

ff

Detailed description: This block contains measures 19 through 27. Measure 19 has a dynamic marking of *ff* and a hairpin crescendo. The notation includes chords and notes in a bass clef.

28 **Misterioso e molto rubato**

11

fp *p*

Detailed description: This block contains measures 28 through 39. Measure 28 has a dynamic marking of *fp* and a hairpin decrescendo. Measure 39 has a dynamic marking of *p*. The notation includes chords and notes in a bass clef.

40 **Moderato** (♩ = 100)

42

p *mp*

Detailed description: This block contains measures 40 through 45. Measure 40 has a dynamic marking of *p*. Measure 42 has a dynamic marking of *mp*. The notation includes chords and notes in a bass clef.

46

50

mp

Detailed description: This block contains measures 46 through 53. The notation includes chords and notes in a bass clef. A dynamic marking of *mp* is placed below measure 50.

54

(One Player)

rallentando

p *ppp*

Detailed description: This block contains measures 54 through 58. Measure 54 has a dynamic marking of *p*. Measure 58 has a dynamic marking of *ppp*. The notation includes chords and notes in a bass clef. A hairpin decrescendo is shown across the final measures.

2. Suil a Ruin

Andante Moderato
Sostenuto

Musical score for '2. Suil a Ruin' in bass clef, 3/4 time. The score consists of six systems of music. The first system starts with a *mp* dynamic and 'One Player' instruction. The second system starts with a *pp* dynamic and '(One Player)' instruction. The third system has a *pp* dynamic, with 'Two Players' and 'One Player' instructions. The fourth system starts with a *mp* dynamic and 'One Player' instruction. The fifth system starts with a *pp* dynamic and 'One Player' instruction. The sixth system starts with a *pp* dynamic and 'One Player' instruction, ending with a *p* dynamic and 'rall. e morendo' instruction. The score includes various musical notations such as slurs, ties, and dynamic markings.

3. Breakout

Moderato (♩=72)

Musical score for '3. Breakout' in bass clef, 12/8 time. The score consists of five systems of music. The first system starts with a *mp* dynamic and 'tacet' instruction, followed by first and second endings. The second system starts with a *mf* dynamic and 'play' instruction. The third system starts with a *mf* dynamic and includes first and second endings. The fourth system starts with a *mf* dynamic and includes first and second endings. The fifth system starts with an *ff* dynamic and 'Allegro Vivace (♩=144+)' instruction, followed by a *mf* dynamic and 'divisi' instruction. The score includes various musical notations such as rests, slurs, and dynamic markings.

37

mf

41

49 *f*

57 *f*

61

69 *f* divisi

4. Lament

Lento, Lyrical e Soffly (♩=72)

4 5 2 (One Player) 9

17 *pp*

25 4 (Two Players) 33 (One Player)

41 *p* 49

57 (Two Players)

65 *mp* 73

mp rall. e morendo (One Player)

ppp

5. Victory

Maestoso (♩ = 120)

5

13 19

26 Allegro (♩ = 126) 34

42 50 Cl. B

58 (One Player)

66 Più mosso

74 82

90 Accelerando poco a poco

98

106 Presto

2. Suil a Ruin

Andante Moderato
Sostenuto

Musical score for 'Suil a Ruin' in bass clef, 4/4 time. The score consists of six staves of music. Measure numbers 10, 19, 28, 37, 46, and 55 are marked at the beginning of their respective staves. Dynamics include *mp* (mezzo-piano), *pp* (pianissimo), *p* (piano), and *ppp* (pianississimo). Performance instructions include 'One Player', 'Two Players', and 'rall. e morendo' (rallentando e morendo). Hairpins indicate crescendos and decrescendos.

3. Breakout

Moderato (♩ = 72)

3

1.

2.

Musical score for 'Breakout' in bass clef, 12/8 time. The score consists of five staves of music. Measure numbers 8, 14, 19, and 24 are marked at the beginning of their respective staves. Dynamics include *mp* (mezzo-piano) and *mf* (mezzo-forte). Performance instructions include 'B. Cl.', 'play', and first/second endings (1. and 2.).

Tuba in Bb (BC)

25 **Allegro Vivace** (♩ = 144+)

29

divisi

4. Lament

Lento, Lyrical e Softly (♩ = 72)

4 5 2

(One Player) 9

5. Victory

Maestoso (♩ = 120)

5

f

13

19

26 Allegro (♩ = 126)

8

34

p

42

50 Cl. B

58

(One Player)

p tacet *p play*

66 Più mosso

mp *mf* *f* *ff*

74

82

p subito *f*

90 Accelerando poco a poco

mf

98

p

106 Presto

1.

2.

f