



Molenaar Edition

[P.R.] - Traffic Jam!

Alex Finley

Art.nr: 013184060
Difficulty: B
Duration: 3:37
Concert Band
Recorded on: Easy Band Volume 3 (31111720)

Original Pieces

Colofon

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Mini - Score

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Molenaar Edition

Traffic Jam!!

Background information

'Traffic Jam' symbolizes the ever-growing liveliness in daily traffic. From dawn on, traffic becomes busier and busier. Bicycles, cars, trucks as well as emergency services are passing by during the piece. The pedestrian is represented by the musical style of the piece: the march, like many marching bands are walking the streets.

General information

This piece is the first in a cycle of works with a realistic character and full of effects. It makes it easier and more fun for students to play and it also stimulates their imaginations. The effects in the brass section makes it extra fun for the musicians to play and pleasurable for the audience to listen to. Sound effects may be added to your own taste.

Composition and thematic Material of the Piece

Part 1

Intro (m1-25) The ticking of a clock breaks the silence. An old clock with a typical well known melody, tells you it's time to wake up. The first car horns (m15) and a racing car (m16) soon will be heard, the day has begun.

Theme A: The cheerful theme of the piece (in C-major) represents the traffic and the happy drivers, assisted by the effects of the brass and percussion section.

Theme B: Through alternating chromatic passages, the growing liveliness in traffic is symbolized. Everyone is in a hurry!

Theme A': The traffic gets continuously busier, here symbolized by a canon in 2 groups. Finally, the unavoidable thing happens: a crash! (Percussion players can use all instruments they have to illustrate the crash, pieces of metal are even better) The emergency services will soon arrive!

Part 2

Theme C: The middle part of the piece (a minor) has the same tune as part one. By using other chords and ninths, a mystic and dreamy atmosphere is created. The solo passage can be played by the trumpet, alto saxophone or oboe. (solo or section)

Part 3

The theme from part 1 is repeated, but with a persistently growing liveliness (canon in more groups, entering quickly after each other).

Rehearsal notes

The trombone, trumpet and percussion sections are very important to obtain the right effects in the piece. The conductor can decide whether to let the trumpet section play the effects 'muted' or 'open', depending on the balance and the number of players/ volume. Some passages in the trombone section are marked with an 'L' and an 'R'. For example the parts where they imitate the passing race car. (ex. m17-21) In this part the trombones start playing while facing the left (L). While playing they turn to the right (R). This way the effect of 'a race car passing by' sounds more realistic and also brings more fun to the trombone section!! Pay attention that this passage is played as one long glissando to position 6 (player 1) or (player 2) as indicated. The parts where they imitate the emergency services can be played in two positions: position one for the first player(s) (D-B flat) and position two for the second player(s) (Sharp-A). The notes in the brass section, indicated with 'like heavy truck horns' must be well articulated and detached to get the best effect. In the percussion section, I prefer the bicycle bell and 'old-fashioned car horn' over the whistle and triangle. Only when these instruments are not available, the whistle and triangle may be used. The difficulty of the piece can be elevated by playing the 'ad-libitum' and small printed notes with an accent and an *accelerandi* (letter B and H), hereby achieving a higher tempo at letter 'C' and 'T'. The tempo is 120 bpm at the beginning (♩ = 120 of ♩ = 60) and to play the accents on the snare drum and the cymbal in a way that the sound of an old clock ticking. Have fun!

Alex Finley,

Traffic Jam!!

Achtergrondinformatie

'Traffic Jam!!' symboliseert de steeds toenemende verkeersdrukke. In de vroege ochtend komt het verkeer op gang en het wordt steeds drukker. Fietsers, auto's, vrachtwagens, zelfs de hulpdiensten komen voorbij tijdens het stuk. De voetganger wordt vertegenwoordigd door de muziek stijl van het stuk: de Mars, herkenbaar van de vele straatoptredens.

