

CONDUCTOR SCORE  
Duration - 2:30

# Big Raven

Vince Gassi

Bird calls, light whistling sounds (students may blow into cupped hands), rustling, trickling (softly tapping pencils on stands or lightly slapping palms on laps to simulate rain) and other random forest sounds simulating a mysterious environment, unpopulated by humans. The sounds should start gradually and build up. The overall effect should be haunting. Forest sounds should start to trail off as the suspended cymbal crescendos into bar 3.

With Reverence ♩ = 80

Musical score for the first system (bars 1-6). The score includes parts for Flute/Oboe, B♭ Clarinets (1/2), E♭ Alto Saxophone, B♭ Trumpets (1/2), F Horn, Trombone (+T.Sx), Baritone Tuba (+Bsn., Bs. Cl., Bar. Sax.), Bells, Percussion 1 (Snare Drum, Bass Drum), Percussion 2 (Wind Chimes, Suspended Cymbal, Triangle), and Timpani. The key signature is B-flat major (two flats) and the time signature is 4/4. Dynamics include *mf*, *p*, and *pp*. Performance instructions include 'With Reverence', 'soft mallets', and '(hard rubber mallets)'. A 'Tune: G, C' is indicated at the start of the Percussion 2 part.

Musical score for the second system (bars 7-12). The score includes parts for Flute/Oboe, Clarinets (1/2), Alto Saxophone, Trumpets (1/2), Horn, Trombone (T. Sx.), Baritone/Tuba, Bells, Percussion 1, Percussion 2, and Timpani. The key signature is B-flat major (two flats) and the time signature is 4/4. Dynamics include *mf*, *p*, and *pp*. A circled '9' is placed above bar 9. The Percussion 2 part includes a *pp* dynamic marking at the end of the system.

17 With Intensity ♩ = 138

Fl./Ob. *f* *p* *f*

Cls. 1/2 *f* *p* *f*

A. Sax *f* *p*

Tpts. 1/2 *f* *p*

Hn. *f* *p*

Trb. *f* *p*

Bar./Tuba *f* *p*

+Tuba *f* *p*

Bells *f* *mf*

Perc. 1 S.D. *f* *mf* to cr. cym.

B.D. *f* *mf*

Perc. 2 *mf*

Timp. *f* *p*

13 14 15 16 17 18

Fl./Ob. *mf*

Cls. 1/2 *mf*

A. Sax

Tpts. 1/2

Hn. *mf*

Trb.

Bar./Tuba

Bells

Perc. 1

Perc. 2

Timp. *f*

19 20 21 22 23