

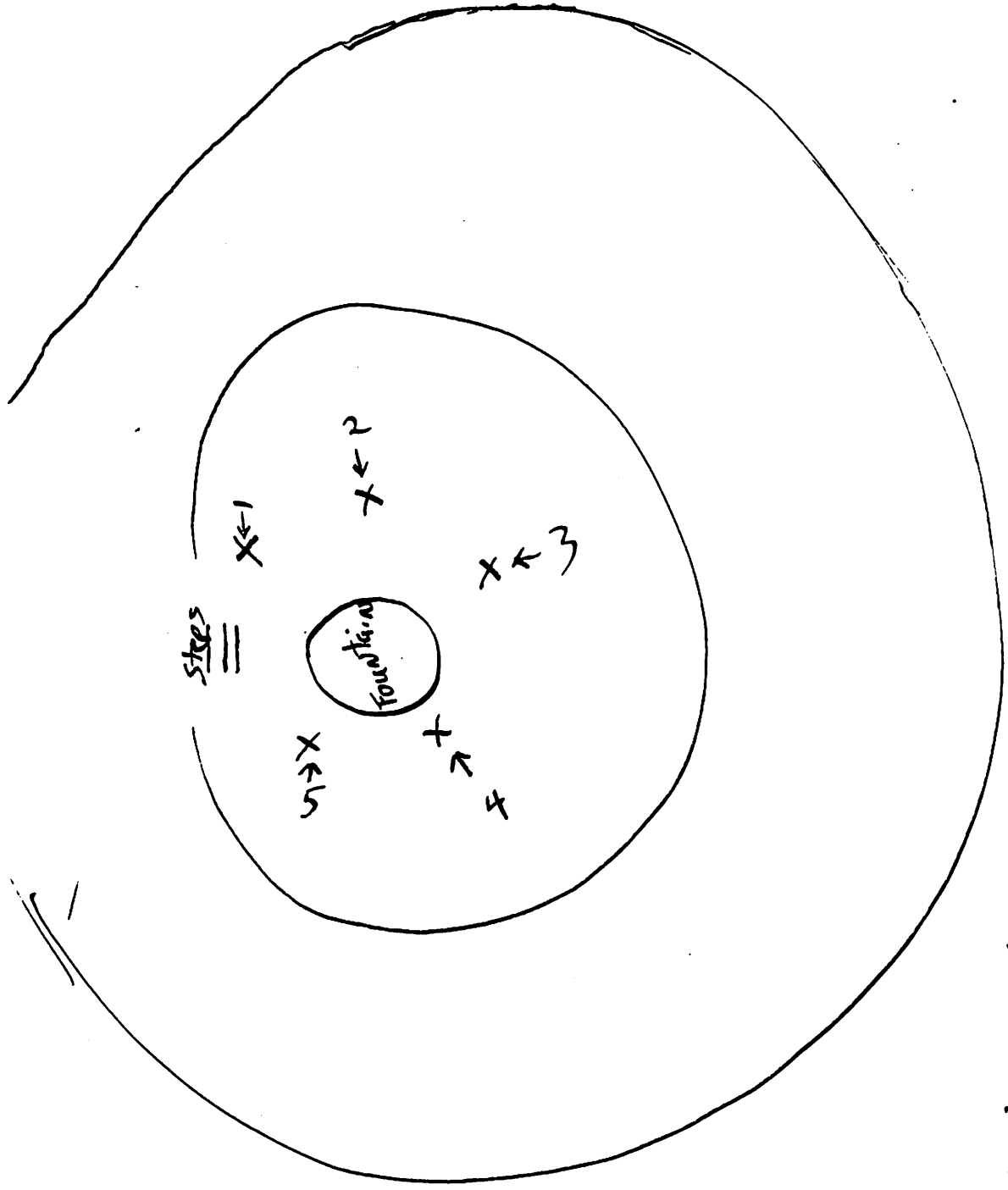
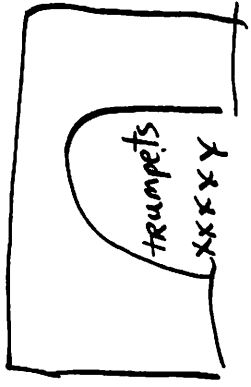
- A= Pitch A sustained unless otherwise indicated.
- B= Pitch B sustained (M2nd above A)
- G= Pitch G sustained- indicate up or-down for octave
- D= Pitch D sustained
- X# Whole tune A-B-G-G-D Beat time

Keep these five cards together from left to right.
 Use them most often at the beginning of the piece and
 at the beginning of the recap.