Algemene informatie

Dit stuk is het eerste in een cyclus van werken met een realistische karakter en vol met effecten. Dit maakt het gemakkelijker en leuker voor de muzikanten om uit te voeren. Het stimuleert bovendien de verbeelding. De effecten in de kopersectie maakt het extra leuk voor de leerlingen om dit stuk te spelen en extra leuk om als publiek naar te luisteren. Geluudeffecten kunnen worden toegevoegd naar eigen smaak.

Samenstelling en thematische materiaal van het stuk

Deel 1

Intro (m1-25)

Het tikken van een klok verbreekt de stilte. Een oude klok, met een typische melodie, vertelt u dat het tijd is om wakker te worden. De eerste auto's (m15) en een raceauto (m16) volgen al snel: de dag is begonnen.

Thema A: Het vrolijke thema van het stuk (in C groot) vertegenwoordigt de vrolijke bestuurders, bijgestaan door de effecten van de koperblazers en slagwerkers.

Thema B: Via chromatische passages wordt de steeds toenemende drukte van het verkeer duidelijk gemaakt. Iedereen heeft haast!

Thema A': het verkeer wordt voortdurend drukker, hier gekenmerkt door een canon in twee groepen.

Tot slot gebeurt het onvermijdelijke: een ongeluk! (Slagwerkers kunt alle instrumenten die voorhanden zijn gebruiken, ter illustratie van de crash). Geen paniek, de hulpdiensten zijn al in aantocht.

Deel 2

Thema C, het middendeel van het stuk (mineur) heeft dezelfde melodie als het eerste deel. Met behulp van andere akkoorden wordt een dromerige sfeer opgewekt. De solopassage kan worden gespeeld door de trompet, altosaxofoon of hobo (solo of sectie).

Deel 3

Het thema van deel 1 wordt herhaald maar klinkt steeds drukker en drukker (canons in meer groepen volgen elkaar snel op).

Toelichting

De trombone-, trompet- en slagwerksecties zijn van groot belang voor de juiste effecten in het stuk. De dirigent bepaalt of sommige effecten 'open' of 'gedempt' worden gespeeld, afhankelijk van het aantal spelers dat beschikbaar is. Enkele passages in de trombonesectie zijn gemarkeerd met een 'L' en 'R'. Bijvoorbeeld de passages waar ze de racewagen imiteren (bijvoorbeeld m17-21). Hier beginnen de trombones te spelen terwijl ze naar links kijken(L). Tijdens het spelen draaien ze naar rechts (R). Op deze manier klinkt het effect van "een racewagen" nog realistischer en geeft het extra speelse effect van de trombonesectie!! Let op dat deze passage wordt gespeeld als één lange glissando naar positie 6 (speler 1) of 7 (speler 2). De delen waar de muzikanten de hulpdiensten imiteren kunnen worden gespeeld in 1 positie: positie 1 voor de eerste stem(D-Bb) en positie 2 voor de tweede stem (Cis-A). De passages in de kopersectie aangeduid met "like heavy truck horns" moeten goed worden gearticuleerd en los van elkaar worden gespeeld voor het beste effect. In de slagwerksectie verkiez ik de fietsbel en ouderwetse auto's om deze instrumenten niet aanwezig zijn kan een triangel en het fluitje worden gebruikt. Het stuk kan worden verhoogd door het spelen van de ad libitum passages en door het gebruik van kleine noten (letter B en H) waarbij een sneller tempo wordt bereikt op 'C' en 'T'. Het tempo is 120 bpm aan het begin (♩ = 120 of ♩ = 60) begeleidt door de accenten op de tempelblok en de cymbel van een oude klok. Veel plezier!

Alex Finley

Traffic Jam!!

Score

Alex Finley

Musical score for page 2 of Traffic Jam!! featuring parts for Flute, Oboe, Bassoon, Clarinets (Bb, Bb, Bb), Saxophones (A, T, B), Trumpets (Bb, Bb), Horns (Horn, Trombone), Euphonium, Bass, Snare Drum, Cymbals, and Drums. The score is mostly blank with some faint markings.

