

Three Impressions for Orchestra and Found Object Percussion

I. Walden

II. Gobi Windstorm

III. Glimmer

Jeff Roberts

Instrumentation

Piccolo
2 Flutes
2 Oboes
2 Bb Clarinets
Bb Bass Clarinet
2 Bassoons

4 Horns in F
2 Bb Trumpets
3 Trombones
1 Tuba

Brass Section Found Objects

Horn 1: 2 rocks, 2 drum sticks, 1 small bowl
Horn 2: 2 rocks, 2 drum sticks, 1 small bowl
Horn 3: 2 rocks, drinking glass, chop sticks, wine bottle
Horn 4: 2 rocks, can, chop stick, wine bottle
Tpt 1: 2 rocks, drum stick, can
Tpt 2: 2 rocks, drum stick, can
Tbn 1: 2 rocks, drum stick, can, drinking glass
Tbn 2: 2 rocks
Tbn 3: 2 rocks
Tuba: 2 rocks

Percussion I

Bass drum
Prayer Bowl
Cymbal
Marimba (on Glimmer)
Crotales
Gong
Temple blocks
Wine bottle, small bowl, plate

Percussion II

Temple Blocks (5)
Claves/piccolo wood block
Wood Boards
Timpani (30")
Vibraphone
Cymbal (w/bow)
Large Gong
Drinking Glass, Wine Glass, Wine Bottle, large bowl

Percussion III

Marimba (on Walden)
Temple Blocks (5)
Drinking Glass, Wine Glass, Tin Cans, Small Bowl

Found Object Orchestra Percussion

Wine Bottles
Wine Glasses
Steel Pots
Drinking Glasses
Small Bowls
Large Bowls
Plates
Tin Cans
Plastic Bottles
Rocks

Harp

Celesta

Strings

Violin I (12, divisi 6)
Violin II (12, divisi 6)
Viola (6, divisi 3)
Cello (6, divisi 3)
Doublebass (6 divisi 3)

Performance notes

String Techniques

Ghost Notes

Ghost notes are produced by applying slight left-hand pressure to the string and lightly dragging the bow across the string. The resulting sound should have a faint pitched tone but be largely bow noise. This is not a heavy-pressured scratch tone. There are two specific designations

- G** Designates a normally produced ghost tone.
- G - p** Begin with a ghost tone. Quickly increase bow pressure to produce a pitch

- Jete [long]** Bounce bow spontaneously across the designated pitch continuously (but with random rhythmic character for the designated duration).
- Jete [norm]** A normal short duration bouncing bow
- Instrument Body Percussion** Cellos and Double Bass will be asked to tap on the body of their instrument lightly to produce a percussive effect. Either 'knuckle' or 'flesh' will be designated as to what to hit the instrument body with. Try to find resonant locations and multiple locations with a variety of timbral difference.
- Sul Ponticello Overtones** Anywhere *Sul Ponticello* is designated, the player should dig into the string at the bridge to produce a sound rich in overtones.

Found Object Percussion Orchestra

The percussion orchestra should be made up of a combination of musically trained and untrained players. The orchestra should be around a size of 20 performers broken up into groups of five players. Each group should have a leader (trained musician) that can organize and assist the other sub-group members in performing the music, and help to coordinate his music with the assistant conductor.

Percussion Orchestra direction

The direction of the found object percussion orchestra should come from an assisting conductor, in coordination with the orchestra conductor. For *Walden* and *Glimmer*, there is a separate score for the found object orchestra from which to direct. The orchestral conductor does not see any of the detail of parts in the percussion orchestra, only a summary of texture categories. The assisting conductor will have a player-by-player percussion orchestra score.

