

Conductor's Notes

"THE FLY"

Summary

"The Fly" is conceived to musically emulate the effect of a fly overflying around all of the different sections of a wind band. At the beginning the way this fly travels around the band will almost seem enchanting to the audience, putting them at ease. However, by the end of the piece, it will make everyone very angry and disturbed because of its continuous and tedious persistence. The fly's buzzing will begin to appear in the first section (first one in bar 7) and later throughout the different sections of the band, creating a stereo effect." From bar 26 the "chase of the fly" will begin, as it overflies each one of the different sections of the band.

In bars 6 and 103, clarinets, flutes and oboes must create an overwhelming crunching sound, as if they were aiming to make sure the fly stays away from that section.

In bar 123, the fly is so consumed trying to find someone to disturb (flying up and down and through the whole band- musically portrayed with crescendos and accelerandos) that in the end it will crush badly against the floor. The next section depicts how the fly is completely dazed because of the crash (bars 139-144) until it regains full consciousness again in bar 145.

From bar 161, the band will continue their chase against the incessant fly, now with a lot more energy (from bar 172) until the end of the piece.

In bar 223 the fly will perch in the conductor's nose, who, completely desperate, would shout very loudly until the fly is finally taken down with the help of the whole band.

Regarding the conductor's shout at the penultimate bar, there are two different suggestions in the score. Any of them is equally valid, provided the words used portray anger and fury.

Throughout the whole piece, the listener will be able to perceive 4 sounds of "whips" (clarinet III, baritone sax, trumpet III and percussion III). These effects emulate the sound of a fly whisk, trying to continuously take down the fly.

Technical Considerations:

1. "Breathing through the clarinet"

Clarinets I&II and Flutes I&II.

The desired effect will be achieved by inhaling through the mouthpiece. Clarinets must do so by introducing the majority of the mouthpiece into the mouth, achieving the loudest possible sonority.

2. The first bars of tubas and bass drum aim to recreate a "snore" sound, the one humans produce when they sleep. To such purpose, players must aim to find a low enough sound to achieve a similar sonority to that of a snore.

3. "Fly instrument"

This hand-made instrument simulates the buzzing sound of fly. It will sometimes be more present than others. The way to play this instrument is by creating a circular motion above the head of the player. Depending on the speed to which the player executes these circular motions, the sound will vary in pitch and frequency.

This instrument is fairly easy to create. Appendix 1 aims to explain, step by step, how to create one from scratch.

4. "L & R movements of the trombones"

It is very important to maintain a high position and coordination when doing these patterns of movement. The motion "L – R / R - L" wants to recreate the effect caused by observing a fly travelling from left to right of the stage, and vice versa.

5. "Whips"

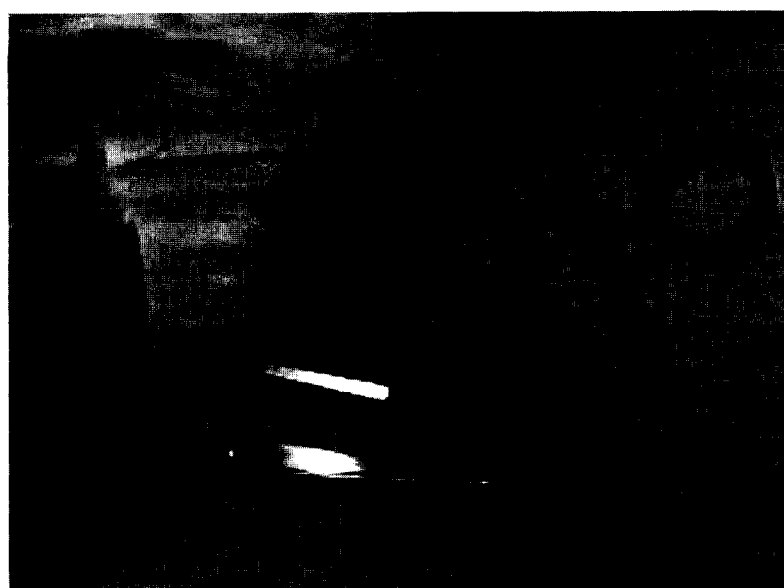
This effect tries to portray the sound of a fly whisk. This sound will be reproduced in different places of the band, always unexpected, creating a comic and interesting visual effect. The players can combine playing their instrument with creating this sound with the fly whisk, and always allowing enough time to prepare for these sounds.