Musical score for page 3 of Traffic Jam!! featuring parts for Flute, Oboe, Bassoon, Clarinets (Bb, Bb, Bb), Saxophones (A, T, B), Trumpets (Bb, Bb), Horns (Horn, Trombone), Euphonium, Bass, Snare Drum, Cymbals, and Drums. Includes performance instructions: "(like car horns) (muted ad lib.)" for Trumpets, "(imitation of a Race Car passing by) (Climax)" for Trombone with dynamics *pp*, *f*, and *pp*, and "(no tongue)" for Snare Drum.



Musical score for page 4 of Traffic Jam!! featuring parts for Flute, Oboe, Bassoon, Clarinets (Bb, Bb, Bb), Saxophones (A, T, B), Trumpets (Bb, Bb), Horns (Horn, Trombone), Euphonium, Bass, Snare Drum, Cymbals, and Drums. Includes performance instructions: "A" above the Flute staff, "(like car horns) (muted ad lib.)" for Trombone, "bicycle bell" for Snare Drum, and "a hand drum and ride cymbal" for Drums.

Musical score for page 5 of Traffic Jam!! featuring parts for Flute, Oboe, Bassoon, Clarinets (Bb, Bb, Bb), Saxophones (A, T, B), Trumpets (Bb, Bb), Horns (Horn, Trombone), Euphonium, Bass, Snare Drum, Cymbals, and Drums. Includes performance instructions: "f" for Trombone and "mf" for Snare Drum.



Musical score for Traffic Jam!! - 6 -. The score includes parts for Flute (Fl.), Oboe (Ob.), Bassoon (Bsn.), B♭ Clarinet 1 (B♭ Cl. 1), B♭ Clarinet 2 (B♭ Cl. 2), Bass Clarinet (B. Cl.), Alto Saxophone (A. Sax.), Tenor Saxophone (T. Sax.), Bass Saxophone (B. Sax.), B♭ Trumpet 1 (B♭ Tpt. 1), B♭ Trumpet 2 (B♭ Tpt. 2), Horn (Hn.), Trombone (Tbn.), Euphonium (Euph.), Bass, Snare Drum (Dr.), and Cymbal (Cym.). The score features various dynamics such as *pp*, *p*, and *f*. A section marked with a circled 'L' is labeled '(imitation of a Race Car passing by)'. A section marked with a circled 'R' is labeled 'pizz. 6'. A large blue watermark 'Mini Score' is overlaid on the score.

Musical score for Traffic Jam!! - 7 -. The score includes parts for Flute (Fl.), Oboe (Ob.), Bassoon (Bsn.), B♭ Clarinet 1 (B♭ Cl. 1), B♭ Clarinet 2 (B♭ Cl. 2), Bass Clarinet (B. Cl.), Alto Saxophone (A. Sax.), Tenor Saxophone (T. Sax.), Bass Saxophone (B. Sax.), B♭ Trumpet 1 (B♭ Tpt. 1), B♭ Trumpet 2 (B♭ Tpt. 2), Horn (Hn.), Trombone (Tbn.), Euphonium (Euph.), Bass, Snare Drum (Dr.), and Cymbal (Cym.). The score features various dynamics such as *pp*, *p*, and *f*. A section marked with a circled 'B' is labeled 'staccato' and 'crescendo e poco accelerando...'. A section marked with a circled 'L' is labeled 'pizz. 6'. A section marked with a circled 'R' is labeled 'pizz. 6'. A large blue watermark 'Mini Score' is overlaid on the score.