Found Object Instruments and Techniques

Wine Bottle

- lip trill* Use beaters to trill on top of bottle
- blow* Gently blow across bottle opening to create sustained pitch
- overblow* Blow aggressively across bottle opening to create piercing overtone
- tapping* Use beater to spontaneously tap on bottle surface
- crash/smash* Use three bottles to randomly crash together at the bottle necks

Rocks

- rattle* Rattle three or four medium-sized rocks together in the hands.
- fast tapping* Rapidly, tap two rocks together in spontaneous rhythmic phrasing.
- swirl* Swirl two smooth-surfaced rocks against one another
- tempo tapping* Tap even tempo rhythms at designate speeds (e.g. slow, medium, etc)

Drum Sticks and Chop Sticks

- tapping* Rapidly tap two drum sticks together in spontaneous rhythmic phrasing
- 1x* Tap drum sticks together 1x
- trill* Hold 2 drum sticks in a 'V' shape and rattle a third in between them
- rattle* Hold three or more sticks loosely and rattle them together

Tin Can

- rattle* Put the tab from the can inside the can and rattle it
- fast tapping* Holding can at end, tap the center of the can where it is resonant
- 5 can rattle* Place 5 cans close together and then spontaneously knock them together

Plastic Bottles

- drumming* Spontaneously bounce and drum two plastic bottles on a table edge.

Coins

- shake/rattle* holding 15 or so pennies in your hand, shake and rattle them.

Wine Glass

- chimes* Arrange 4 wine glasses closely and dangle two metal beaters among them
- rub* With damp, oil-free finger, rub glass edge to produce a sustained pitch

Pot

- random hitting* Holding a pot by the handle, spontaneously hit w/beater in different places

Large Bowl, Small Bowl, Plate, Drinking Glass

- ping* Strike object one time to produce as resonant a 'gong' sound as possible

I. Walden

Energetic and Impulsive ♫ = 100

Jeffrey Roberts
(2010)

The musical score is for a 4/4 piece, featuring a large ensemble of instruments. The score is divided into three measures. The first measure is mostly silent, with some percussion and found object sounds. The second measure features a 'body perc.' (body percussion) part for the Cello and Double Bass, and a 'muted tap' part for the Double Bass. The third measure features a 'pizz. gliss.' (pizzicato glissando) part for the Cello and Double Bass, and a 'muted tap' part for the Double Bass. The score is written in 4/4 time and includes various dynamics and articulations.

Instrumentation:

- Piccolo
- Flute 1,2
- Oboe 1,2
- Clarinet 1,2
- Bass Clarinet
- Bassoon
- Horn 1,2
- Horn 3,4
- Trumpet 1,2
- Trombone 1,2
- Percussion 1
- Found Object Percussion
- Violin I (1,2; 3,4; 5,6)
- Violin II (1,2; 3,4; 5,6)
- Viola (1,2; 3,4; 5,6)
- Cello (1,2; 3,4; 5,6)
- DbL Bass (1-3; 4-6)

Measure 1:

- Percussion 1: POT bang/crash
- Found Object Percussion: WINE BOT. bang/crash

Measure 2:

- Cello (3,4): body perc. *mf*
- Cello (5,6): body perc. *mf*
- DbL Bass (1-3): muted tap *mf*
- DbL Bass (4-6): muted tap *mf*

Measure 3:

- Cello (1,2): pizz. gliss. *mf*
- Cello (3,4): pizz. gliss. *mf*
- Cello (5,6): pizz. gliss. *mf*
- DbL Bass (1-3): muted tap *mf*
- DbL Bass (4-6): muted tap *mf*

4

7

Picc. *WINE BOT.* *blow* *(take piccolo)*

Fl. 1,2 *WINE BOT.* *mp* *blow* *mp*

Ob. 1,2 *WINE BOT.* *blow* *mp*

Cl. 1,2 *mp* *mf*

B. Cl.

Bsn. 1,2

Hn. 1,2

Hn. 3,4

Tpt. 1,2

Tbn. 1,2

Perc. 1 *PRAYER BOWL* *tap 1x* *mf* *lv.*

Perc. 2

Found Obj. Percussion

Vln. I 1,2 *sul pont* *express. overtones* *pp* *ff*

Vln. I 3,4 *sul pont* *express. overtones* *pp* *ff*

Vln. I 5,6 *sul pont* *express. overtones* *pp* *ff*

Vln. II 1,2

Vln. II 3,4

Vln. II 5,6

Vla. 1,2 *pp* *f*

Vla. 3,4 *pp* *f*

Vla. 5,6 *pp* *f*

V.c. 1,2 *ghost tone* *mf* *mf* *sul pont* *jete* *norm* *jete* *mf*

V.c. 3,4 *ghost tone* *mf* *mf* *jete* *mf*

V.c. 5,6 *ghost tone* *mf* *mf* *jete* *mf*

C.b. 1-3 *sim.*

C.b. 4-6 *sim.*

[illegible]