- ↑ = Glissando indicate direction
- S= Sound effects
- 5= fifth chord G-D-A ~~(p p p p)~~ always sustained
- M= Manic (improvise around tune)
- H= Harmony= G major triad -always sustained (rocking of hand indicates weaving in and out by a quarter tone.
- T= trill up= C#-D Down = A#-B side= B-C#
- √ = Dissonance sustained unless otherwise indicated
- U= Unison-used at end of piece only. Hold up card after it is apparent that a brass group has been cued this. About 8 minutes after the beginning of the recap.

Problems or Questions Wendy at 201 654 5493

Set 23 at NOON Washington Sq. Pk. DON'T BE LATE!!!!!!!!!!!!!!!!!!!!!!!!!!!!

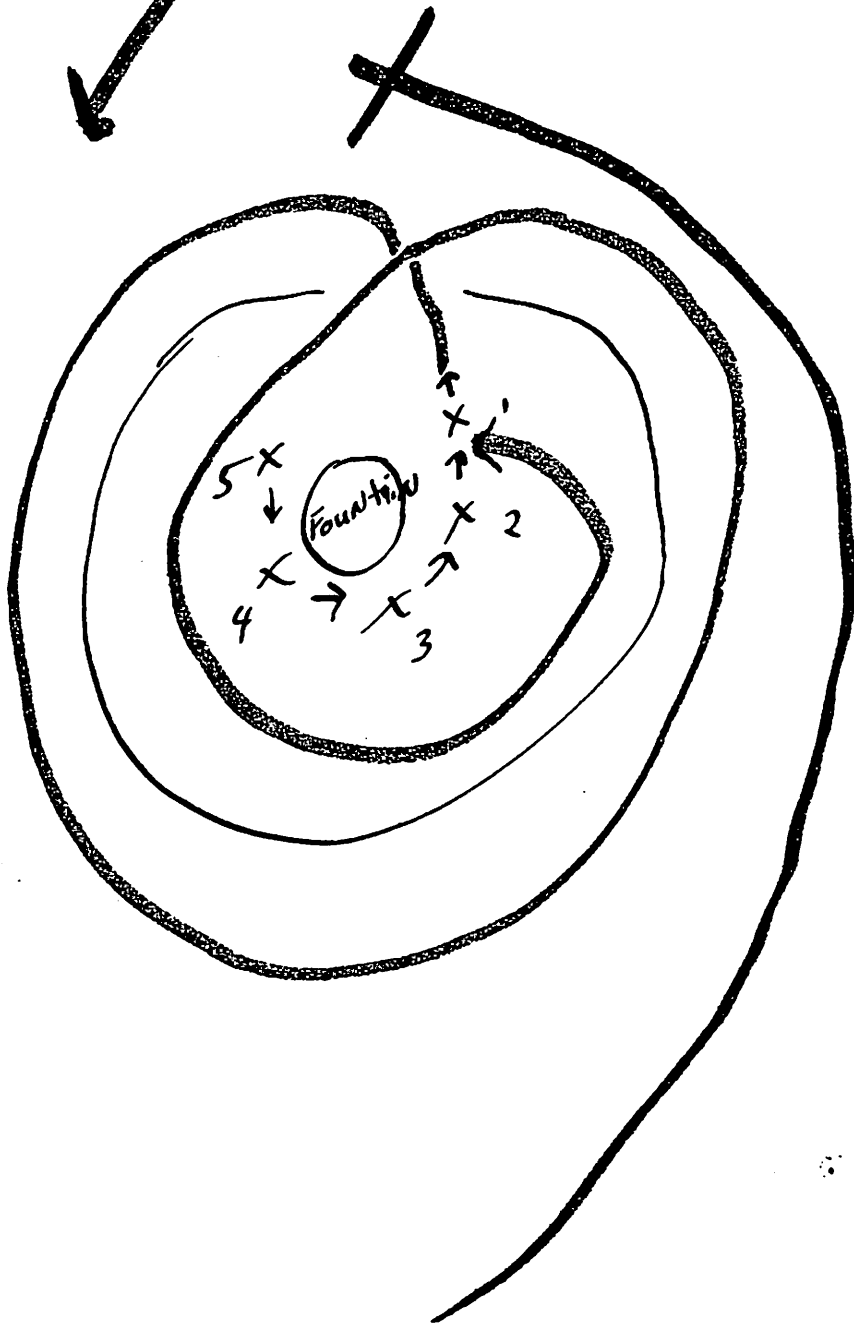


- = Wendy = Flutes + Sax
- = H. Ise = String
- = Fluke = Woodwinds + Horns
- = Imlay = trumpets + chorus
- = Theobald = Trombones + Tuba

MARCH
PLAN



toy piano etc.