APPENDIX 1
“FLY INSTRUMENT”

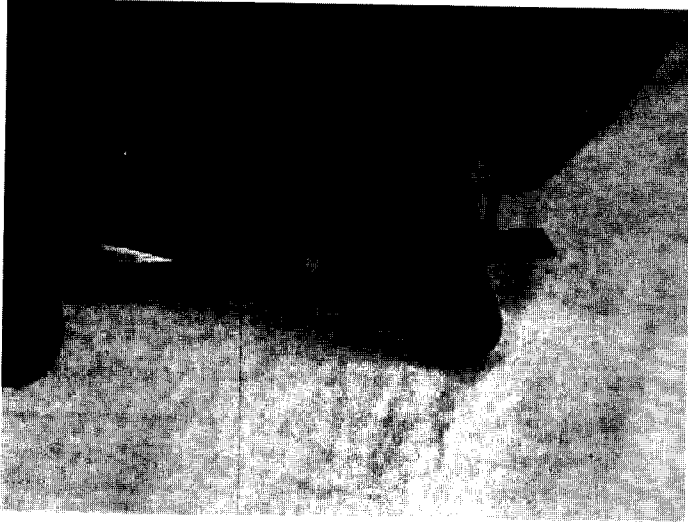


Materials Needed:

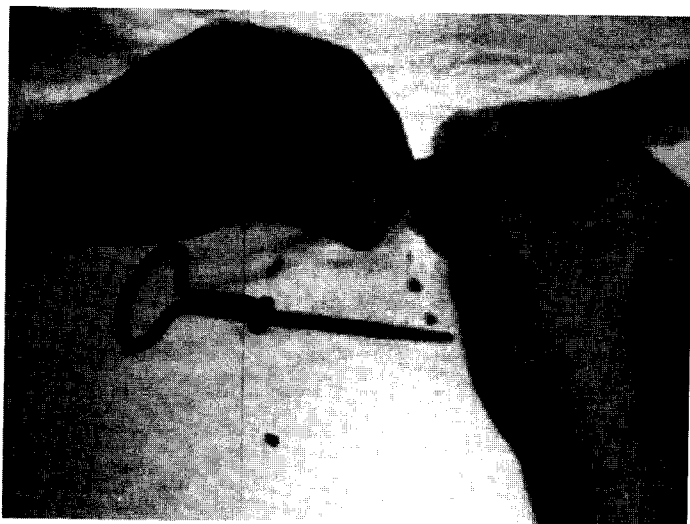
1. A pencil or Chinese eating stick/ 1 cork screw / 1 Balloon / 1 piece of thin rope / Masking Tape/ Glue, scissors and a sharp cutter.



2. Cut the cork screw in half, as seen in the picture.



3. Make a small incision at one side of each one of the cork parts. We will insert the pencil/Chinese stick in these holes.



4. Add glue into the holes to secure the pieces together.



5. Secure the small rope to one of the cork parts by taping them together. This procedure will allow us to move the instrument freely.



6. Once the rope is secured to the cork, we stick the pencil and the cork together, as we did with the other piece. The result should look like the picture below:



7. Cut a slice of from the balloon of about 1cm wide. Remember to tie both ends of the rope together before surrounding both corks with this piece from the balloon. The knots must be strong, as shown in the first picture of the appendix.

Try with different lengths of pieces from the balloon to check the sound that achieves the best effect. It is also advised to try out with different pencils and Chinese sticks, as this will also affect the “fly” sound (higher or lower).

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"THE FLY"



Score

CADENZA (Creating the effect of a sleeping man)

Oscar Navarro

$\bullet = 88$ (more or less) $_2$

This page of a musical score is for a large orchestra, featuring staves for various instruments including woodwinds, brass, strings, and percussion. The score includes dynamic markings, performance instructions, and large section numbers 3 and 4.

Woodwinds:

- Piccolo:** (Breathing through the Flute)
- Flute 1-2:** (Breathing through the Flute)
- Oboe 1-2:** (Breathing through the oboe)
- Bassoon 1-2:** (Breathing through the bassoon)
- Clarinet in E:** (Breathing through the clarinet)
- Clarinet in B:** 1 (Breathing through the clarinet), 2 (Breathing through the clarinet), 3 (Breathing through the clarinet)
- Bass Clarinet:** (Breathing through the bass clarinet)
- Alto Sax. 1-2:**
- Tenor Sax. 1-2:**
- Baritone Sax. (with 1 whip):**

Brass:

- Horn in F 1-2:**
- Horn in F 3-4:**
- Trumpet in B:** 1, 2-3, 3 (only one player (whip))
- Trombone 1:**
- Trombone 2-3:**
- Euphonium 1-2:**
- Tuba 1-2:**

Strings:

- Violoncello:**
- Contrabass:**
- Timpani:**

Percussion:

- Mallets (Vibraphone):**
- Percussion 1 (Snare drum, Triangle, Flexatone, Embolo flute, Fly instr.):**
- Percussion 2 (Cymbals, Whip, Fly Instrument):**
- Percussion 3 (Bass Drum, Drum Set, Tambourine):**

Performance Instructions and Markings:

- Section Numbers:** Large numbers 3 and 4 are placed at the beginning of the woodwind and string sections, respectively.
- Dynamic Markings:** *mp* (mezzo-piano), *f* (forte), *ff* (fortissimo), *pp* (pianissimo), *ppp* (pianississimo), *sfz* (sforzando), *sub. p* (subito piano).
- Performance Instructions:**
 - Bouché* (Muted)
 - III. Bouché*
 - mute Only one player*
 - II. mute Only one player*
 - Whip (Raising it vertically above the head, only 1 player)*
 - Fast Gliss. (as a fly acrossing the sage)*
 - One player*
 - Bubble Mute (Wah-wah)*
 - Very low Cluster, sounding like a deep snore 4 seconds more or less*
 - 4 seconds more or less*
 - Fly instrument (play it making circles above the head)*
 - play ad libitum (Faster and Slower)*

*Scraping the patch with a little rubber ball
(obtaining sound like a deep snore)*

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"THE FLY" - Score - 2 -

9 10 11 12 13 14 15

Picc.