The image shows a page from a musical score, likely for a symphony orchestra. The score is written for various instruments, including woodwinds, brass, percussion, strings, and a cello/bass section. The notation includes notes, rests, and various musical symbols. Dynamics such as *pp*, *p*, *mf*, and *f* are used throughout. Performance instructions like "spicc. sur la ponte" and "sul pont. express. overtones" are present. The percussion section includes a "Found Obj. Percussion" part with instructions like "CHOP ST.", "PLASTIC BOT.", "WINE BOT.", and "PLASTIC BOT.". The score is organized into systems, with each system containing staves for different instrument groups. The page is numbered "1" in the top right corner.

This musical score page contains measures 19 through 21. The instrumentation includes Piccolo, Flute 1 & 2, Oboe 1 & 2, Clarinet 1 & 2, Bass Clarinet, Bassoon 1 & 2, Horn 1 & 2, Horn 3 & 4, Trumpet 1 & 2, Trombone 1 & 2, Percussion 1 & 2, Found Object Percussion, Violin 1 (1, 2, 3, 4, 5, 6), Violin 2 (1, 2, 3, 4, 5, 6), Viola (1, 2, 3, 4, 5, 6), Violoncello (1, 2, 3, 4, 5, 6), and Contrabass (1-3, 4-6). The score features complex melodic lines for the woodwinds and strings, with dynamic markings ranging from *ppp* to *f*. Percussion parts include Calves, Temple Blocks, and Found Object Percussion (Wine Bottle, Coins). The Found Object Percussion part includes a section for 'COINS' with a 'rattle' effect. The Viola part includes a section for 'jete [long] ad libitum' with a 'mp' dynamic. The Violoncello part includes a section for 'sim.' (simulated) with a 'pp' dynamic. The Contrabass part includes a section for 'p' (piano) with a 'ppp' dynamic.

This page of the musical score is divided into several sections for different instrument groups:

- Woodwinds:** Piccolo (Picc.), Flutes 1 & 2 (Fl. 1, 2), Oboes 1 & 2 (Ob. 1, 2), Clarinets 1 & 2 (Cl. 1, 2), Bass Clarinet (B. Cl.), Bassoons 1 & 2 (Bsn. 1, 2), Horns 1 & 2 (Hn. 1, 2), Horns 3 & 4 (Hn. 3, 4), Trumpets 1 & 2 (Tpt. 1, 2), and Trombones 1 & 2 (Tbn. 1, 2).
- Percussion:** Percussion 1 (Perc. 1) and Percussion 2 (Perc. 2). Specific instruments listed include Cymbal, Plate, Small Bowl (SM. BOWL), and Coins.
- Found Object Percussion:** A section labeled "Found Obj. Percussion" with the instruction "COINS".
- Strings:** Violins I (Vln. I) and Violins II (Vln. II), each with parts for 1, 2, 3, 4, 5, and 6 players. Violas (Vla.) with parts for 1, 2, 3, 4, 5, and 6 players. Violoncellos (V.c.) with parts for 1, 2, 3, 4, 5, and 6 players. Contrabasses (C.b.) with parts for 1-3 and 4-6 players.

The score includes various musical notations such as notes, rests, and dynamic markings (pp, mp, mf, p). Performance instructions are provided for several instruments, including "DRUM ST.", "WINE BOT.", "SM. BOWL", "PLATE", "CYMBAL", "COINS", "sul pont", and "express. overtones".

[illegible]

28

Picc.

Fl. 1, 2

Ob. 1, 2

Cl. 1, 2

B. Cl.

Bsn. 1, 2

Hn. 1, 2

Hn. 3, 4

Tpt. 1, 2

Tbn. 1, 2

Perc. 1

Perc. 2

Found Obj.
Percussion

Vln. I

Vln. II

Vla.

V.c.

C.b.

