

1

Overture

Maestoso (PICCOLO)

REED 1

ff

REED 2 (OBOE)

ff

REED 3 (CLARINET)

ff

TRUMPET

f marc.

HORN

f marc.

PIANO

f

PIANO

f

PIANO

f

PIANO

f

PIANO

f

PIANO

f

PIANO

f

PIANO

f

PIANO

f

SYNTH

FAST STRINGS

SYNTH

fp

VIOLIN

ff

VIOLIN

ff

VIOLIN

ff

VIOLIN

ff

VIOLIN

ff

VIOLIN

ff

VIOLIN

ff

CELLO

ff

CELLO

ff

BASS

ff

BASS

ff

ERCUSSION

TIMP.

ERCUSSION

TIMP.

ERCUSSION

SUSP. CYM.

ERCUSSION

SUSP. CYM.

ERCUSSION

Mallets

ERCUSSION

Mallets

ERCUSSION

mf

ERCUSSION

f

ERCUSSION

1

ERCUSSION

2

ERCUSSION

3

ERCUSSION

4

ERCUSSION

5

Musical score for Overture #1, page 2. The score is in G major and consists of measures 6 through 9. The time signature changes from 4/4 to 2/4 and back to 4/4.

RD 1: Three timpani parts. RD 1 and RD 3 play a melodic line with accents and slurs. RD 2 is mostly silent. Trills (tr) are marked above notes in measures 7 and 8. A trill (tr) is also marked above a note in measure 7, with the instruction "to FLUTE".

TPT: Trumpet part. Starts with a rest in measure 6. In measure 7, it plays a quarter note. In measure 8, it plays a half note marked *fp*.

HN: Horn part. Starts with a rest in measure 6. In measure 7, it plays a quarter note marked *f*. In measure 8, it plays a half note marked *ff*.

PNO: Piano part. Features a complex rhythmic accompaniment with chords and moving lines in both staves. Trills (tr) are marked above notes in measures 7 and 8, with "(L.H.)" below the trill in measure 8.

SYN: Synthesizer part. Mirrors the melodic lines of RD 1 and RD 3.

VLN: Violin part. Plays a melodic line with accents and slurs, marked *ff* in measure 6. A trill (tr) is marked above a note in measure 7.

VC: Viola part. Plays a melodic line with accents and slurs, marked *ff* in measure 6.

BS: Bass part. Plays a melodic line with accents and slurs, marked *ff* in measure 6.

PERC: Percussion part. Includes Sticks and Mallets. Mallets play a pattern marked *mf* in measure 7. A trill (tr) is marked above a note in measure 8, with a box labeled "TIMP." below it.

RD 1

RD 2 *f espr.*

RD 3 *f espr.*

TPT

HN *mp*

PNO *mf*

SYN *mf*

VLN *f espr.*

VC *f espr.*

BS *f espr.*

PERC *p* [SUSP. CYM.]

RD 1

RD 2

RD 3

TPT

HN

PNO

SYN

VLN

VC

BS

PERC

mp

mf

f

sf

mf

f

mf

f espr.

solo

RD 1 *mf* *f* *mf* *f* *f* *ff*

RD 2 *mf* *f* *mf* *f* *f* *ff*

RD 3 *f* *f* *f* *ff*

TPT *f* *f* *mf* *ff*

HN *f* *mf* *f* *ff*

PNO

SYN *mf* *f* *mf* *f* *mf* *f*

VLN *mf* *f* *mf* *f* *f* *ff*

VC *mf* *f* *mf* *f* *f* *ff*

BS *f* *f* *f* *ff*

PERC **TIMP.** *mf* *p* *mf* *mf* *p* *mf* *fp* *ff*

SUSP. CYM.

16 17 18 19

RD 1

RD 2

RD 3

TPT

HN

PNO

SYN

VLN

VC

BS

PERC

mf cant.

cant.

mf

cant.

mf

mf

BELLS

RD 1 *mf* (PICCOLO) *sol*

RD 2 *mf*

RD 3 *mf* 5

TPT

HN

PNO

SYN

VLN

VC *pizz.* *mf*

BS *pizz.* *mf*

PERC *SUSP. CYM.* *Mallets* *p* *mp* *TRIANGLE* *BELLS*

RD 1

RD 2

RD 3

TPT

HN

PNO

SYN

VLN

VC

BS

PERC

5

mf cant.
(bring out)

mf

f

fp

fp

fp

PLAY

f

fp

ARCO STRINGS *mp*

mf espr.

mf espr.

arco

mf

fp

fp

Mallets

SUSP. CYM.

mf

poco più mosso *ff* *poco rit.*

RD 1

RD 2

RD 3

TPT

HN

PNO

SYN

VLN

VC

BS

PERC

f **TREM STRINGS**

ff

mf **TIMP.** **SUSP. CYM.**

accel. poco a poco

RD 1

RD 2

RD 3

TPT

HN

PNO

SYN

VLN

VC

BS

PERC

mf

mf

mp cresc.

mf cresc.

RD 1

RD 2

RD 3

TPT

HN

PNO

SYN

VLN

VC

BS

PERC

f *cresc.*

ff

fff

Sticks

42

43

44

45

46

Segue