Fl. 1-2
mp *ff*

Ob. 1-2

Bsn.

E♭ Cl.
mp *ff*

B♭ Cl. 1
mp *ff*

B♭ Cl. 2
mp *ff*

B♭ Cl. 3

B. Cl.

A. Sx. 1-2

T. Sx. 1-2
mp *f*
Whip (Raising it vertically above the head, only 1 player)

B. Sx. (Whip)

Hn. 1-2
Bouché
ppp *sfz* sub. *p* *pp*

Hn. 3-4
Bouché
ppp *sfz* sub. *p* *pp*

B♭ Tpt. 1
mp

B♭ Tpt. 2-3
mp

B♭ Tpt. 3
only one player (Whip)
f
Whip (Raising it vertically above the head, only 1 player)

Tbn. 1
sfz *p*

Tbn. 2-3

Euph. 1-2
mp

Tuba 1-2

Vc.

Cb.

Timp.

Mall.
p

Perc. 1
mp

Perc. 2
fp

Perc. 3

Fly instrument (play it making circles above the head)
play ad libitum (Faster and Slower)

$\text{♩} = 138$ *accelerando e crescendo poco a poco*

17 18 19 20

Picc.

Fl. 1-2

Ob. 1-2

Bsn.

E♭ Cl.

B♭ Cl. 1

Cl. in B♭ 2
(Fly instrument)

B♭ Cl. 2

B♭ Cl. 3

B. Cl.

A. Sax. 1-2

T. Sax. 1
(Fly instrument)

T. Sax. 1-2

B. Sax.
(Whip)

Hn. 1-2

Hn. 3-4

B♭ Tpt. 1

B♭ Tpt. 2-3

Tbn. 1

Tbn. 2-3

Euph. 1-2

Tuba 1-2

Vc.

Cb.

Timp.

Mall.

Perc. 1

Perc. 2

Perc. 3

1. div.
mp

1. div.
mp

1. div.
mp

div. Only two player
mp

Fly instrument (play it making circles above the head)
mp

play ad libitum (Faster and Slower)

1. div.
mp

Fly instrument (play it making circles above the head)
mp

play ad libitum (Faster and Slower)

III-IV
sfz p

sfz p

sfz p

sfz mp

Bubble Mute (Wah-wah)
p *mf*

II. Bubble Mute (Wah-wah)

sfz *mp*

1. Only one player
mp

Fly instrument (play it making circles above the head)
mp

play ad libitum (Faster and Slower)

Xylo.
p

"THE FLY" - Score - 4 -

"THE FLY" - Score - 5 -

[illegible]

34 35 36 37 38 39 40 41

Picc. *f* *mf* *f*

Fl. 1-2 *f* *mf* *f*

Ob. 1-2 *f* *mf* *f*

Bsn. *f* *mf* *f*

E♭ Cl. *f* *mf*

B♭ Cl. 1 *f*

B♭ Cl. 2 *f*

B♭ Cl. 3 *f*

B. Cl. *f* *mf*

A. Sx. 1-2 *mf*

T. Sx. 1-2 *mf*

B. Sx. (Whip) *mf* *ff*

Hn. 1-2

Hn. 3-4

B♭ Tpt. 1 *f* *mf*

B♭ Tpt. 2-3 *f* *mf*

Tbn. 1 *ff*

Tbn. 2-3 *ff*

Euph. 1-2 *mf*

Tuba 1-2 *mf* *f*

Vc. *arco* *mf pizz* *arco*

Cb. *mf* *f* *mf*

Timp. *mf*

Mall. *mf* *f*

Perc. 1 *mf* *f*

Perc. 2 *f* *mf*

Perc. 3 *mf*

Whip (Raising it vertically above the head, only 1 player)

(Bell up, everybody moving the bell from left to right fast)

(Bell up, everybody moving the bell from left to right fast)

II.

Emboled Flute

42 43 44 45 46 47 48 49 50 51 52 53

Picc. *mf* *f*

Fl. 1-2 *mf* *f*

Ob. 1-2 *mf* *f*

Bsn. *mf* *f*

E♭ Cl. *mf*

B♭ Cl. 1 *f*

B♭ Cl. 2 *f*

B♭ Cl. 3 *f*

B. Cl. *f* *mf*

A. Sx. 1-2 *f*

T. Sx. 1-2 *f*

B. Sx. (Whip)

Hn. 1-2 *mf*

Hn. 3-4

B♭ Tpt. 1 *mute* *f* *open* *mf* *II.-III. open*

B♭ Tpt. 2-3 *II. mute* *f* *mf*

B♭ Tpt. 3 *only one player (Whip)* *Whip (Raising it vertically above the head, only 1 player)*

Tbn. 1 *ffz mp* *mp* *ff* *(Bell up, everybody moving the bell from right to left fast)*

Tbn. 2-3 *ffz mp* *mp* *ff* *(Bell up, everybody moving the bell from right to left fast)*

Euph. 1-2 *f* *mf* *mf*

Tuba 1-2 *f* *mf* *f* *mf*

Ve. *f* *mf* *pizz* *mf*

Cb. *f* *mf* *f* *mf*

Timp.

