

# Nightmares of Youth

I. Bedtime / The Nightmare Begins - Theme from Halloween (John Carpenter)

arr. Ted Reicher  
percussion by Scott Stullir

♩ = 80      2      3      4      5      6      7      8

Flute 1-2

Clarinet in B♭ 1

Clarinet in B♭ 2

Bass Clarinet in B♭

Alto Saxophone 1-2

Tenor Saxophone

Baritone Saxophone

Mellophone 1-2

Trumpet in B♭ 1

Trumpet in B♭ 2

Trb - Bar 1

Trb - Bar 2

Tuba

Piano

Synth 2

Glockenspiel

Vibes 1

Vibes 2

Marimba 1

Marimba 2

Aux Perc 1

Aux Perc 2

BD and Tam Tam

Snare Line

Tenor Line

Bass Line (5)

Cymbal Line (opt)

mf

mp

Stagger Breathing

Strings

p

SleighBells

Bell Tree

sus cym

Wind Chimes

Small Triangle

Sus Cym

Hi Hat

Tam Tam

R H Zing Scrape

mp



This musical score page covers measures 30 through 34. The instruments and their parts are as follows:

- Fl. 1-2:** Flute parts, starting in measure 33 with a *ff* dynamic.
- Cl. 1:** Clarinet 1 part, starting in measure 33 with a *ff* dynamic.
- Cl. 2:** Clarinet 2 part, starting in measure 33 with a *ff* dynamic.
- B. Cl.:** Bass Clarinet part, playing throughout with dynamics ranging from *mf* to *ff*.
- Asx 1-2:** Alto Saxophone parts, playing throughout with dynamics ranging from *mf* to *ff*.
- Tsx:** Tenor Saxophone part, playing throughout with dynamics ranging from *mf* to *ff*.
- Bsx:** Baritone Saxophone part, playing throughout with dynamics ranging from *mf* to *ff*.
- Mln. 1-2:** Mellophone parts, starting in measure 33 with a *ff* dynamic.
- Tpt. 1:** Trumpet 1 part, playing throughout with dynamics ranging from *mf* to *ff*.
- Tpt. 2:** Trumpet 2 part, playing throughout with dynamics ranging from *mf* to *ff*.
- TB 1:** Trombone 1 part, playing throughout with dynamics ranging from *mf* to *ff*.
- TB 2:** Trombone 2 part, playing throughout with dynamics ranging from *mf* to *ff*.
- Tba.:** Tuba part, playing throughout with dynamics ranging from *mf* to *ff*.
- Pno.:** Piano part, playing throughout with sustained chords.
- Syn 2:** Synthesizer 2 part, playing throughout with dynamics ranging from *mf* to *ff*.
- Glock.:** Glockenspiel part, playing a rhythmic pattern throughout with dynamics ranging from *f* to *ff*.
- Vibes 1:** Vibraphone 1 part, playing a rhythmic pattern throughout with dynamics ranging from *f* to *ff*.
- Vibes 2:** Vibraphone 2 part, playing a rhythmic pattern throughout with dynamics ranging from *f* to *ff*.
- Mar. 1:** Maracas 1 part, playing a rhythmic pattern throughout with dynamics ranging from *f* to *ff*.
- Mar. 2:** Maracas 2 part, playing a rhythmic pattern throughout with dynamics ranging from *f* to *ff*.
- Aux 1:** Auxiliary percussion 1, playing a rhythmic pattern throughout.
- Aux 2:** Auxiliary percussion 2, playing a rhythmic pattern throughout.
- BD Tam:** Bongo Drum/Tam-tam part, playing throughout with dynamics ranging from *mf* to *ff*.
- Snare:** Snare drum part, playing a rhythmic pattern throughout with dynamics ranging from *mp* to *mf*.
- Tenors:** Tenor drums part, playing a rhythmic pattern throughout with dynamics ranging from *mp* to *mf*.
- BD (5):** Bass Drum (5) part, playing a rhythmic pattern throughout with dynamics ranging from *mp* to *mf*.
- Cym. L:** Cymbal (Left) part, playing throughout with dynamics ranging from *mp* to *mf*, including Sizzle Crash and Hi Hat Close.





64 65 rit. 66 67 68 69

Fl. 1-2  
Cl. 1  
Cl. 2  
B. Cl.  
Asx 1-2  
Tsx  
Bss  
Mln. 1-2  
Tpt. 1  
Tpt. 2  
TB 1  
TB 2  
Tba.  
Pno.  
Syn 2  
Glock.  
Vibes 1  
Vibes 2  
Mar. 1  
Mar. 2  
Aux 1  
Aux 2  
BD Tam  
Snare  
Tenors  
BD (5)  
Cym. L

The musical score is arranged in a standard orchestral format. The top staves are for woodwinds (Flute, Clarinet, Bass Clarinet, Saxophones, Trombones, Trumpets, and Tuba). The middle section contains strings (Violins, Viola, Violoncello/Double Bass) and Piano. The bottom section is for percussion, including Synthesizer 2, Glockenspiel, Vibraphone, Maracas, Auxiliary 1 and 2, Bongo/Drum/Tam-tam, Snare, Tenors, and Cymbals. The score is in 4/4 time and features a key signature of two flats. A 'rit.' (ritardando) marking is present at the start of measure 66. Dynamic markings include *pp* (pianissimo), *p* (piano), *mf* (mezzo-forte), and *ppp* (pianississimo). Performance instructions include 'sus cym' (sustained cymbal) and 'Sizzle Crash'.











138 139 140 141 142 143 144

Fl. 1-2  
Cl. 1  
Cl. 2  
B. Cl.  
Asx 1-2  
Tsx  
Bsx  
Mn. 1-2  
Tpt. 1  
Tpt. 2  
TB 1  
TB 2  
Tba.  
Pno.  
Syn 2  
Glock.  
Vibes 1  
Vibes 2  
Mar. 1  
Mar. 2  
Aux 1  
Aux 2  
BD  
Tm  
Snare  
Tenors  
BD (5)  
Cym.L















