Andy Ingamells

Readymade: No. 4.2

for orchestra

Instrumentation

- 3 Flutes
- 3 Oboes (1 doubling Cor Anglais)
- 3 Clarinets in Bb
- 3 Bassoons
- 4 Horns in F
- 3 Trumpets in Bb
- 2 Tenor Trombones

Tuba

Harp

Percussion: Vibraphone (motor on slow)

Tubular bells

Large suspended cymbal

Strings: 8 Violin I

8 Violin II6 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.

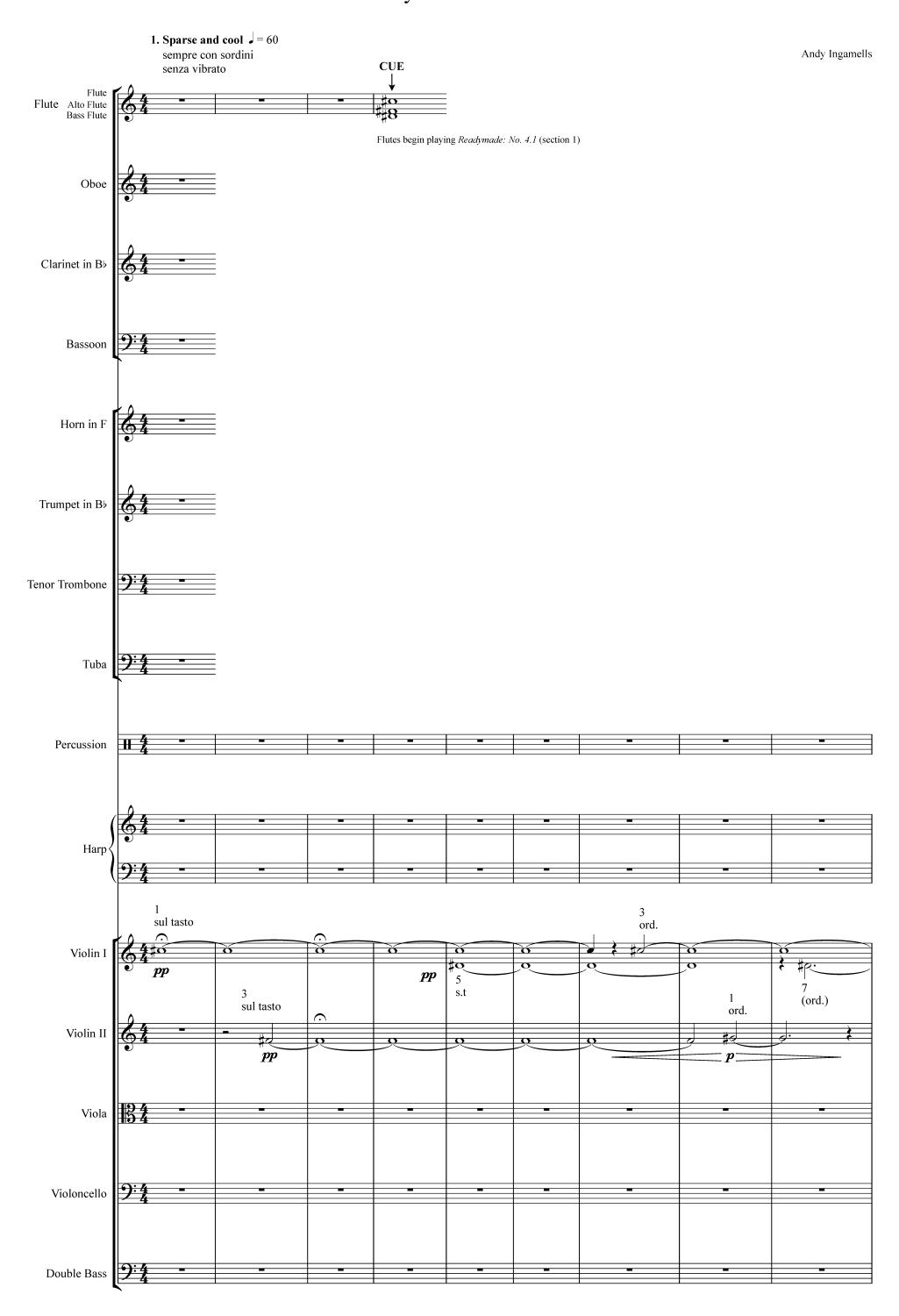
When playing *Readymade: No. 4.1*, players should use stopwatches to gauge the dynamic changes. They should be cued when to start and stop each section by the conductor.