Mall.

Perc. 1 *mf* Embolo Flute *f* Glissando

Perc. 2 *f* Tambourine *ff* *f* Cymb.

Perc. 3 *mf*

54 55 56 57 58 59 60 61

Picc. *mf* *f*

Fl. 1-2 *mf* *f*

Ob. 1-2 *mf* *f*

Bsn. *mf* *f*

E♭ Cl. *mf* *sfz* *sfz*

B♭ Cl. 1 *mf* *sfz* *sfz*

B♭ Cl. 2 *mf* *sfz* *sfz*

B♭ Cl. 3 *mf* *sfz* *sfz*

B. Cl. *f* *mf*

A. Sx. 1-2 *mf* *f*

T. Sx. 1-2 *mf* *f*

B. Sx. (Whip) *ff*

Hr. 1-2 *mf*

Hr. 3-4 *mf*

B♭ Tpt. 1 *f* *mute*

B♭ Tpt. 2-3 *f* *mute*

Tbn. 1 *open* *f*

Tbn. 2-3 *open* *f*

Euph. 1-2 *f*

Tuba 1-2 *f* *mf*

Vc. *arco* *f*

Cb. *f* *arco* *f* *pizz* *mf*

Timp. *mf*

Mall. *mf* *f*

Perc. 1 *mf*

Perc. 2 *mf*

Perc. 3 *mf*

Snare Drum *mf*

Whip (Raising it vertically above the head, only 1 player)

7 8 7 8 7 8

Bell Up. As fast as possible - ad libitum

62 63 64 65 66 67

Picc. *ff* *Bell Up. As fast as possible - ad libitum*

Fl. 1-2 *ff* *Bell Up. As fast as possible - ad libitum*

Ob. 1-2 *ff* *Bell Up. As fast as possible - ad libitum*

Bsn. *ff* *Bell Up. As fast as possible - ad libitum*

E♭ Cl. *ff* *Bell Up. (D + key 6) As fast as possible - ad libitum*

B♭ Cl. 1 *ff* *Bell Up. (key 7&8) As fast as possible - ad libitum*

B♭ Cl. 2 *ff* *Whip (Raising it vertically above the head, only 1 player)*

Cl. in B♭ 3 *ff* *Bell Up. (key 7&8) As fast as possible - ad libitum*

B♭ Cl. 3 *ff*

B. Cl. *ff*

A. Sx. 1-2 *ff*

T. Sx. 1-2 *ff*

B. Sx. (Whip) *fff*

Hn. 1-2 *f*

Hn. 3-4 *f*

B♭ Tpt. 1 *open*

B♭ Tpt. 2-3 *open*

B♭ Tpt. 3 *Whip (Raising it vertically above the head, only 1 player)*

Tbn. 1 *ff*

Tbn. 2-3 *ff*

Euph. 1-2 *ff*

Tuba 1-2 *ff*

Vc. *ff*

Cb. *arco* *pizz*

Timp. *f* *mf*

Mall. *f*

Perc. 1 *f* *mf*

Perc. 2 *f* *mf*

Perc. 3 *f* *mf*

7 8 2 4 2 4 2 4 2 4

68 69 70 71 72

Picc. *ff* *f* *f* *f* *f*

Fl. 1-2 *ff* *f* *f* *f* *f*

Ob. 1-2 *ff* *f* *f* *f* *f*

Bsn. *ff* *f* *f* *f* *f*

E♭ Cl. *ff* *Bell up* *f* *regular* *f*

B♭ Cl. 1 *ff* *Bell up* *f* *regular* *f*

B♭ Cl. 2 *ff* *Bell up* *f* *regular* *f*

Cl. in B♭ 3 *ff* *Whip (Raising it vertically above the head, only 1 player)* *f* *f* *f*

B♭ Cl. 3 *ff* *Whip (Raising it vertically above the head, only 1 player)* *f* *f* *f*

