

Comedy Tonight

47136

CONDUCTOR SCORE

Music and Lyrics by STEPHEN SONDHEIM

Duration - 1:25

Arr. by RALPH FORD

Lively $\text{♩} = 104$

The score is arranged in systems for various instruments. The woodwind section includes Flute, Oboe, B♭ Clarinets (I and II), Bassoon (B♭ Bass Clarinet), and F Horn. The brass section includes B♭ Trumpets (I and II), Trombone, and Tuba. The percussion section includes Mallet Percussion (Bells, Xylophone), Timpani (G-A-C-D), Percussion I (Snare Drum, Bass Drum), and Percussion II (Crash Cymbals, Susp. Cymbals). The string section includes Violins (I and II), Viola (Violin III), Cello, and String Bass. The score is marked with dynamics such as *f*, *sfz*, *p*, and *sfp*. There are also performance markings like *b₂v*, *4_bv*, and *5_bv* above the woodwind staves. The tempo is indicated as 'Lively' with a quarter note equal to 104 beats per minute.

18 19 20 21 22 23

Fl. *sim.*

Ob. *sim.*

Cl. I *sim.*

Cl. II *sim.*

Bsn. (B♭ B. Cl.)

Hn.

Tpts. I

Tpts. II

Trb.

Tuba

Mlts.

Timp.

Perc. I

Perc. II

Vlns. I *sim.*

Vlns. II *sim.*

Vla. (Vln. III) *sim.*

Cello

Str. Bass

1/2 -1 4

Detailed description: This page of a musical score covers measures 18 through 23. The woodwind section includes Flute (Fl.), Oboe (Ob.), Clarinet I (Cl. I), Clarinet II (Cl. II), Bassoon (Bsn.), Horns (Hn.), Trumpets I (Tpts. I), Trumpets II (Tpts. II), Trombone (Trb.), and Tuba. The string section includes Violins I (Vlns. I), Violins II (Vlns. II), Viola (Vla.), Cello, and String Bass (Str. Bass). Percussion includes Mallets (Mlts.), Timpani (Timp.), and two Percussion parts (Perc. I and Perc. II). Measures 19, 20, 21, and 22 feature a 'sim.' (sustained) marking for the woodwinds. Measure 23 includes a 1/2 rest and a 4-measure rest. The score is written in a key signature of one sharp (F#) and a common time signature.

25 26 27 28

Fl.

Ob.

I
Cls.

II

Bsn.
(B \flat B. Cl.)

Hn.

I
Tpts.

II

Trb.

Tuba

Mlts.

Timp.

Perc. I

Perc. II

I
Vlns.

II

Vla.
(Vln. III)

Cello

Str. Bass

mp *sim.*

mp *sim.*

mp *sim.*

This musical score page covers measures 35 through 40. The instruments and their parts are as follows:

- Flute (Fl.):** Measures 35-38 play a melodic line with *sim.* dynamics. Measures 39-40 play a sustained note with *mf* dynamics.
- Oboe (Ob.):** Measures 35-38 play a melodic line with *sim.* dynamics. Measures 39-40 play a sustained note with *mf* dynamics.
- Clarinets (Cls.):** I and II parts. Measures 35-38 play a melodic line with *sim.* dynamics. Measures 39-40 play a sustained note with *mf* dynamics.
- Bassoon (Bsn. / B♭ B. Cl.):** Measures 35-38 play a melodic line with *sim.* dynamics. Measures 39-40 play a sustained note with *mf* dynamics.
- Horn (Hn.):** Measures 35-38 are silent. Measures 39-40 play a melodic line with *mf* dynamics.
- Trumpets (Tpts.):** I and II parts. Measures 35-38 are silent. Measures 39-40 play a melodic line with *mf* dynamics.
- Trumpet (Trb.):** Measures 35-38 are silent. Measures 39-40 play a melodic line with *mf* dynamics.
- Tuba:** Measures 35-38 are silent. Measures 39-40 play a melodic line with *mf* dynamics.
- Military Drums (Mlts.):** Measures 35-38 are silent. Measures 39-40 play a melodic line with *mf* dynamics.
- Timpani (Timp.):** Measures 35-38 are silent. Measures 39-40 play a melodic line with *mf* dynamics.
- Percussion I (Perc. I):** Measures 35-38 play a rhythmic pattern. Measures 39-40 play a melodic line with *mf* dynamics.
- Percussion II (Perc. II):** Measures 35-38 are silent. Measures 39-40 play a melodic line with *mf* dynamics.
- Violins (Vlns.):** I and II parts. Measures 35-38 play a melodic line with *sim.* dynamics. Measures 39-40 play a melodic line with *mf* dynamics.
- Viola (Vla. / Vln. III):** Measures 35-38 play a melodic line with *sim.* dynamics. Measures 39-40 play a melodic line with *mf* dynamics.
- Cello:** Measures 35-38 play a melodic line with *sim.* dynamics. Measures 39-40 play a melodic line with *mf* dynamics.
- String Bass (Str. Bass):** Measures 35-38 play a rhythmic pattern. Measures 39-40 play a melodic line with *mf* dynamics.