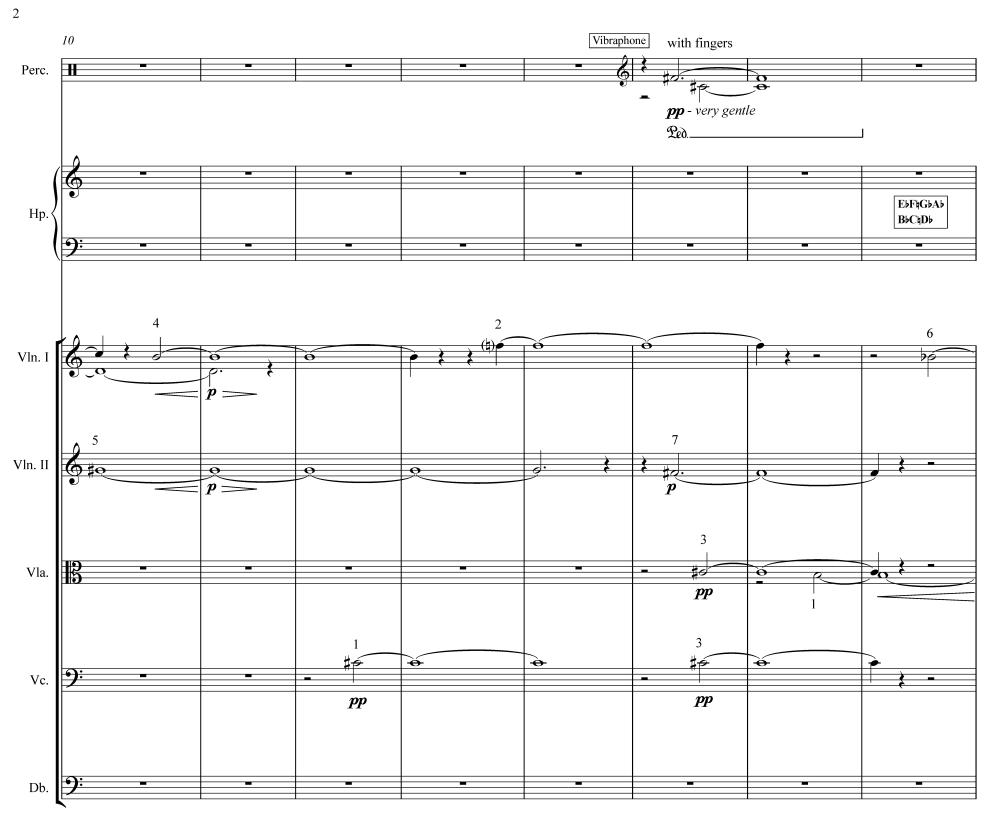
At the end of the piece, the conductor should cue the final bar for the flutes. At this point, the flutes should play the last note of *Readymade: No. 4.1*, even if they have not reached it already.