WOOD BOARDS hard slap

WINE BOT. bottle lip trill (5 players)

WINE BOT. blow (2 players)

ROCKS rattle (3 players)

ROCKS fast tapping (2 players)

ROCKS slow tapping, different tempi (2 players)

TIN CAN 5 can rattle

WINE BOT. bang/crash (1 player)

spicc. [light] sur la ponte

pizz.

31

Picc.

Fl. 1, 2

Ob. 1, 2

Cl. 1, 2

B. Cl.

Bsn. 1, 2

Hn. 1, 2

Hn. 3, 4

Tpt. 1, 2

Tbn. 1, 2

Perc. 1

WOOD BOARDS *hard slap*

(wine bot.) *bottle lip trill*

(wine bot.) *blow*

Found Obj.
Percussion

(rocks) *rattle*

(rocks) *fast tapping*

(rocks) *slow tapping, different tempi*

(tin can) *5 can rattle*

WINE BOT. *bang/crash (3 players)*

Vln. I

Vln. II

Vla.

V.c.

C.b.

Picc.
 Fl. 1,2
 Ob. 1,2
 Cl. 1,2
 B. Cl.
 Bsn. 1,2
 Hn. 1,2
 Hn. 3,4
 Tpt. 1,2
 Tbn. 1,2
 Perc. 1
 Perc. 2
 Found Obj. Percussion
 Vln. I
 Vln. II
 Vla.
 V.c.
 C.b.

(wine bot.) hang/crash
 WINE BOT. hang/crash
 VIB

sul pont
 jete [long] (bouncing bow)
 sim.
 unis.
 ff

Picc.

Fl. 1,2

Ob. 1,2

Cl. 1,2

B. Cl.

Bsn. 1,2

Hn. 1,2

Hn. 3,4

Tpt. 1,2

Tbn. 1,2

Perc. 1

Perc. 2

Found Obj. Percussion

Vln. I

Vln. II

Vla.

V.c.

C.b.

PERCUSSION PARTS:

- WINE BOT.** *hang/crash* (3 players)
- (wine bot.) bottle lip trill*
- WINE BOT.** *fast tapping*
- WINE BOT.** *bottle lip trill* (4 players)
- TIN CAN** *tapping*
- TIN CAN** *rattle*

PERCUSSION PARTS:

- CROTALES**
- L.v.*
- L.v.*
- L.v.*

PERCUSSION PARTS:

- ped.*
- (3 players)*

Picc. *mf* *p* *mf* *p* *mf* *mf* *p* *f*

Fl. 1,2 *mf* *p* *mf* *p* *mf* *p*

Ob. 1,2 *mf* *p* *mf* *p* *mf* *p*

Cl. 1,2 *mf* *p* *mf* *p* *mf* *p* *mf* *p* *mf* *p*

B. Cl. *mf* *mf* *p* *p* *mf* *mf* *p* *mf* *p* *mf* *p*

Bsn. 1,2 *mf* *p* *mf* *p* *mf* *p* *mf* *p* *mf* *p*

Hn. 1,2 *mf* *mf* *mf* *mf* *mf* *mf* *mf* *mf*

Hn. 3,4 *mf* *mf* *mf* *mf* *mf* *mf* *mf* *mf*

Tpt. 1,2 *mf* *p* *mf* *p* *mf* *p* *mf* *p*

Tbn. 1,2 *mf* *pp* *mf* *pp*

Perc. 1 *mf* *pp* *mf* *pp* *mf* *pp*

Perc. 2 *mf* *pp* *mf* *pp* *mf* *pp*

Perc. 3 *mf* *pp* *mf* *pp* *mf* *pp*

Found Obj. Percussion

WINE BOT. bang/crash (3 players)

(wine bot.) fast tapping

TIN CAN fast tapping (4 players)

POT random hit

PLASTIC BOT. drumming (4 players)

