

Goblins & Ghouls

For String Orchestra, Grade 2
by Katie O'Hara LaBrie (ASCAP)

Instrumentation

- 1 - Full Score
- 8 - Violin 1
- 8 - Violin 2
- 3 - Violin 3 (Viola T.C.)
- 5 - Viola
- 5 - Cello
- 5 - Bass
- 1 - Rehearsal Piano
- 2 - Percussion 1 (Mark Tree / Tam-Tam / Vibraslap)
- 2 - Percussion 2 (Rainstick / Cowbell)
- 2 - Percussion 3 (Guiro / Flexatone / Whistle)

Note from the Editor:

In this grade 2 work musicians will explore extended techniques on their instruments. Cello and Bass parts are primarily doubled. Violin 3 is provided as an alternative to Viola. Piano and Percussion are optional.

- Katie O'Hara LaBrie

Full Set - \$55.00

Extra Conductor Score - \$10.00

Extra Part - \$4.00



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Goblins & Ghouls

By Katie O'Hara LaBrie, Grade 2

Program Notes:

Goblins & Ghouls is a suspenseful tune, reminiscent of a horror movie soundtrack. Students will perform extended techniques such as harmonic glissando, playing behind the bridge, ponticello, and more! Optional percussion parts will enhance the spooky spirit with haunting sounds and leave you wondering what's lurking around the corner.

Notes to the Conductor:

The opening Cello & Bass parts should be played very close to the bridge in a slow but intense stroke that creates an unpitched "creaking sound." Cellos should have first finger down on the G string, and Basses should play open A, but the resulting sound is not necessarily pitched. The creakier and the creepier the better. Musicians can play this at their own pace, with a two-bar accelerando and then two-bar ritardando of the creaking noise (while the rest of the orchestra maintains a steady beat). The imagery is of a door creaking open and close.

At measure 17 the upper strings will play strong accented down bow strokes to create a sound reminiscent of the iconic "Psycho" movie sound.

Starting at 21 the violins will perform a harmonic glissando. This can be unmetred as well, having students move up and down the fingerboard at their own pace. To assist with volume, you might have some students play harmonic glissandi while others play regular glissandi.

The scream in m.58 should be performed by one person from any section (rather than one per section – unless you want to have even more screaming!)

The percussion parts were designed to be each performed by one player (3 players total). The piece works equally well with or without the percussion. Students are also welcome to design their own spooky soundscapes as accompaniment to build in a creative compositional/improv lesson. Other sounds like whirly tubes (tuned to A), chains, or other metallic sounds could be added to enhance the mood.



About the Composer

Katie O'Hara LaBrie is a composer, conductor, clinician, and cellist from Northern Virginia and is the new Orchestra Editor for Randall Standridge Music Publications. An educator at heart, Mrs. LaBrie spent the first 15 years of her career teaching orchestra in Fairfax County, Virginia. She holds a Bachelor of Music in Music Education from St. Olaf College, where she studied under Steven Amundson, and Masters of Music in Instrumental Conducting from George Mason University, where she studied with Anthony Maiello.

As a composer, Mrs. LaBrie's inspiration grows from many sources such as family and nature, but primarily draws from her experiences as a music educator. She enjoys creating new music with the goal of being educationally sound, pleasing to audiences, and above all, fun for the players. She is passionate about sharing music with others and teaching students how to practice with purpose.

Mrs. LaBrie's compositions for string orchestra and concert band have received many accolades including frequent selection as J.W. Pepper Editor's Choice, as well as performances at the Midwest Band and Orchestra Directors Clinic and American String Teachers Association Conference. In 2022, she was honored as one of Yamaha's

"40 Under 40," for her action, courage, creativity, and commitment to growth in the music education field.

Mrs. LaBrie is the founding conductor of the Fairfax Chamber Players, and co-creator of "the Big IDEA" practice method. She lives in Fairfax, VA with her husband Joe, who is a middle school band director, and their budding musician, Liam.

Goblins & Ghouls

Score
Grade 2
Duration 2:20

Katie O'Hara LaBrie
(ASCAP)

Steady and Spooky ♩ = 120

The score is for a Grade 2 piece titled "Goblins & Ghouls" by Katie O'Hara LaBrie. It is in 4/4 time with a tempo of 120 beats per minute, described as "Steady and Spooky". The score includes parts for Violin 1, Violin 2, Viola, Cello, Double Bass, Piano, and three Percussion parts. The strings (Violin 1, Violin 2, Viola, Cello, and Double Bass) play a rhythmic pattern of eighth notes, starting with a *p* (piano) dynamic. The Cello and Double Bass parts include a *Molto Ponticello (Creaking)* section in Free Time, which accelerates and then ritardates. The Piano part plays a steady eighth-note accompaniment. Percussion 1 uses a Mark Tree (or Tam-tam/Vibraslap) with a *mp* dynamic. Percussion 2 uses a Rainstick (or Cowbell) with a *p* dynamic. Percussion 3 uses a Guiro (or Flexatone/Whistle) with a *mf* dynamic. The score is divided into four measures, with measure numbers 2, 3, and 4 indicated at the bottom.