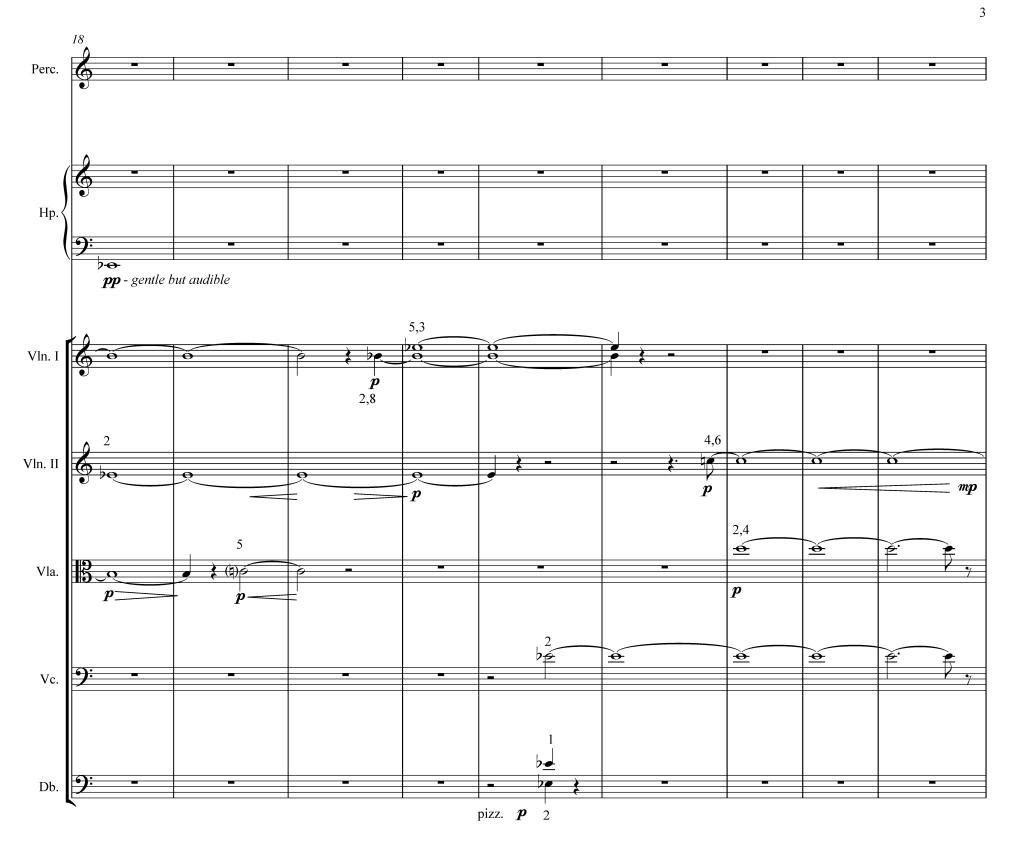
The string parts contain numbers above most notes. String players should be given a number, and only play the notes corresponding to their number. (Unless a part is marked *tutti*.)