Cel. *mf* *pp* *mf* *pp* *mf* *pp*

Vln. I 1,2 *mf* *pp* *mf* *pp* *mf* *pp* *mf* *pp*

Vln. I 3,4 *mf* *pp* *mf* *pp* *mf* *pp* *mf* *pp*

Vln. I 5,6 *mf* *pp* *mf* *pp* *mf* *pp* *mf* *pp*

Vln. II 1,2 *mf* *pp* *mf* *pp* *mf* *pp* *mf* *pp*

Vln. II 3,4 *mf* *pp* *mf* *pp* *mf* *pp* *mf* *pp*

Vln. II 5,6 *mf* *pp* *mf* *pp* *mf* *pp* *mf* *pp*

Vla. 1,2 *mf* *pp* *mf* *pp* *mf* *pp* *mf* *pp*

Vla. 3,4 *mf* *pp* *mf* *pp* *mf* *pp* *mf* *pp*

Vla. 5,6 *mf* *pp* *mf* *pp* *mf* *pp* *mf* *pp*

V.c. 1,2 *mf* *pp* *mf* *pp* *mf* *pp* *mf* *pp*

V.c. 3,4 *mf* *pp* *mf* *pp* *mf* *pp* *mf* *pp*

V.c. 5,6 *mf* *pp* *mf* *pp* *mf* *pp* *mf* *pp*

C.b. 1-3 *mf* *pp* *mf* *pp* *mf* *pp* *mf* *pp*

[illegible]

[illegible]

[illegible]

58

Picc.

Fl. 1,2

Ob. 1,2

Cl. 1,2

B. Cl.

Bsn. 1,2

Hn. 1,2

Hn. 3,4

Tpt. 1,2

Tbn. 1,2

Perc. 1

Perc. 2

Perc. 3

Found Obj. Percussion

Cel.

Vln. I

Vln. II

Vla.

V.c.

C.b.

(wine bot.) fast tapping

VIBRAPHONE

DRUM STICKS tapping (2 players)

DRUM STICKS tremolo (2 players)

DRUM STICKS medium tempo, even tapping (slowing gradually to a stop) (1 player)

64

Picc.
 Fl. 1,2
 Ob. 1,2
 Cl. 1,2
 B. Cl.
 Bsn. 1,2
 Hn. 1,2
 Hn. 3,4
 Tpt. 1,2
 Tbn. 1,2
 Perc. 1
 Perc. 2
 Perc. 3
 Found Obj. Percussion
 Cel.
 Vln. I
 Vln. II
 Vla.
 Vla.
 Vla.
 V.c.
 C.b. 1-3

Picc.

Fl. 1, 2

Ob. 1, 2

Cl. 1, 2

B. Cl.

Bsn. 1, 2

Hn. 1, 2

Hn. 3, 4

Tpt. 1, 2

Tbn. 1, 2

Perc. 1

Perc. 2

Perc. 3

Found Obj.
Percussion

Cel.

Vln. I

Vln. II

Vla.

V.c.

C.b.

(rocks) *swirling*

(rocks) *ratling*

(rocks) *tapping*

(1 player)

p

ppp

p

ppp

p

ppp

70

Picc.

Fl. 1,2

Ob. 1,2

Cl. 1,2

B. Cl.

Bsn. 1,2

Hn. 1,2

Hn. 3,4

Tpt. 1,2

Tbn. 1,2

Perc. 1

Perc. 2

Perc. 3

Found Obj.
Percussion

(rocks)

(rocks) tapping

dying out

Cel.

Vln. I

1,2

3,4

5,6

Vln. II

1,2

3,4

5,6

Vla.

1,2

3,4

5,6

V.c.

1,2

3,4

5,6

C.b.

1-3

70

III. Gobi Windstorm

$\text{♩} = 100$

Piccolo
Flute

2 Oboe

Bb Clarinet
Bb Bass Cl.

Bassoon
Contrabassoon

(Bsn)
 $p < >$

Horn in F 1

Hn. in F 2,3

Trombone

Percussion

BELL $lv.$ TRI hi $lv.$ MAR 5 CLV 5
MAR p mp

Vln. I

1,2 $spicc.$ 8^{va} p

3,4 $spicc.$ 5 p

5,6 $spicc.$ $s.p.$ $norm.$ 8^{va} 5

7,8 $spicc.$ $s.p.$ p

9,10 $spicc.$ $s.p.$ 5 p

Vln. II

1,2 $pizz.$ $arco$ $spicc.$ $s.p.$ f p

3,4 $pizz.$ f $spicc.$ $s.p.$ 5

5,6 $pizz.$ f

7,8 $pizz.$ f

9,10 $pizz.$ f

Vla.