B. Cl. *ff* *Whip (Raising it vertically above the head, only 1 player)* *f* *f* *f*

A. Sx. 1-2 *ff* *f* *f* *f* *f*

T. Sx. 1-2 *ff* *f* *f* *f* *f*

B. Sx. (Whip) *ff* *f* *f* *f* *f*

Hn. 1-2 *f* *f* *f* *f* *f*

Hn. 3-4 *f* *f* *f* *f* *f*

B♭ Tpt. 1 *f* *f* *f* *f* *f*

B♭ Tpt. 2-3 *f* *f* *f* *f* *f*

Tbn. 1 *f* *f* *f* *f* *f*

Tbn. 2-3 *f* *f* *f* *f* *f*

Euph. 1-2 *f* *f* *f* *f* *f*

Tuba 1-2 *f* *f* *f* *f* *f*

Vc. *ff* *f* *f* *f* *f*

Cb. *f* *f* *f* *f* *f*

Timp. *f* *f* *f* *f* *f*

Mall. *f* *f* *f* *f* *f*

Perc. 1 *f* *f* *f* *f* *f*

Perc. 2 *f* *f* *f* *f* *f*

Perc. 3 *f* *f* *f* *f* *f*

unis *arco* *arco* *pizz*

73 74 75 76 77

Picc. *ff*

Fl. 1-2 *ff*

Ob. 1-2

Bsn. *mp* *solo*

Es. Cl. *mf*

B♭ Cl. 1 *mp*

B♭ Cl. 2 *mp*

B♭ Cl. 3

B. Cl. *Cue Bassoon*

A. Sx. 1-2 *mp*

T. Sx. 1-2

B. Sx. (Whip)

Hn. 1-2 *mp*

Hn. 3-4 *mp*

B♭ Tpt. 1

B♭ Tpt. 2-3

Tbn. 1

Tbn. 2-3

Euph. 1-2 *mp*

Tuba 1-2

Vc.

Cb. *pizz* *mp*

Timp.

Mall. *solo* *mf*

Perc. 1 *Triangle* *mf*

Perc. 2

Perc. 3

Only two player

I. II

78 79 80 81 82

Picc. *mp*

Fl. 1-2 *Only two player*

Ob. 1-2 *I-II.*

Bsn.

E♭ Cl.

B♭ Cl. 1 *f*

B♭ Cl. 2 *f*

B♭ Cl. 3 *f*

B. Cl. *play f*

A. Sx. 1-2 *I-II. f*

T. Sx. 1-2 *I-II. f*

B. Sx. (Whip) *f*

Hn. 1-2 *f*

Hn. 3-4 *f*

B♭ Tpt. 1 *f*

B♭ Tpt. 2-3 *f*

Tbn. 1 *f*

Tbn. 2-3 *f*

Euph. 1-2 *f*

Tuba 1-2 *f*

Vc. *arco f*

Cb. *arco*

Timp. *f*

Mall. *f*

Perc. 1 *mf* Triangle

Perc. 2 *f* Snare Drum *mf*

Perc. 3 *f*

(Bell up, everybody moving the bell from left to right fast) open

(Bell up, everybody moving the bell from left to right fast) open

I-II mp

mp

mp

mf

Bell Up. As fast as possible - ad libitum

103 104 105 106 107 108

Picc. *ff* *Bell Up. As fast as possible - ad libitum*

Fl. 1-2 *ff* *Bell Up. As fast as possible - ad libitum*

Ob. 1-2 *ff* *Bell Up. As fast as possible - ad libitum*

Bsn. *f* *Bell Up. As fast as possible - ad libitum*

E♭ Cl. *ff* *Bell Up. (D + key 6) As fast as possible - ad libitum*

B♭ Cl. 1 *ff* *Bell Up. (key 7&8) As fast as possible - ad libitum*

B♭ Cl. 2 *ff* *Bell Up. (key 7&8) As fast as possible - ad libitum*

Cl. in B♭ 3 *ff* *Whip (Raising it vertically above the head, only 1 player)*

B♭ Cl. 3 *ff* *Bell Up. (key 7&8) As fast as possible - ad libitum*

B. Cl. *ff*

A. Sx. 1-2 *ff*

T. Sx. 1-2 *ff*

B. Sx. (Whip) *ff*

Whip (Raising it vertically above the head, only 1 player)

Hn. 1-2 *f*

Hn. 3-4 *f open*

B♭ Tpt. 1 *f open*

B♭ Tpt. 2-3 *f*

B♭ Tpt. 3 *ff* *Whip (Raising it vertically above the head, only 1 player)*

Tbn. 1 *f*

Tbn. 2-3 *f*

Euph. 1-2 *f*

Tuba 1-2 *f*

Vc. *f arco*

Cb. *f*

Timp. *f*

Mall. *f*

Perc. 1 *f*

Perc. 2 *f*

Perc. 3 *f*

mf *mf* *mf* *mf* *mf* *mf*

regular *regular* *regular* *regular* *regular* *regular*

sfz *sfz* *sfz* *sfz* *sfz* *sfz*

pizz

This image shows a page from a musical score, likely for a symphony or concert band. The page contains staves for various instruments, including woodwinds, brass, strings, and percussion. The score is written in 4/4 time and includes measures 109, 110, 112, and 113. The instruments listed on the left are: Picc., Fl. 1-2, Ob. 1-2, Bsn., E♭ Cl., B♭ Cl. 1, B♭ Cl. 2, Cl. in B♭ 3 (Only one player (Whip)), B♭ Cl. 3, B. Cl., A. Sx. 1-2, T. Sx. 1-2, B. Sx. (Whip), Hn. 1-2, Hn. 3-4, B♭ Tpt. 1, B♭ Tpt. 2-3, Tbn. 1, Tbn. 2-3, Euph. 1-2, Tuba 1-2, Vc., Cb., Timp., Mall., Perc. 1, Perc. 2, and Perc. 3. The score includes various musical notations such as notes, rests, and dynamic markings (e.g., *f*, *sf*, *pizz*, *arco*). There are also performance instructions like "Bell up" and "Whip (Raising it vertically above the head, only 1 player)".