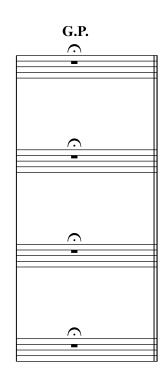
Score is in C

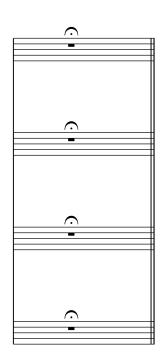
Duration: c. 9 minutes

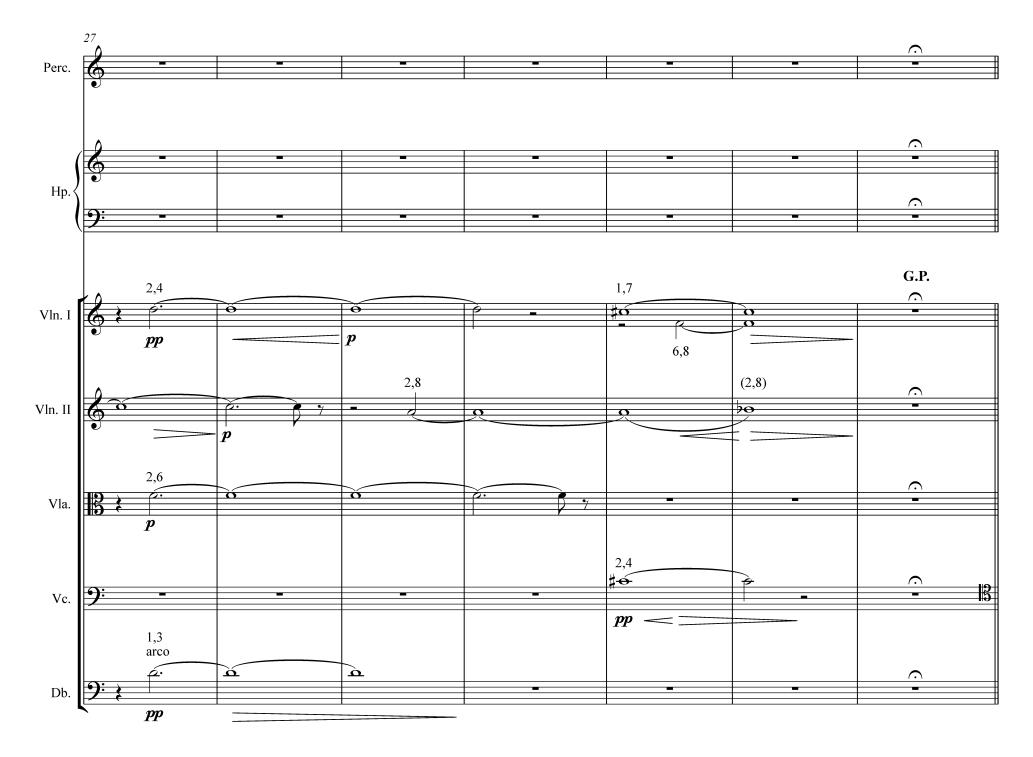








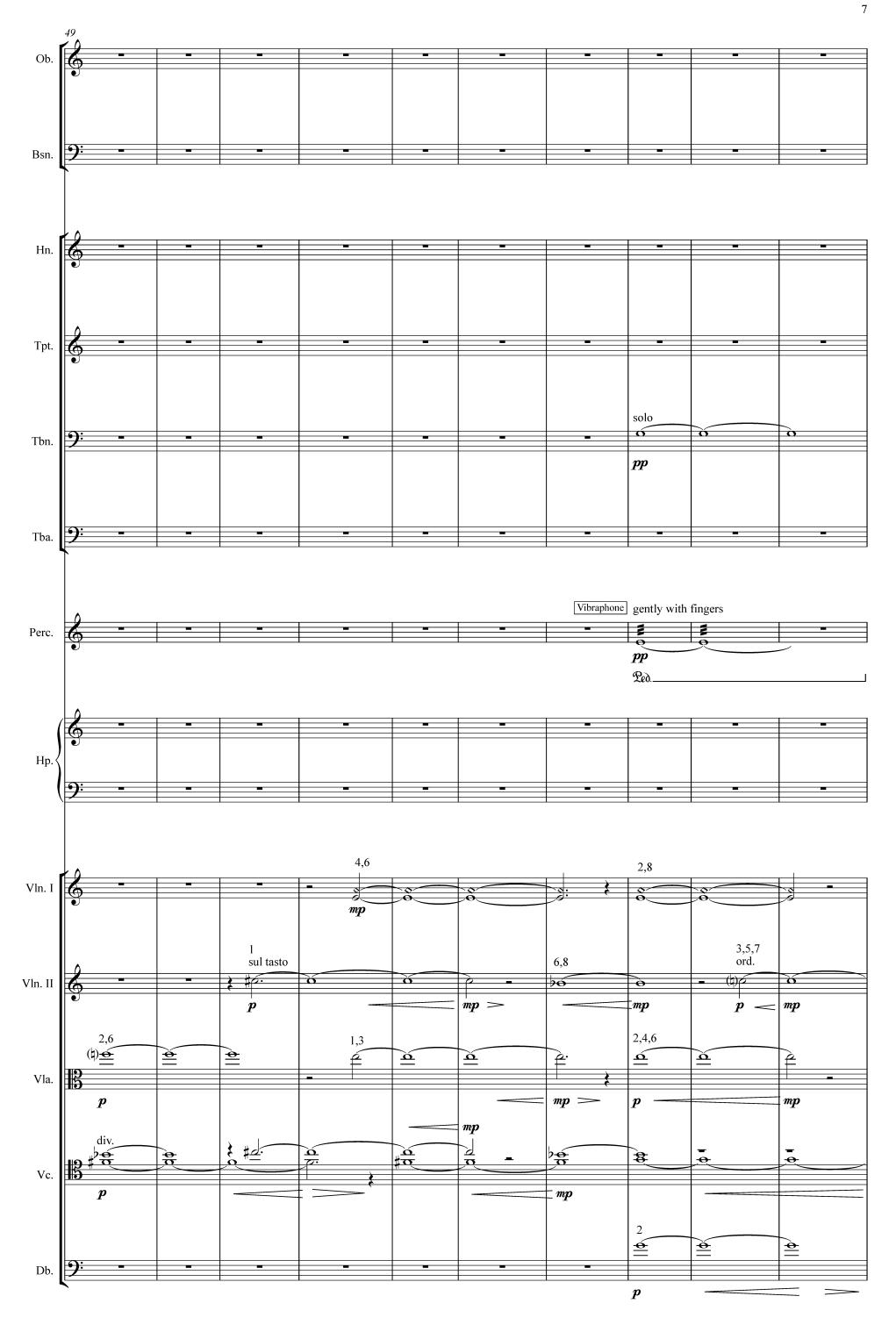


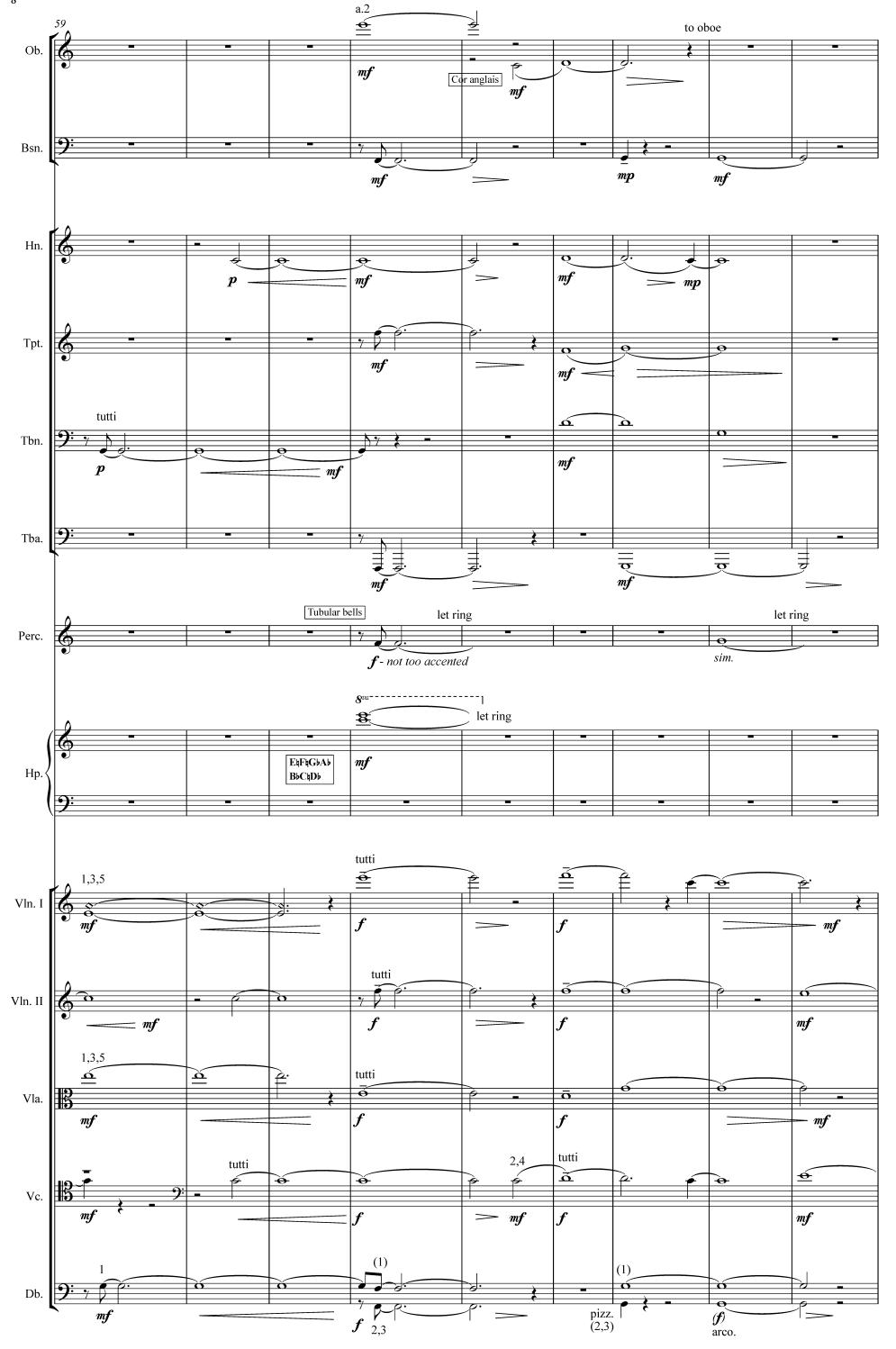




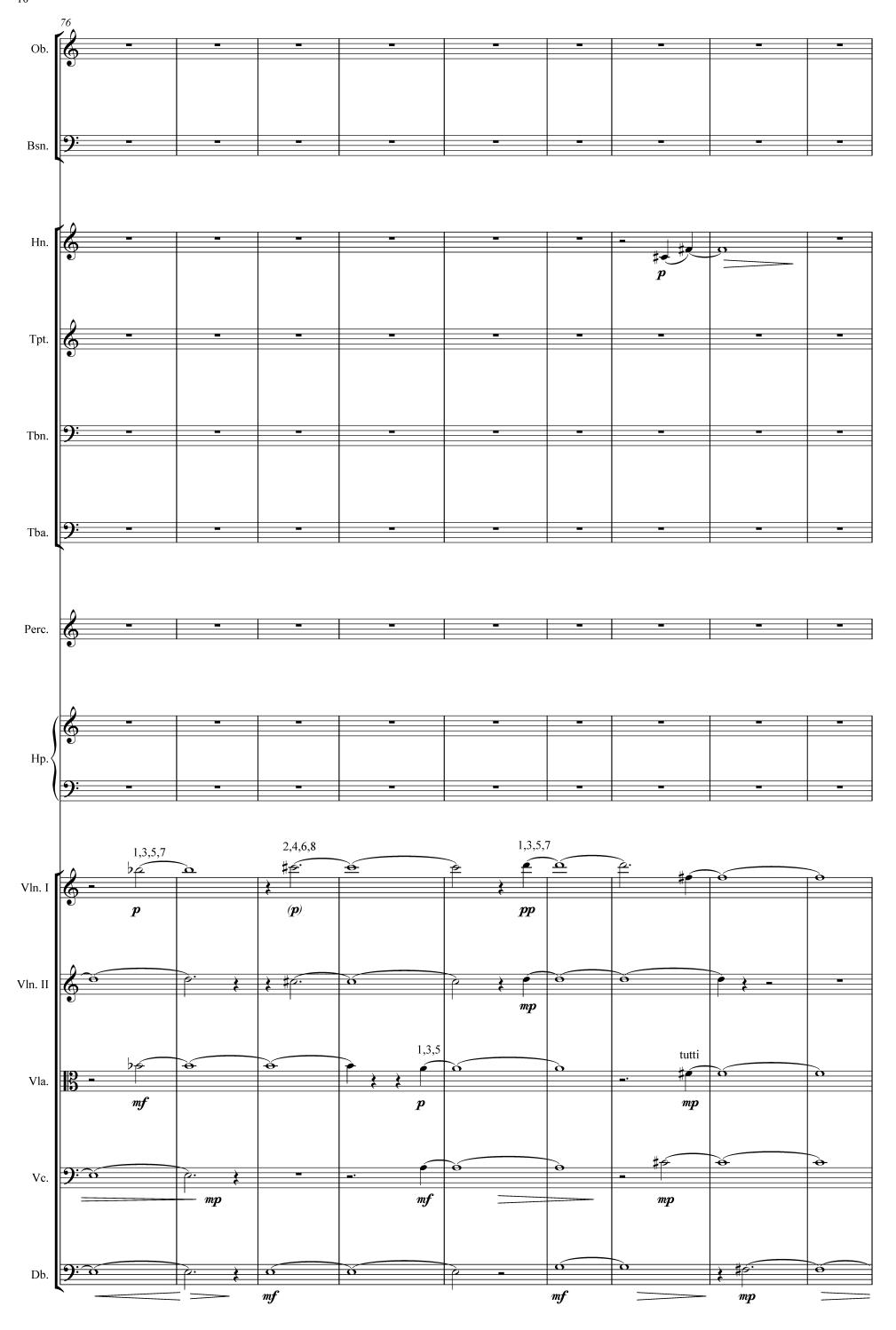