1,2

Vc.

1,2 $jete$ $spicc.$ $s.p.$ $< >$

3,4 $jete$ 5 $sul A$ $exp.$ $<$

5,6 $c.l.b.$ $arco$ $jete$ 5 $jete$ 5

Cb.

1,2

[illegible]

[illegible]

29

14

Picc. Fl.

2 Ob.

Bb Cl.
Bb B. Cl.

C. Bn.

Hn. 1

Hn. 2,3

Tbn.

Perc.

1,2

3,4

5,6

7,8

9,10

Vln. I

1,2

3,4

5,6

7,8

9,10

Vln. II

1,2

3,4

Vla.

1,2

3,4

Vc.

5,6

Cb.

8^{vb}

p

pp

mf

p

pp

mf

pp

mf

spicc.

p

mp

spicc.

p

mp

spicc.

p

mp

spicc.

mp

spicc.

sul E

(hold note)

lv

mp

spicc.

sul E

(hold note)

lv

mp

spicc.

sul E

(hold note)

lv

mp

mf

8^{vb}

30

The musical score for measures 17-19 is written for a full orchestra. The Piccolo Flute (Picc. Fl.) part begins in measure 17 with a five-measure rest, followed by a melodic line in measures 18 and 19. The Bb Clarinet (Bb Cl.) and C. Bassoon (C. Bn.) parts also have five-measure rests in measure 17, then enter in measure 18. The Horns (Hn.) and Trombone (Tbn.) parts have five-measure rests in measure 17, then enter in measure 18. The Percussion (Perc.) part has a five-measure rest in measure 17, then enters in measure 18. The Violins I (Vln. I) and Violins II (Vln. II) parts have five-measure rests in measure 17, then enter in measure 18. The Viola (Vla.) part has a five-measure rest in measure 17, then enters in measure 18. The Violoncello (Vc.) and Contrabass (Cb.) parts have five-measure rests in measure 17, then enter in measure 18. The score includes various musical notations such as rests, notes, stems, beams, and dynamic markings (p, mf, f, ppp, mp, pp, pppp). It also includes performance instructions like 'take bow', 'arco', 'pizz', 'trem.', 'jete', 'long jete', 'c.l.b.', 'spicc.', 'liv', and 'MAR'. The score is written for measures 17, 18, and 19.

[illegible]

23

Picc. Fl.

2 Ob.

Bb Cl.
Bb B. Cl.

C. Bn.

Hn. 1

Hn. 2,3

Hn. 2,3

Tbn.

Perc.

MAR

BELL

MAR

p

mp

p

1,2

3,4

5,6

7,8

9,10

Vln. I

1,2

3,4

5,6

7,8

9,10

Vln. II

1,2

3,4

5,6

Vla.

1,2

3,4

5,6

Vc.

1,2

3,4

5,6

Cb.

1,2

3,4

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

41

Instrumentation and Dynamics:

- Picc. Fl.**: Measures 41-44
- 2 Ob.**: Measures 41-44
- Bb Cl. / Bb B. Cl.**: Measures 41-44
- C. Bn.**: Measures 41-44
- Hn. 1**: Measures 41-44
- Hn. 2,3**: Measures 41-44
- Tbn.**: Measures 41-44
- Perc.**: Measures 41-44 (MAR trem., ppp, mf, ppp, mp, ppp)
- Vln. I** (1,2; 3,4; 5,6; 7,8; 9,10): Measures 41-44 (pizz., mp)
- Vln. II** (1,2; 3,4; 5,6; 7,8; 9,10): Measures 41-44
- Vla.** (1,2; 3,4; 5,6): Measures 41-44 (pizz., mf)
- Vc.** (1,2; 3,4; 5,6): Measures 41-44 (long jete, mp, ppp)
- Cb.** (1,2; 3,4): Measures 41-44

III. Glimmer

Calm and shimmering ♩ = 70

(2004)

