

Andy Ingamells

Readymade: No. 4.2
for orchestra

Instrumentation

3 Flutes
3 Oboes (1 doubling Cor Anglais)
3 Clarinets in B \flat
3 Bassoons

4 Horns in F
3 Trumpets in B \flat
2 Tenor Trombones
Tuba

Harp

Percussion: Vibraphone (motor on slow)
Tubular bells
Large suspended cymbal

Strings: 8 Violin I
8 Violin II
6 Violas
4 Violoncellos
3 Double Basses

Performance Directions

Throughout the piece, the 3 Flutes play from *Readymade: No. 4.1* which can be found on page 17 of the score. Performance directions for *Readymade: No. 4.1* are on page 18 of the score.

The 3 Clarinets also play from this in section 2 only.
Readymade: No. 4.1 is in free time.

When playing *Readymade: No. 4.1*, players should use stopwatches to gauge the dynamic changes. They should be cued when to start and stop each section by the conductor.

At the end of the piece, the conductor should cue the final bar for the flutes. At this point, the flutes should play the last note of *Readymade: No. 4.1*, even if they have not reached it already.

The string parts contain numbers above most notes. String players should be given a number, and only play the notes corresponding to their number.
(Unless a part is marked *tutti*.)

Score is in C

Readymade: No. 4.2

Andy Ingamells

1. Sparse and cool $\text{♩} = 60$
sempre con sordini
senza vibrato

CUE



Flutes begin playing *Readymade: No. 4.1* (section 1)

Flute
Alto Flute
Bass Flute

Oboe

Clarinet in B♭

Bassoon

Horn in F

Trumpet in B♭

Tenor Trombone

Tuba

Percussion

Harp

Violin I

Violin II

Viola

Violoncello

Double Bass

Vibraphone with fingers

Perc. **pp** - very gentle
Red. _____

Hp. Eb F# G# Ab
Bb C# Db

Vln. I 4 **p** 2 6

Vln. II 5 **p** 7

Vla. 3 **pp** 1

Vc. 1 **pp** 3 **pp**

Db.

18

Perc.

Hp.

pp - gentle but audible

Vln. I

p
2,8

5,3

Vln. II

2

p

4,6

mp

Vla.

5

p

2,4

p

Vc.

2

Db.

1

pizz. *p* 2

G.P.

Musical staves for Percussion, Harp, and Violins I & II. Percussion and Harp staves show rests. Violin I and II staves show rests with dynamic markings *pp* and *p*.

Musical staves for Viola, Violoncello, and Double Bass. Viola and Double Bass staves show rests with dynamic markings *p* and *pp*. Cello staff shows rests.

27

Main musical score for Percussion, Harp, Violins I & II, Viola, Violoncello, and Double Bass. The score includes dynamic markings (*pp*, *p*) and performance instructions such as *arco*. Fingerings and breathings are indicated with numbers (e.g., 2,4, 1,7, 6,8, 2,8, 2,6, 1,3, 2,4). A *G.P.* marking is present at the end of the section. The Cello staff ends with a *3* marking.

2. Serene but with
gathering intensity
senza sordini (strings)
senza vibrato

34

Fl. Flutes begin playing *Readymade: No. 4.1* (section 2)

Ob.

Cl. Clarinets begin playing *Readymade: No. 4.1* (section 2)

Bsn.

Hn.

Tpt.

Tbn.

Tba.

Perc.

Hp.

Vln. I

Vln. II

Vla. *pp* *p* *pp* *p*

Vc. *pp* *(pp)* *p*

Db.

42

Ob.

Bsn.

Hn.

Tpt.

Tbn.

Tba.

Perc.

Hp.

Vln. I

Vln. II

Vla.

Vc.

Db.

2 sul tasto

p

2,4

p

1,5

1,3

2,4

49

Ob.
Bsn.

Hn.
Tpt.
Tbn.
Tba.

Perc.

Vibraphone gently with fingers

Hp.

Vln. I
Vln. II
Vla.
Vc.
Db.

68

Oboe a.3

p

mp

p

con sord. (cup)

p

mf

p

2,4,6,8

mf

mf

mf

mf

1,2

mf

tutti

mf

3

76

Ob.

Bsn.

Hn.

Tpt.

Tbn.

Tba.

Perc.

Hp.

Vln. I

Vln. II

Vla.

Vc.

Db.

1,3,5,7

p

2,4,6,8

(*p*)

pp

1,3,5,7

mp

1,3,5

mf

p

mp

mp

mp

mp

mf

mf

mp

mp

G.P.

85

Ob.

Bsn.

Hn.

Tpt.

Tbn.

Tba.

Vibraphone
with soft beaters
let ring-----

Perc.
pp
Red.

Hp.

Vln. I
2,4,6,8
pp
tutti
pp
2,4,6,8
p
1,3,5,7
pp
G.P.