114 115 116 117 118

Picc. *ff*

Fl. 1-2 *ff*

Ob. 1-2 *ff*

Bsn. *ff*

E♭ Cl. *ff*

B♭ Cl. 1 *ff*

B♭ Cl. 2 *ff*

B♭ Cl. 3 *ff*

B. Cl. *ff*

A. Sx. 1-2 *ff*

T. Sx. 1-2 *ff*

B. Sx. (Whip) *ff*

Hn. 1-2 *ff*

Hn. 3-4 *ff*

B♭ Tpt. 1 *ff*

B♭ Tpt. 2-3 *ff*

Tbn. 1 *ff*

Tbn. 2-3 *ff*

Euph. 1-2 *ff*

Tuba 1-2 *ff*

Vc. *ff*

Cb. *ff*

Timp. *ff*

Mall. *ff*

Perc. 1 *ff*

Perc. 2 *ff*

Perc. 3 *ff*

This page of the musical score covers measures 119 to 126. The instruments and their parts are as follows:

- Picc.**: Piccolo, measures 119-120.
- Fl. 1-2**: Flutes 1 and 2, measures 119-120.
- Ob. 1-2**: Oboes 1 and 2, measures 119-120.
- Bsn.**: Bassoon, measures 119-120.
- E♭ Cl.**: E-flat Clarinet, measures 119-120.
- B♭ Cl. 1**: B-flat Clarinet 1, measures 119-120.
- B♭ Cl. 2**: B-flat Clarinet 2, measures 119-120.
- B♭ Cl. 3**: B-flat Clarinet 3, measures 119-120.
- B. Cl.**: Bass Clarinet, measures 119-120.
- A. Sx. 1-2**: Alto Saxophones 1 and 2, measures 119-120.
- T. Sx. 1-2**: Tenor Saxophones 1 and 2, measures 119-120.
- B. Sx. (Whip)**: Baritone Saxophone (Whip), measures 119-120.
- Hn. 1-2**: Horns 1 and 2, measures 119-120.
- Hn. 3-4**: Horns 3 and 4, measures 119-120.
- B♭ Tpt. 1**: B-flat Trumpet 1, measures 119-120.
- B♭ Tpt. 2-3**: B-flat Trumpets 2 and 3, measures 119-120.
- Tbn. 1**: Trombone 1, measures 119-120.
- Tbn. 2-3**: Trombones 2 and 3, measures 119-120.
- Euph. 1-2**: Euphoniums 1 and 2, measures 119-120.
- Tuba 1-2**: Tubas 1 and 2, measures 119-120.
- Vc.**: Violoncello, measures 119-120.
- Cb.**: Contrabass, measures 119-120.
- Timp.**: Timpani, measures 119-120.
- Mall.**: Mallets, measures 119-120.
- Perc. 1**: Percussion 1, measures 119-120.
- Perc. 2**: Percussion 2, measures 119-120.
- Perc. 3**: Percussion 3, measures 119-120.

The score includes various dynamic markings such as *mf*, *ff*, *p*, and *mp*. Performance instructions include *accelerando*, *crescendo e accelerando*, and *play ad libitum (Faster and Slower)*. Specific performance notes for the Fly instrument and Egg Shaker are also present.

127 128 129 130 131 132

Picc. *mp*

Fl. 1-2 *mp*

Ob. 1-2 *I.* *I.-II.*

Bsn. *mf*

E♭ Cl.

B♭ Cl. 1

Cl. in B♭ 2
(Fly instrument)

B♭ Cl. 2

B♭ Cl. 3

B. Cl.

A. Sax. 1-2

T. Sax. 1
(Fly instrument)

T. Sax. 1-2

B. Sax.
(Whip)

Hn. 1-2

Hn. 3-4

B♭ Tpt. 1

B♭ Tpt. 2-3

Tbn. 1

Tbn. 2-3

Euph. 1-2

Tuba 1-2

Vc.

Cb.

Timp.

Mall.

Perc. 1

Perc. 2

Perc. 3

mf *mf*

play ad libitum (Faster and Slower)

*Fly instrument
(play it making circles
above the head)*

play ad libitum (Faster and Slower)

crescendo e accelerando

$\text{♩} = 60$

140 141 142 143 144 145 solo 146

Picc. *mp* Only two player

Fl. 1-2 *mp*

Ob. 1-2 *mp* Only two player

Bsn. *mf* solo *pp* (solo) *mf*

Fr. Cl. *mp*

B♭ Cl. 1 *div.* *mp* II.