4
4

Piccolo

Flute 1,2

Oboe 1,2

Clarinet 1,2

Bass Clarinet

Bassoon

Horn 1,2

Horn 3,4

Trumpet 1,2

Trombone 1,2

Trombone 3

Tuba

Percussion 1

Percussion 2

Amateur Percussion

Harp

Celesta

Violin I
(divisi 6)

Violin II
(divisi 6)

Viola
(divisi 3)

Cello
(divisi 3)

Contrabass

Rocks tap

Bottle

Mouth

Wood Blocks

Group 1

Group 2

Group 3

pizz.

pp

mp

p

ppp

tr

click

pop

s

5

3

4

4

The image displays a page from a musical score, likely for a symphony, featuring various instruments and their parts. The score is written in 4/4 time and includes dynamics such as *p* (piano), *pp* (pianissimo), *mp* (mezzo-piano), and *ppp* (pianississimo). The instruments and their parts are as follows:

- Picc.** (Piccolo): Solo part, starting with a *p* dynamic.
- Fl. 1,2** (Flutes 1 and 2): Resting.
- Ob. 1,2** (Oboes 1 and 2): Resting.
- Cl. 1,2** (Clarinets 1 and 2): Resting.
- B. Cl.** (Bass Clarinet): Resting.
- Bsn. 1,2** (Bassoons 1 and 2): Resting.
- Hn. 1,2** (Horns 1 and 2): Resting.
- Hn. 3,4** (Horns 3 and 4): Playing a series of notes, marked *pp* and *p*.
- Tpt. 1,2** (Trumpets 1 and 2): Resting.
- Tbn. 1,2** (Trombones 1 and 2): Playing a series of notes, marked *pp* and *p*.
- Tbn. 3** (Trombone 3): Playing a series of notes, marked *pp*.
- Tuba**: Playing a series of notes, marked *p* and *pp*.
- Perc. 1** (Percussion 1): Playing a series of notes, marked *pp*.
- Perc. 2** (Percussion 2): Playing a series of notes, marked *pp*.
- Amateur Percussion**: Playing a series of notes, marked *ppp*.
- Hp.** (Harp): Playing a series of notes, marked *pp* and *mp*.
- Cel.** (Cello): Resting.
- Vln. I** (Violins I): Playing a series of notes, marked *p* and *pp*.
- Vln. II** (Violins II): Resting.
- Vla.** (Viola): Resting.
- V.c.** (Violoncello): Resting.

The score includes various musical notations, including rests, notes, and dynamic markings. The page is numbered 4 in the top left corner.

Amateur Percussion

Amateur Percussion

This page of a musical score contains the following parts and details:

- Woodwinds:** Piccolo (Picc.), Flute 1 & 2 (Fl. 1, 2), Oboe 1 & 2 (Ob. 1, 2), Clarinet 1 & 2 (Cl. 1, 2), Bass Clarinet (B. Cl.), and Bassoon 1 & 2 (Bsn. 1, 2).
- Percussion:** Percussion 1 (Perc. 1), Percussion 2 (Perc. 2), and Amateur Percussion.
- Keyboard:** Harpsichord (Hp.).
- Strings:** Violin I (Vln. I), Violin II (Vln. II), Viola (Vla.), and Violoncello (V.c.).
- Continuo:** Basso Continuo (Ct.).
- Key Signature:** One sharp (F#).
- Time Signature:** 3/4.
- Measure Numbers:** 13, 14, and 15 are indicated at the top of the first three measures.
- Dynamics and Performance Instructions:**
 - Perc. 1:** *p* < *mf* > *p* < *mp* > *pp* < *mf* > *p*
 - Perc. 2:** *pp* < *mp* > *p* < *pp* > *pp* < *p* > *pp*. Includes *ped.* markings.
 - Amateur Percussion:** *gradually slow drumming* followed by *pppp*.
 - Hp.:** *pp* < *mp* > *pp*. Includes *5* and *L.v.* markings.
 - Vla.:** *pp*
 - V.c.:** *ppp*

This page of the musical score covers measures 16, 17, and 18. The instrumentation includes Piccolo, Flutes 1 & 2, Oboes 1 & 2, Clarinets 1 & 2, Bass Clarinet, Bassoons 1 & 2, Horns 1 & 2, Horns 3 & 4, Trumpets 1 & 2, Trombones 1 & 2, Trombone 3, Tuba, Percussion 1 & 2, Harp, Cello, Double Basses I & II, Violins I & II, Viola, and Cello/Double Bass. The score is written in a standard musical notation with various dynamics and performance instructions.