2. Serene but with

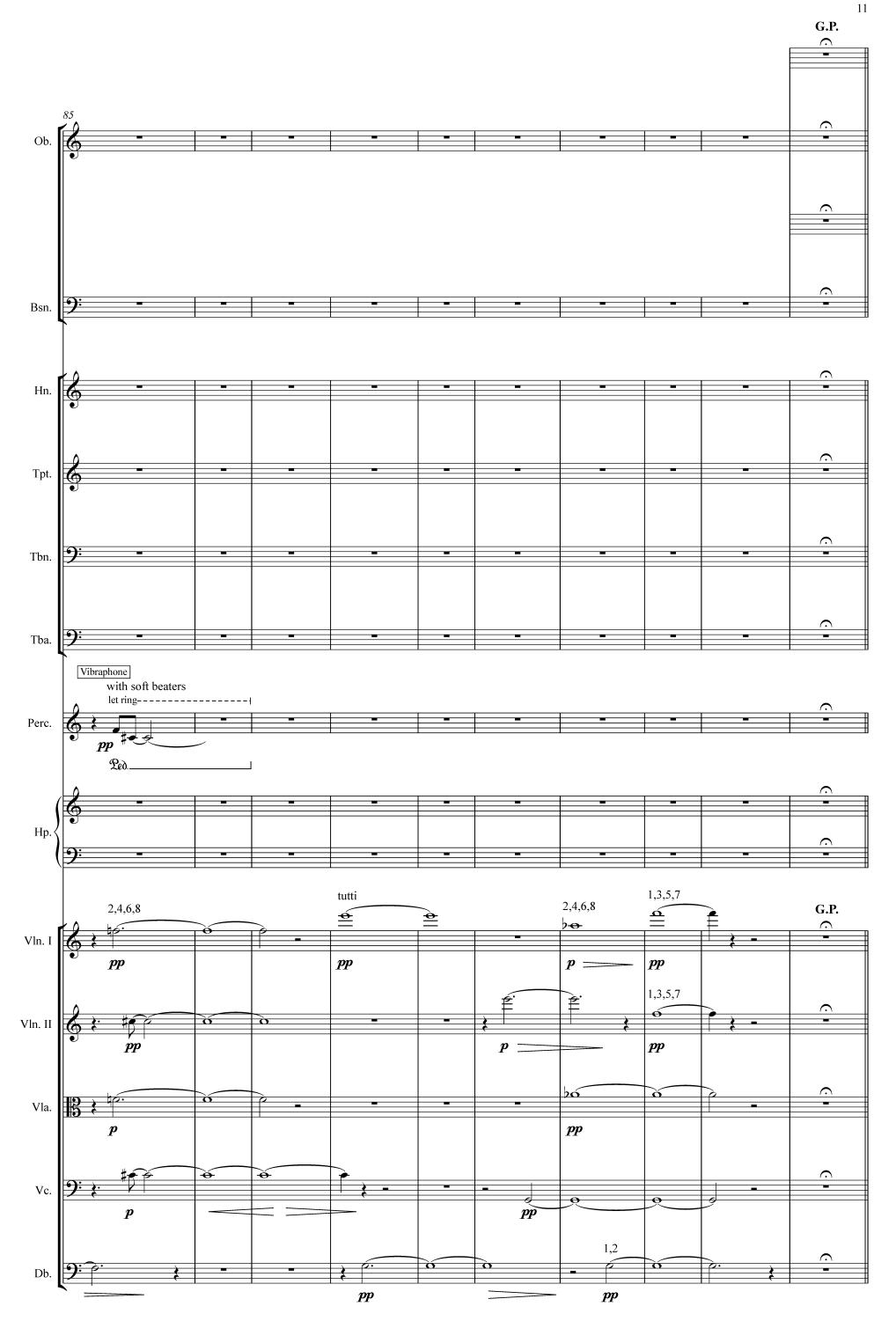
















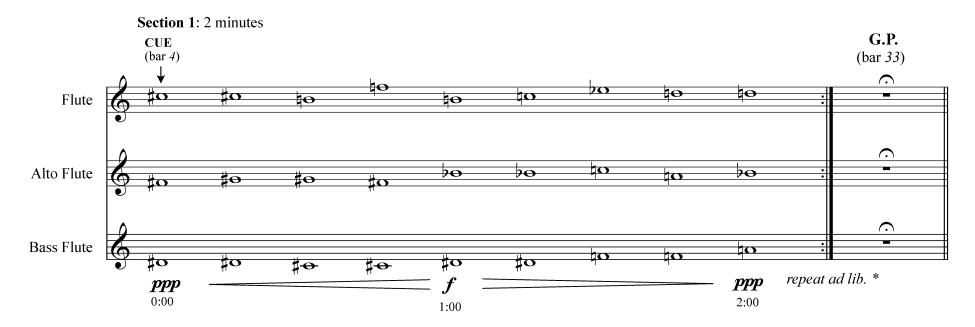