B♭ Cl. 2 *mp*

B♭ Cl. 3 *mp*

B. Cl. *mf* *pp*

A. Sax. 1-2

T. Sax. 1-2

B. Sax. (Whip)

Hn. 1-2

Hn. 3-4

B♭ Tpt. 1 *Harmon mute (wuah- wuah)* Only one player *wuah wuah* *mf* *wuah wuah*

B♭ Tpt. 2-3 *Harmon mute (wuah- wuah)* Only one player *wuah wuah* *mf* *wuah wuah*

Tbn. 1 *solo Bubble Mute (Wah-wah)* *wuah wuah wuah wuah wuah wuah* *mf*

Tbn. 2-3

Euph. 1-2

Tuba 1-2

Vc. *pizz* Only one player

Cb. *mf* *pp*

Timp.

Mall.

Perc. 1 Triangle *mp*

Perc. 2

Perc. 3

2 4 2 4 2 4 2 4

147 148 149 150 151 152

Picc.

Fl. 1-2

Ob. 1-2

Bsn.

E♭ Cl.

B♭ Cl. 1

B♭ Cl. 2

B♭ Cl. 3

B. Cl.

A. Sx. 1-2

T. Sx. 1-2

B. Sx.
(Whip)

Hn. 1-2

Hn. 3-4

B♭ Tpt. 1

B♭ Tpt. 2-3

Tbn. 1

Tbn. 2-3

Euph. 1-2

Tuba 1-2

Vc.

Cb.

Timp.

Mall.

Perc. 1

Perc. 2

Perc. 3

mf

mf

mf

153 *Cue Xylo.* 154 155 *f* 156 *mp* 157 *f* 158

Picc. *f* *mf*

Fl. 1-2 *mp* *Only two player*

Ob. 1-2 *mp* *Only two player*

Bsn. *f* *mf*

E♭ Cl.

B♭ Cl. 1

B♭ Cl. 2

B♭ Cl. 3

B. Cl. *f* *mf*

A. Sx. 1-2 *p*

T. Sx. 1-2 *p*

B. Sx. (Whip)

Hn. 1-2

Hn. 3-4

B♭ Tpt. 1

B♭ Tpt. 2-3

Tbn. 1

Tbn. 2-3

Euph. 1-2

Tuba 1-2

Vc.

Cb.

Timp.

Mall. *mf* *f* *solo Xylo.*

Perc. 1

Perc. 2

Perc. 3

159 160 161 162 163 164 165

Picc. *f*

Fl. 1-2 *f*

Ob. 1-2 *f*

Bsn. *f*

E♭ Cl. *f*

B♭ Cl. 1 *f*

Cl. in B♭ 2 (Fly instrument) *f*

B♭ Cl. 2 *f*

B♭ Cl. 3 *f*

B. Cl. *f*

A. Sax. 1-2 *f*

T. Sax. 1 (Fly instrument) *f*

T. Sax. 1-2 *f*

B. Sax. (Whip) *f*

Hn. 1-2 *f*

Hn. 3-4 *f*

B♭ Tpt. 1 *f*

B♭ Tpt. 2-3 *f*

Tbn. 1 *f*

Tbn. 2-3 *f*

Euph. 1-2 *f*

Tuba 1-2 *f*

Vc. *f*

Cb. *f*

Tim. *f*

Mall. *f*

Perc. 1 *f*

Perc. 2 *f*

Perc. 3 *f*

Only two player

Only two player

1.-II. tutti

Fly instrument (play it making circles above the head) play ad libitum (Faster and Slower)

Fly instrument (play it making circles above the head) play ad libitum (Faster and Slower)

Whip (Raising it vertically above the head, only 1 player)

Only one player (mute)

Only one player (mute)

Only one player

One player

Fly instrument (play it making circles above the head) play ad libitum (Faster and Slower)

Fly instrument (play it making circles above the head) play ad libitum (Faster and Slower)

Fly instrument (play it making circles above the head) play ad libitum (Faster and Slower)

166 167 168 169 170 171

Picc.

Fl. 1-2

Ob. 1-2

Bsn.

E♭ Cl.

B♭ Cl. 1

Cl. in B♭
(Fly instrument)

B♭ Cl. 2

B♭ Cl. 3

B. Cl.
Cue Bassoon

A. Sax. 1-2

T. Sax. 1
(Fly instrument)

T. Sax. 1-2

B. Sax.
(Whip)

Hn. 1-2

Hn. 3-4

B♭ Tpt. 1

B♭ Tpt. 2-3

B♭ Tpt. 3
only one player (Whip)

Tbn. 1

Tbn. 2-3

Euph. 1-2

Tuba 1-2

Vc.

Cb.

Timp.

Mall.