* Radios

complete circle 2xs before returning

A=pitch A sustained
B=pitch B sustained
G=pitch G sustained. High or low octave indicated.
D=pitch D sustained
X=whole tune A-B-G-G-D
S=sound effects
M=manic improvisation around Close Encounters tune
↑=glissando. Up or down indicated.
5=fifth chord-C-G-D-A sustained!
H=G major triad sustained. If conductor rocks hand weave in and out by a quarter tone.
T=trill up=C#,D down=A#,B side=B,C#
/=dissonance sustained unless conductor beats time.
U=unison (non predesignated pitch) used at end of piece ONLY! Everyone should sustain the same pitch. Conductor will indicate swelling.

The piece begins with a fanfare of 5 trumpets under the arch.
 Conductor will cue you in with D cue card. Follow him! This will happen 4 times.
 Then you will be cued with all cue cards for ca. 10 minutes.

The conductor will first hold up the cue card. You do not play until conductor gives you a down beat!!! You continue to play until he specifically cues you off!!! If he puts the card down, you still play until you are cued off. Conductor will indicate speed and dynamics.

After 10 minutes (ca.) an air horn will sound. You will be cued off IMMEDIATELY!!
 Radios turn on.

Radios turn off after 3 minutes 27 seconds.

KEEP QUIET!!! until you are cued in for march.

All those who do not march should play the pitch D in rhythm.

Everyone adopts the same rhythm from the radios.

Those marching play their parts. Conductors will cue you in, beat time, and lead the way. Follow your conductor!!!!

After returning to original location conductor will blow whistle. This cues you off. After a brief pause conductor will beat 5 and you will play Close

Encounter's tune in unison with your group only. Slow accelerando.
 At sound of second air horn you will again be cued off immediately!!

The trumpets (with luck) will now be on top of the arch.

Conductor will cue you in with the D cue card and then move on to all of the cue cards again. This continues for ca. 7 minutes.

The piece ends in a unison which will be cued by the conductor. Swelling will be indicated. When cued off keep Silent!!!

Sua

2/4

loco

3/4

Sua

4/4

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loco

3/4

Sua

4/4

loco

3/4

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HRN

4/4

4/4

4/4

Carousel Publishing Corp.

HRN *sim:le*

4/4

4/4

4/4

Carousel Publishing Corp.

3

3/4

3/4

4/4

Carousel Publishing Corp.

3/4

4/4

4/4

Carousel Publishing Corp.

Handwritten musical notation for tuba and trombone. The tuba part (top left) is in 4/4 time, starting with a low note and moving up. The trombone part (top right) is in 4/4 time, starting with a higher note and moving up. Both parts end with a double bar line.

Handwritten musical notation for trumpet and horn. The trumpet part (top left) is in 4/4 time, featuring eighth notes. The horn part (top right) is in 4/4 time, featuring quarter notes. Below these are two more staves for each instrument, continuing the melody. The horn part ends with a double bar line.

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Handwritten musical notation for piano accompaniment. The left hand (top left) plays a steady eighth-note pattern. The right hand (top right) plays a melody with eighth notes. Below these are two more staves for each hand, continuing the accompaniment. The piano part ends with a double bar line.

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X=Close Encounters tune A,B,G,G,D

M=Manic improvisation-if pitched instrument improvise around Close Encounters tune

=Sound Effects

C=cymbals only

S=soft sounds

R=roll

The conductor will first hold up the cue card. You do not play until conductor gives you a down beat!!! You continue to play until he specifically cues you off!! If he puts the card down, you still play until you are cued off. Conductor will indicate speed and dynamics.

The piece begins with a fanfare for 5 trumpets. After this you will be cued in with cue cards. This lasts for about 10 minutes.

AFTER 10 MINUTES AN AIR HORN WILL SOUND. YOU WILL BE CUED OFF IMMEDIATELY!!! KEEP QUIET!!!! until you are cued in.

Conductor will beat time throughout the radio music. When he cues you in adopt beat from the radios. Do not play until specifically cued in!!!! Everyone adopts the same rhythm from the radios.

After everyone has finished parading you will be cued off. Non pitched keep Quiet

All pitched percussion will be cued in to play the Close Encounters tune.

Conductor will beat time. 5 Slow accelerando. When you hear the AIR HORN

you will be cued off immediately. KEEP QUIET. Now you will hear five

trumpets. We return back to the cue cards for ca. 7 minutes. When you are cued off keep silent until the end.

6
turn

trb

Sax

Sax

Fl

trumpets under ca. 10"
Slow 1-40-50

when you hear air horn [ca. 10 minutes]

cue off immediately! SILENCE

Radios play / Start march

cue in your group with same beat a few seconds after woodwinds. Repeat until back in original location. Cue

TR

H

when in location play tune in 5/4

Very slow

slow accelerando

2nd AIR HORN (SHORT *ff*)

SILENCE!

SHORT

trumpets under arch

you → cue cards

hold up unison card at end

ca, 7 minutes.

Cond. 3 can wait for unison cue in group

on some unison ^{very large} hold & swell cue off

not together cut off