Measure 16: The Piccolo and Flutes 1 & 2 enter with a melody. The Oboes 1 & 2 and Clarinets 1 & 2 play a rhythmic pattern. The Bass Clarinet and Bassoons 1 & 2 play a similar pattern. The Horns 1 & 2, Horns 3 & 4, Trumpets 1 & 2, Trombones 1 & 2, Trombone 3, and Tuba play a sustained note. The Percussion 1 & 2 play a rhythmic pattern. The Harp, Cello, and Double Basses I & II play a sustained note.

Measure 17: The Piccolo and Flutes 1 & 2 continue their melody. The Oboes 1 & 2 and Clarinets 1 & 2 play a rhythmic pattern. The Bass Clarinet and Bassoons 1 & 2 play a similar pattern. The Horns 1 & 2, Horns 3 & 4, Trumpets 1 & 2, Trombones 1 & 2, Trombone 3, and Tuba play a sustained note. The Percussion 1 & 2 play a rhythmic pattern. The Harp, Cello, and Double Basses I & II play a sustained note.

Measure 18: The Piccolo and Flutes 1 & 2 continue their melody. The Oboes 1 & 2 and Clarinets 1 & 2 play a rhythmic pattern. The Bass Clarinet and Bassoons 1 & 2 play a similar pattern. The Horns 1 & 2, Horns 3 & 4, Trumpets 1 & 2, Trombones 1 & 2, Trombone 3, and Tuba play a sustained note. The Percussion 1 & 2 play a rhythmic pattern. The Harp, Cello, and Double Basses I & II play a sustained note.

This page of a musical score is for a symphony, featuring a variety of instruments. The instruments listed on the left are: Picc., Fl. 1,2, Ob. 1,2, Cl. 1,2, B. Cl., Bsn. 1,2, Hn. 1,2, Hn. 3,4, Tpt. 1,2, Tbn. 1,2, Tbn. 3, Tuba, Perc. 1, Perc. 2, Hp., Cel., Vln. I, Vln. II, Vla., and V.c. The score is written in 4/4 time and includes a key signature of one flat (B-flat). The music is divided into measures, with some measures containing multiple staves for different parts of the same instrument. Dynamics such as *ppp*, *pp*, *p*, *mp*, *mf*, and *ppp* are indicated throughout the score. Performance instructions like *sul pont.* and *pizz.* are also present. The score includes a variety of musical notation, including notes, rests, and articulation marks. The page is numbered 19 in the top left corner.

Picc. 22 *mp* *p*

Fl. 1,2 *pp*

Cl. 1,2 *pp*

B. Cl. *ppp* *mp* *ppp*

Bsn. 1,2 *ppp* *p* *ppp* *bst. 1*

Hn. 1,2 *ppp* *p* *ppp*

Hn. 3,4 *ppp* *p* *ppp*

Perc. 1 22 *pp* *mf* *f*

Perc. 2 *VIBRAPHONE* *pp* *mp* *pp* *p* *pp* *p* *TIMPANI* *ppp* *p* *ppp*

Amateur Percussion Group 1 *WOOD STICKS* *drumming tech.* *pp* Group 2 *WOOD STICKS* *drumming tech.* *pp* Group 2 *WOOD STICKS* *drumming tech.* Group 3 *WOOD STICKS* *drumming tech.* *pp*

Hp. 22 *mp*

Cel. 23 *p*

Vln. I 22 *pizz.* *p* *mf* *p* *1 only* *3 only* *5 only* *7 only* *9 only* *11 only*

Vln. II 22 *pizz.* *p* *mf* *p* *5 only* *3 only* *5*

Vla. 22 *pizz.* *p* *mf* *p* *5 only* *3 only* *5*

V.c. 22 *pizz.* *p* *mf* *p* *3 only*

Cb. *arco* *ppp* *p* *ppp*

[illegible]

[illegible]

E

F

[illegible]