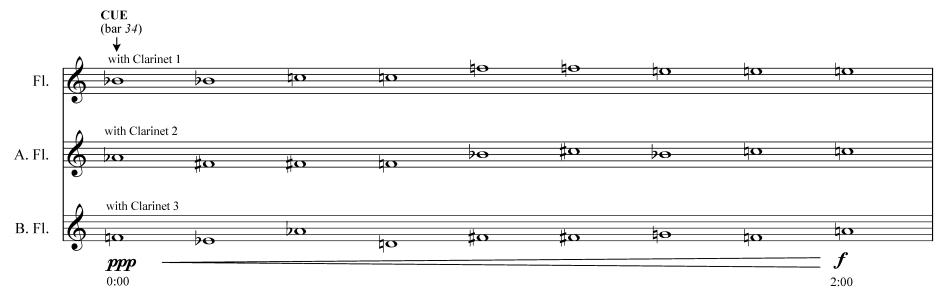


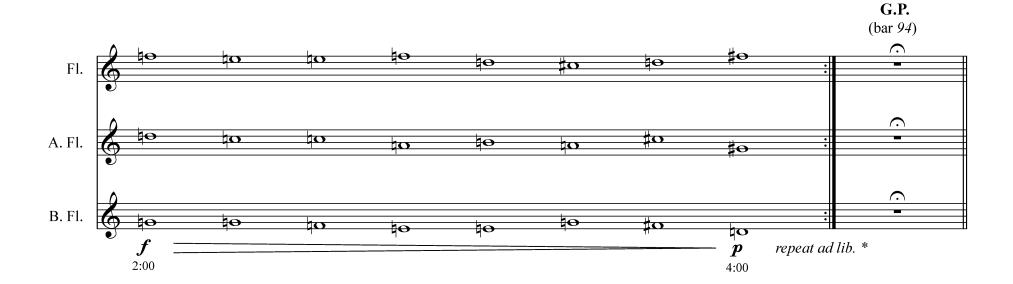


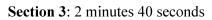
Readymade: No. 4.1

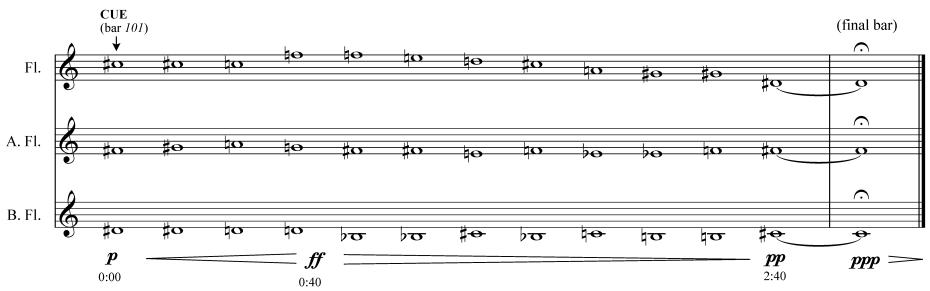


Section 2: 4 minutes









^{*} 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.