Perc. 1

Perc. 2

Perc. 3

mf

f

p

open

(Bell up .everybody moving the bell from left to righ fast)

Drum Set Break

f

24

[illegible]

This page of the musical score is for measures 179 through 185. It includes staves for the following instruments:

- Picc.
- Fl. 1-2
- Ob. 1-2
- Bsn.
- E♭ Cl.
- B♭ Cl. 1
- B♭ Cl. 2
- B♭ Cl. 3
- B. Cl.
- A. Sx. 1-2
- T. Sx. 1-2
- B. Sx. (Whip)
- Hn. 1-2
- Hn. 3-4
- B♭ Tpt. 1
- B♭ Tpt. 2-3
- Tbn. 1
- Tbn. 2-3
- Euph. 1-2
- Tuba 1-2
- Vc.
- Cb.
- Timp.
- Mall.
- Perc. 1
- Perc. 2
- Perc. 3

Key performance markings and instructions include:

- Dynamic markings:** *sf*, *f*, *mf*, *ff*.
- Performance instructions:** "regular" (for Sx. and Hn.), "Whip (Raising it vertically above the head, only 1 player)" (for Perc. 2).
- Other markings:** "Frull" (for Sx. and Hn.), "III." (for Tbn. 2-3), and "II-III." (for Tbn. 2-3).

[illegible]

This page of the musical score is for measures 195 through 203. It includes staves for the following instruments:

- Picc.** (Piccolo)
- Fl. 1-2** (Flutes)
- Ob. 1-2** (Oboes)
- Bsn.** (Bassoon)
- E♭ Cl.** (E-flat Clarinet)
- B♭ Cl. 1** (B-flat Clarinet 1)
- B♭ Cl. 2** (B-flat Clarinet 2)
- Cl. in B♭ 3** (Clarinet in B-flat 3, with instruction: *Only one player (Whip)*)
- B♭ Cl. 3** (B-flat Clarinet 3)
- B. Cl.** (Bass Clarinet)
- A. Sx. 1-2** (Alto Saxophones)
- T. Sx. 1-2** (Tenor Saxophones)
- B. Sx. (Whip)** (Baritone Saxophone, with instruction: *Whip (Raising it vertically above the head, only 1 player)*)
- Hn. 1-2** (Horns 1-2)
- Hn. 3-4** (Horns 3-4)
- B♭ Tpt. 1** (B-flat Trumpet 1)
- B♭ Tpt. 2-3** (B-flat Trumpet 2-3)
- Tbn. 1** (Trombone 1)
- Tbn. 2-3** (Trombone 2-3)
- Euph. 1-2** (Euphonium 1-2)
- Tuba 1-2** (Tuba 1-2)
- Vc.** (Violoncello)
- Cb.** (Contrabass)
- Timp.** (Timpani)
- Mall.** (Mallets)
- Perc. 1** (Percussion 1)
- Perc. 2** (Percussion 2)
- Perc. 3** (Percussion 3, with instruction: *Tom-Toms Break*)

Key performance instructions and markings include:

- Whip (Raising it vertically above the head, only 1 player)** for the B♭ Cl. 3 and B. Sx. parts.
- Bouché Mooving all the fingers (notes ad libitum)** for the Horns.
- mute Mooving all the fingers (notes ad libitum)** for the B♭ Tpt. 1 and B♭ Tpt. 2-3.
- ff** (fortissimo) and **f** (forte) dynamic markings are used throughout the score.
- Tom-Toms Break** instruction for Percussion 3 at the end of the page.

204 205 206 207 208 209 210 211

Picc. *ff*

Fl. 1-2 *ff*

Ob. 1-2 *ff*

Bsn. *ff* 1-II

E♭ Cl. *ff*

B♭ Cl. 1 *ff*

B♭ Cl. 2 *ff*

B♭ Cl. 3 *ff*

B. Cl. *ff*

A. Sx. 1-2 *f*

T. Sx. 1-2 *f*

B. Sx. (Whip) *ff*

Hn. 1-2 *ff*

Hn. 3-4 *ff* open

B♭ Tpt. 1 *ff* open

B♭ Tpt. 2-3 *ff* open

Tbn. 1 *ff*

Tbn. 2-3 *ff*

Euph. 1-2 *ff* 1-II

Tuba 1-2 *ff*

Vc. *ff*

Cb. *ff*

Timp. *f*

Mall. *f*

Perc. 1 *ff*

Perc. 2 *ff*

Perc. 3 *ff*

Whip (Raising it vertically above the head, only 1 player)

212 213 214 215 216 217

Picc.

Fl. 1-2

Ob. 1-2

Bsn.

E♭ Cl.

B♭ Cl. 1

B♭ Cl. 2

B♭ Cl. 3

B. Cl.

A. Sx. 1-2

T. Sx. 1-2

B. Sx. (Whip)

Hn. 1-2

Hn. 3-4

B♭ Tpt. 1

B♭ Tpt. 2-3

B♭ Tpt. 3 only one player (Whip)

Tbn. 1

Tbn. 2-3

Euph. 1-2

Tuba 1-2

Vc.

Cb.

Timp.

Mall.

Perc. 1

Perc. 2

Perc. 3

Bell up

ff

Bell up

ff

mf

f

f

f

ff

Whip (Raising it vertically above the head, only 1 player)

[illegible]