Musical score for Traffic Jam!! - 8 -. The score includes parts for Flute (Fl.), Oboe (Ob.), Bassoon (Bsn.), B♭ Clarinet 1 (B♭ Cl. 1), B♭ Clarinet 2 (B♭ Cl. 2), Bass Clarinet (B. Cl.), Alto Saxophone (A. Sax.), Tenor Saxophone (T. Sax.), Bass Saxophone (B. Sax.), B♭ Trumpet 1 (B♭ Tpt. 1), B♭ Trumpet 2 (B♭ Tpt. 2), Horn (Hn.), Trombone (Tbn.), Euphonium (Euph.), Bass, Snare Drum (Dr.), and Cymbal (Cym.). The score features various dynamics such as *pp*, *p*, and *f*. A section marked with a circled 'C' is labeled 'staccato'. A large blue watermark 'Mini Score' is overlaid on the score.

Musical score for Traffic Jam!! - 9 -. The score includes parts for Flute (Fl.), Oboe (Ob.), Bassoon (Bsn.), B♭ Clarinet 1 (B♭ Cl. 1), B♭ Clarinet 2 (B♭ Cl. 2), Bass Clarinet (B. Cl.), Alto Saxophone (A. Sax.), Tenor Saxophone (T. Sax.), Bass Saxophone (B. Sax.), B♭ Trumpet 1 (B♭ Tpt. 1), B♭ Trumpet 2 (B♭ Tpt. 2), Horn (Hn.), Trombone (Tbn.), Euphonium (Euph.), Bass, Snare Drum (Dr.), and Cymbal (Cym.). The score features various dynamics such as *pp*, *p*, and *f*. A section marked with a circled 'L' is labeled 'pizz. 6'. A section marked with a circled 'R' is labeled 'pizz. 6'. A section marked with a circled 'B' is labeled 'staccato' and 'crescendo e poco accelerando...'. A section marked with a circled 'C' is labeled 'staccato'. A section marked with a circled 'L' is labeled 'pizz. 6'. A section marked with a circled 'R' is labeled 'pizz. 6'. A large blue watermark 'Mini Score' is overlaid on the score.

molto accelerando...

FL

Ob.

Bsn.

B.C. 1

B.C. 2

B. Cl.

A. Sax.

T. Sax.

B. Sax.

B.Tpt. 1

B.Tpt. 2

Hr.

Trb.

Euph.

Bass.

Timp.

Mlts.

Perc.

Dr.

01.3184.06

D The Crash (♩ = 50)

FL

Ob.

Bsn.

B.C. 1

B.C. 2

B. Cl.

A. Sax.

T. Sax.

B. Sax.

B.Tpt. 1

B.Tpt. 2

Hr.

Trb.

Euph.

Bass.

Timp.

Mlts.

Perc.

Dr.

01.3184.06

E

FL
[oboe, sax or trumpet solo]

Ob.

Bsn.
[use Baritone(s), optional playing]

B.C. 1

B.C. 2

B. Cl.

A. Sax.
[oboe, sax or trumpet solo]

T. Sax.

B. Sax.

B.Tpt. 1
[oboe, sax or trumpet solo]

B.Tpt. 2

Hr.

Trb.

Euph.

Bass.

Timp.

Mlts.
[soft mallets]

Perc.
[Wink sticks]

Dr.

01.3184.06

F

FL

Ob.

Bsn.

B.C. 1

B.C. 2

B. Cl.

A. Sax.
[play always]

T. Sax.
[play always]

B. Sax.

B.Tpt. 1
[play always]

B.Tpt. 2

Hr.

Trb.

Euph.

Bass.

Timp.

Mlts.
[gluckenspiel]

Perc.
[sax. cymb (soft stick)]

Dr.

