Mobbusters

David Holsinger

1 Full Score

3 Flute 1

3 Flute 2

1 Oboe

1 Bassoon

6 Clarinet 1

6 Clarinet 2

2 Bass Clarinet

3 Alto Saxophone 1

2 Alto Saxophone 2

2 Tenor Saxophone

2 Baritone Saxopone, Alto Clarinet

3 Trumpet/Cornet 1

3 Trumpet/Cornet 2

3 Trumpet/Cornet 3

3 F Horr

3 Trombone

3 Trombone 2

2 Baritone B.C

2 Baritone T.C.

4 Tuba

1 Xylophone

3 Percussion 1: Snare Drum, Hi-Hat, Temple Blocks

4 Percussion 2: Bass Drum, Cymbals, Suspended Cymbal, Triangle

1 Timpani

Extra Part - P3012001

WINGERT JONES

PUBLICATIONS

3012002

MOBBUSTERS! David R. Holsinger

Each summer, as the Holsinger family drives from the Dallas-Ft. Worth area to the family farm near Kansas City, one of the highlights of the trip is listening to recordings of "oldie" radio shows of the 40's and 50's borrowed from the local library. We get many laughs from "Our Miss Brooks" and "Baby Snooks", but our favorites are the radio mysteries like "Boston Blackie, P.I.", "Lux Mystery Theatre", and "Police Blotter". So, here it is...hearkening back to the days before television, when you had to IMAGINE THE ACTION, your own "Radio Show Theme", MOBBUSTERS!

Perform aggressively, taking special note that the dotted eighth-sixteenth figures and the eighth-note triplets have their own definitions! — D.R.H.

LEARNING OBJECTIVES:

In rhythmic music such as MOBBUSTERS!, it is important for a student to not only count quarter notes, but to also feel the underlying 8th and/or 16th notes, so that precision in dotted note rhythms and triplets can be attained. Careful attention to slurs, accents and marcato marking is essential in the style of this work. Precision and accuracy should not be sacrificed in the excitement of this fun piece. A host of accidentals confront the student as he/she joins the...MOBBUSTERS!

NOTE TO CONDUCTOR: Each player's part includes the following scale and arpeggio. (The rather elaborate percussion parts are also shown in the box below.)



Musical terms:

An accent causes a note to "stand out" above the surrounding dynamic level. Wind players accomplish this with an extra burst of air. Percussion, keyboard, and string players use more arm weight. The regular (generic) accent (>) has a heavy <u>downbeat</u> feeling, but more recently, the "tent" accent (\land) has tended to imply a lighter <u>upbeat</u> feeling—an accent-with-staccato. Sforzando (sfz) is an extra-strong accent.

Dynamics (f) and accidentals (b) in parentheses are not <u>new</u> information; they are intended as <u>reminders</u>.