Vln. II
pp
p
1,3,5,7
pp

Vla.
p
pp

Vc.
p
pp

Db.
pp
1,2
pp

3. Sterile
senza vib.
(unless otherwise stated)

CUE



Flutes begin playing *Readymade: No. 4.1* (section 3)

95

Fl. Flutes begin playing *Readymade: No. 4.1* (section 3)

Ob.

Cl.

Bsn.

Hn.

Tpt.

Tbn.

Tba.

Perc.

Hp.

Vln. I *mp* 2 *rapid vib.* *senza vib.* *slightly sharper* *in tune* 1 *mp*

Vln. II 2 *slightly sharper* *in tune* 4 *mp*

Vla. 2 *mp* 1 *mp*

Vc. 2 *mp*

Db.

104

Ob. *mp* a.2

Cl.

Bsn.

Hn. *mp* (senza sord.)

Tpt.

Tbn. *mf* con sord. (cup)

Tba.

Perc.

Hp. *mf* let ring-----

E♭ F♯ G♭ A♭
B♭ C♯ D♭

Vln. I *mf* tutti

Vln. II *p* 1,3 *mf* tutti

Vla. *mf* 1,3 *mf* tutti

Vc. *mp* *mf* tutti

Db. *mf* tutti

To Cor Anglais

113

a.3

Ob. *mf* *f*

Cl.

Bsn. *mp*

Hn. *mf* *f* *mf*

Tpt. *mf* *f*

Tbn. *senza sord.* *mf* *f*

Tba.

Perc.

Hp. *mp* let ring-----|

Vln. I *mf* *f* *mf* *p*

Vln. II *mf* *f* *mf*

Vla. *mf* *f* *pizz.* *mp* *arco* *mp*

Vc. *mf* *f* *mp*

Db. *f* *mp*

121

Cor Anglais

Ob. *p*

Cl. *p*

Bsn.

Hn.

Tpt.

Tbn. *pp* con sord. (cup)

Tba. *pp*

Perc.

Hp.

Vln. I *mp*

Vln. II *mp* sul tasto *pp* ord. *pp*

Vla. *p*

Vc. *pp*

Db. *mp* 2,3 *p* tutti

short pause (not flutes)

CUE

129

Ob. *ppp* solo

Cl. *ppp* solo

Bsn. *pp* a.2 *ppp* - very gentle solo

Hn.

Tpt. *ppp* solo con sord. (cup)

Tbn.

Tba.

Perc. Large suspended cymbal *pp* - gently roll with finger tips let ring-----

Hp. *p* let ring-----

Vln. I *pp* div. sul tasto tutti (sul tasto)

Vln. II *ppp* 2,4,6,8 1,3,5,7 sul tasto 2,4,6,8 tutti (sul tasto)

Vla. *pp* div. sul tasto tutti (sul tasto)

Vc. *ppp* sul tasto

Db. *p* *pp* *ppp* 1,2

Readymade: No. 4.1

Section 1: 2 minutes

CUE (bar 4) ↓

G.P. (bar 33)

Flute

Alto Flute

Bass Flute

ppp 0:00 ————— *f* 1:00 ————— *ppp* 2:00 *repeat ad lib. **

Section 2: 4 minutes

CUE (bar 34) ↓

with Clarinet 1

with Clarinet 2

with Clarinet 3

Fl.

A. Fl.

B. Fl.

ppp 0:00 ————— *f* 2:00

G.P. (bar 94)

Fl.

A. Fl.

B. Fl.

f 2:00 ————— *p* 4:00 *repeat ad lib. **

Section 3: 2 minutes 40 seconds

CUE (bar 101) ↓

(final bar)

Fl.

A. Fl.

B. Fl.

p 0:00 ————— *ff* 0:40 ————— *pp* 2:40 ————— *ppp*

* see performance directions (overleaf)

Performance directions for *Readymade: No. 4.1*

Use a stopwatch to gauge the length of each section, and to play the dynamics correctly.

Each note is to be played for as long as the player can maintain a reasonable tone at the required dynamic.

* Each player must play their line at their own tempo, as long as the overall feel of the piece is 'slow.'

If they reach the end of a section before the given duration, they should start again from the beginning of the section. (That's what the repeats are there for!)

Players must *not* start each section in unison, but must enter individually (in any order). 1 player needs to set the stopwatch at the start of each section.

Players can rest for as long as they like in between notes.

The dynamic markings are given with a time at which they should appear, and do not necessarily match up with the note that they are displayed beneath.

The conductor will cue when each section should begin and end.

Ending the piece:

When a player reaches the final note of the piece in **Section 3**, they should keep holding it until the piece is over. It can be re-articulated if need be.

At the end of the piece, the conductor will cue the final bar. At this point, the players should play the last note of *Readymade: No. 4.1*, even if they have not reached it already.