01.3184.06

Musical score for page 14 of 'Traffic Jam!!'. The score includes parts for Flute (Fl.), Oboe (Ob.), Bassoon (Bsn.), B♭ Clarinet 1 (B♭ Cl. 1), B♭ Clarinet 2 (B♭ Cl. 2), Bass Clarinet (B. Cl.), Alto Saxophone (A. Sax.), Tenor Saxophone (T. Sax.), Bass Saxophone (B. Sax.), B♭ Trumpet 1 (B♭ Tpt. 1), B♭ Trumpet 2 (B♭ Tpt. 2), Horn (Hn.), Trombone (Tbn.), Euphonium (Euph.), Bass, Snare Drum (Dr.), and Cymbals (Cym.). The score features various musical notations including dynamics (p, mf), articulation (accents), and performance instructions such as '(change A to G and E to D)' and '(medium mallet)'. A large blue watermark 'Mini Score' is overlaid on the page.

01.3184.06

Musical score for page 16 of 'Traffic Jam!!'. The score includes parts for Flute (Fl.), Oboe (Ob.), Bassoon (Bsn.), B♭ Clarinet 1 (B♭ Cl. 1), B♭ Clarinet 2 (B♭ Cl. 2), Bass Clarinet (B. Cl.), Alto Saxophone (A. Sax.), Tenor Saxophone (T. Sax.), Bass Saxophone (B. Sax.), B♭ Trumpet 1 (B♭ Tpt. 1), B♭ Trumpet 2 (B♭ Tpt. 2), Horn (Hn.), Trombone (Tbn.), Euphonium (Euph.), Bass, Snare Drum (Dr.), and Cymbals (Cym.). The score features various musical notations including dynamics (p, mf), articulation (accents), and performance instructions such as '(change A to G and E to D)' and '(medium mallet)'. A large blue watermark 'Mini Score' is overlaid on the page.

01.3184.06

Musical score for page 15 of 'Traffic Jam!!'. The score includes parts for Flute (Fl.), Oboe (Ob.), Bassoon (Bsn.), B♭ Clarinet 1 (B♭ Cl. 1), B♭ Clarinet 2 (B♭ Cl. 2), Bass Clarinet (B. Cl.), Alto Saxophone (A. Sax.), Tenor Saxophone (T. Sax.), Bass Saxophone (B. Sax.), B♭ Trumpet 1 (B♭ Tpt. 1), B♭ Trumpet 2 (B♭ Tpt. 2), Horn (Hn.), Trombone (Tbn.), Euphonium (Euph.), Bass, Snare Drum (Dr.), and Cymbals (Cym.). The score is marked 'Allegro (♩ = 120)' and includes a section marked 'G'. It features various musical notations including dynamics (p, mf, f, pp), articulation (accents), and performance instructions such as 'straight mace', 'imitation of a Race Car passing by', 'bicycle bell', and 'Temple blocks'. A large blue watermark 'Mini Score' is overlaid on the page.

01.3184.06

Musical score for page 17 of 'Traffic Jam!!'. The score includes parts for Flute (Fl.), Oboe (Ob.), Bassoon (Bsn.), B♭ Clarinet 1 (B♭ Cl. 1), B♭ Clarinet 2 (B♭ Cl. 2), Bass Clarinet (B. Cl.), Alto Saxophone (A. Sax.), Tenor Saxophone (T. Sax.), Bass Saxophone (B. Sax.), B♭ Trumpet 1 (B♭ Tpt. 1), B♭ Trumpet 2 (B♭ Tpt. 2), Horn (Hn.), Trombone (Tbn.), Euphonium (Euph.), Bass, Snare Drum (Dr.), and Cymbals (Cym.). The score features various musical notations including dynamics (p, mf, f, pp), articulation (accents), and performance instructions such as 'straight mace', 'imitation of a Race Car passing by', 'bicycle bell', 'Temple blocks', and 'ff (like heavy Truck Horn)'. A large blue watermark 'Mini Score' is overlaid on the page.

01.3184.06

[H] *cresc. e poco à poco accel.*

4th ad lib.

4th ad lib.

open

ff (like heavy Truck Horns)

Mini Score

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4th ad lib.

4th ad lib.

4th ad lib.

Mini Score

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[I]

ff (shower for Horn of white)

Mini Score

01.3184.06

Mini Score

01.3184.06