The musical score is arranged in a system with six staves for strings and piano, and three staves for percussion. The string parts (Vln. 1, Vln. 2, Vla., Vc., D.B.) are written in treble and bass clefs. The piano part (Pno.) is written in grand staff. The percussion parts (Perc. 1, Perc. 2, Perc. 3) are written in a simplified notation with vertical lines and stems. The score spans six measures, numbered 11 to 16 at the bottom. Various musical notations such as accents, slurs, and dynamic markings are present throughout the score.

11

12

13

14

15

16

Goblins & Ghouls

17 

Vln. 1 Behind Bridge *ff* Harmonic Glissando

Vln. 2 Behind Bridge *ff* *marcato*

Vla. Behind Bridge *ff* *marcato*

Vc. *ff* *marcato*

D.B. *ff* *marcato*

Pno. *ff* *marcato*

Perc. 1 Vibraslap *ff*

Perc. 2 Cowbell *f*

Perc. 3 Flexatone (ad lib. alla ghosts)

17 18 19 20 *f* 21 22

To Coda

27 pizz.

Harmonic Glissando

4 0

Vln. 1

Vln. 2

Vla.

Vc.

D.B.

Pno.

Perc. 1

Perc. 2

Perc. 3

Mark Tree

Vibraslap

Whistle

mp

mf

mp

mp

mp

mp

mp

mp

mp

23 24 25 26 27 28

Violin 1 (Vln. 1) and Violin 2 (Vln. 2) parts are in treble clef. Viola (Vla.) is in alto clef. Violoncello (Vc.) and Double Bass (D.B.) are in bass clef. Piano (Pno.) is in grand staff. Percussion 1 (Perc. 1), Percussion 2 (Perc. 2), and Percussion 3 (Perc. 3) are in drum notation.

Measures 29-34 are shown. Dynamics for Vc., D.B., and Pno. are: *mp* < *f* (measures 29-30), *p* < *mf* (measures 31-32), and *mp* (measures 33-34). Percussion 1 has a *mp* dynamic at measure 31. Percussion 2 has a *mp* dynamic at measure 30.

Goblins & Ghouls

35

arco 4

Vln. 1 *mf* *mf* *mf* 4 *f* *f*

Vln. 2 arco *mf* *mf* *mf* div. *f* *f*

Vla. arco *mf* *mf* *mf* *f* *f*

Vc. *mf* *f*

D.B. *mf* *f*

Pno. *mf* *mf* *mf* *f* *f*

Perc. 1 Mark Tree Vibraslap *mf* *f*

Perc. 2 *mf* *f*

Perc. 3 Flexatone *mf* *f*

35 36 37 38 39 40

Goblins & Ghouls

Behind Bridge 46

Vln. 1
mp *ff* *f*

Vln. 2
mp *ff* *f*

Vla.
mp *ff* *f*

Vc.
mp *ff* *f*

D.B.
mp *ff* *f*

Pno.
mp *ff* *f*

Perc. 1
Mark Tree *mf*
Rainstick

Perc. 2
ff *mf*

Perc. 3
Whistle

41 42 43 44 45 46

D.S. al Coda

The musical score is arranged in a system with nine staves. The top five staves are for strings: Vln. 1, Vln. 2, Vla., Vc., and D.B. The sixth staff is for Piano (Pno.). The bottom three staves are for Percussion (Perc. 1, Perc. 2, Perc. 3). The score spans measures 47 to 53. Dynamic markings include *ff* (fortissimo) for the strings and piano, *p* (piano) for Perc. 2, *mf* (mezzo-forte) for Perc. 3, and *f* (forte) for Perc. 3. Performance instructions include *arco* for the Violoncello and *Guiro* for Perc. 3. The section concludes with a Coda symbol.

Goblins & Ghouls

54 \emptyset Coda

The musical score is arranged in a multi-staff format. The top section includes Vln. 1, Vln. 2, Vla., Vc., and D.B. The piano part (Pno.) is shown in grand staff notation. The percussion section (Perc. 1, Perc. 2, Perc. 3) includes a Tam-tam, Cowbell, and Whistle. The score is marked with dynamics such as *ff* and *f*. The piece concludes with a Coda symbol at measure 54.

The musical score is arranged in a system with nine staves. The top five staves are for strings: Vln. 1, Vln. 2, Vla., Vc., and D.B. The sixth staff is for Piano (Pno.). The bottom three staves are for Percussion (Perc. 1, Perc. 2, Perc. 3). The score is divided into measures 58, 59, 60, and 61. Dynamic markings include *ff* (fortissimo) and *f* (forte). Performance instructions include 'Solo Scream' with a star symbol and a downward bow/vibrato mark, and 'Vibraslap' for Perc. 1. Perc. 2 has a 'Tam-tam' section in measure 60 and a 'choke' instruction in measure 61. The piano part features a complex rhythmic pattern in the right hand and a more rhythmic bass line.

58

59

60

61

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