

Alto Saxophone 4

Commissioned for SaxOpen - XVII World Saxophone Congress & Festival - Strasbourg 2015

What If

for 101 saxophones*

(an ensemble of 100 saxophones + 1 alto saxophone soloist)

(2014)

(duration: c. 12)

Mark Phillips

* scored for 8 ensemble parts plus 1 alto saxophone soloist

(12 soprano + 12 alto 1 + 12 alto 2 + 12 alto 3 + 12 alto 4 + 12 alto 5 + 12 tenor + 16 baritone + 1 alto soloist)

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Alto Saxophone 4

What If

Mark Phillips

cue: **C. 4"**

alto soloist

pp~mp (ad lib.)

Cadenza - slowly and freely
 dolce

Remove mouthpiece and blow air through instrument while rattling keys.

alto saxophones (tutti)

pp~mp (ad lib.)

① Replace mouthpiece

(baritone saxes)

0:00

②

(add tenor saxes)

0:10

③

(add alto 5 saxes)

0:15

0:20

(approximate running time in minutes : seconds)

On Cue #4 from conductor:
Choose freely from the 5 musical motifs in the boxes. Play any number of these motifs in any order. Wide latitude is granted in the interpretation of these motifs, in terms of pacing, note duration, and length of silent pauses. Never repeat a motif in the exact the same manner. Avoid exact synchronicity with other players as much as possible.

cue ④

0:20

ppp ~ pp (ad lib.)

ppp ~ pp (ad lib.)

ppp ~ pp (ad lib.)

ppp ~ pp (ad lib.)

ppp ~ pp (ad lib.)

⑤ 0:30

⑥ 0:40

⑦ 0:45

⑧ 0:55

⑨ 1:15

1:25

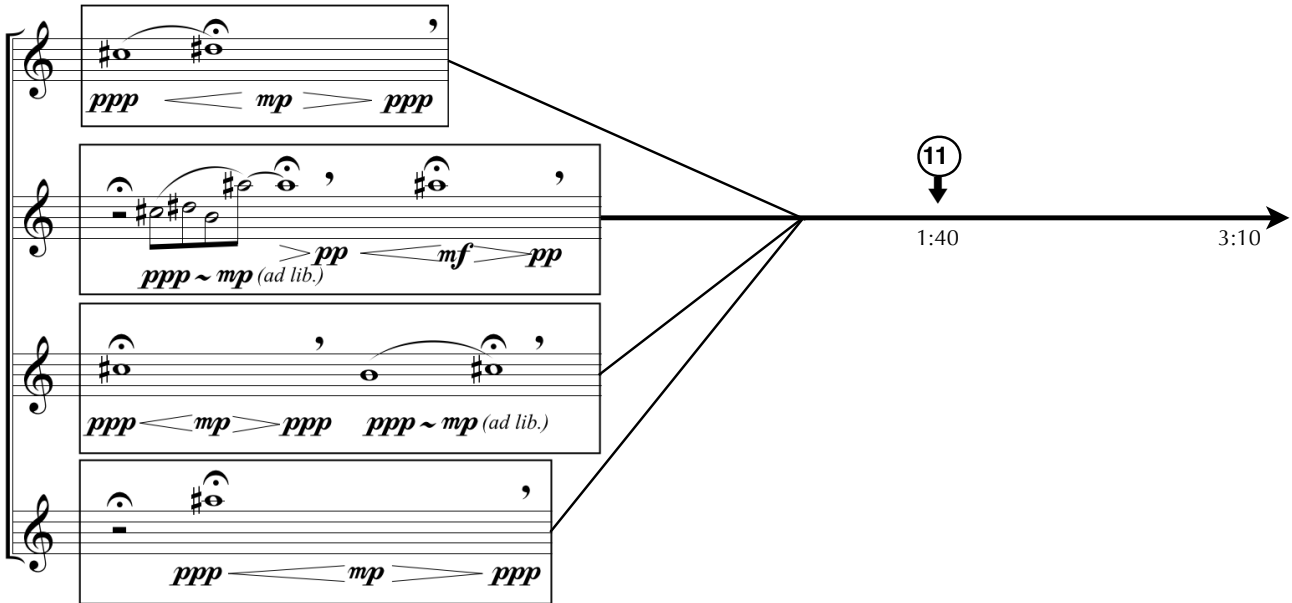
(approximate running time in minutes : seconds)

10

1:25

On Cue #10 from conductor:

Finish whatever motif you are currently playing (if any). Choose freely from the 4 musical motifs in the boxes below. Play any number of these motifs in any order. Wide latitude is granted in the interpretation of these motifs, in terms of pacing, note duration, length of silent pauses. Never repeat a motif in the exact the same manner. Avoid exact synchronicity with other players as much as possible.



Musical notation for Cue #10, featuring four staves of musical motifs. The first staff has dynamics *ppp* < *mp* > *ppp*. The second staff has dynamics *ppp* ~ *mp* (*ad lib.*) > *pp* < *mf* > *pp*. The third staff has dynamics *ppp* < *mp* > *ppp* *ppp* ~ *mp* (*ad lib.*). The fourth staff has dynamics *ppp* < *mp* > *ppp*. A timeline arrow points to a circled 11 at 1:40, ending at 3:10.

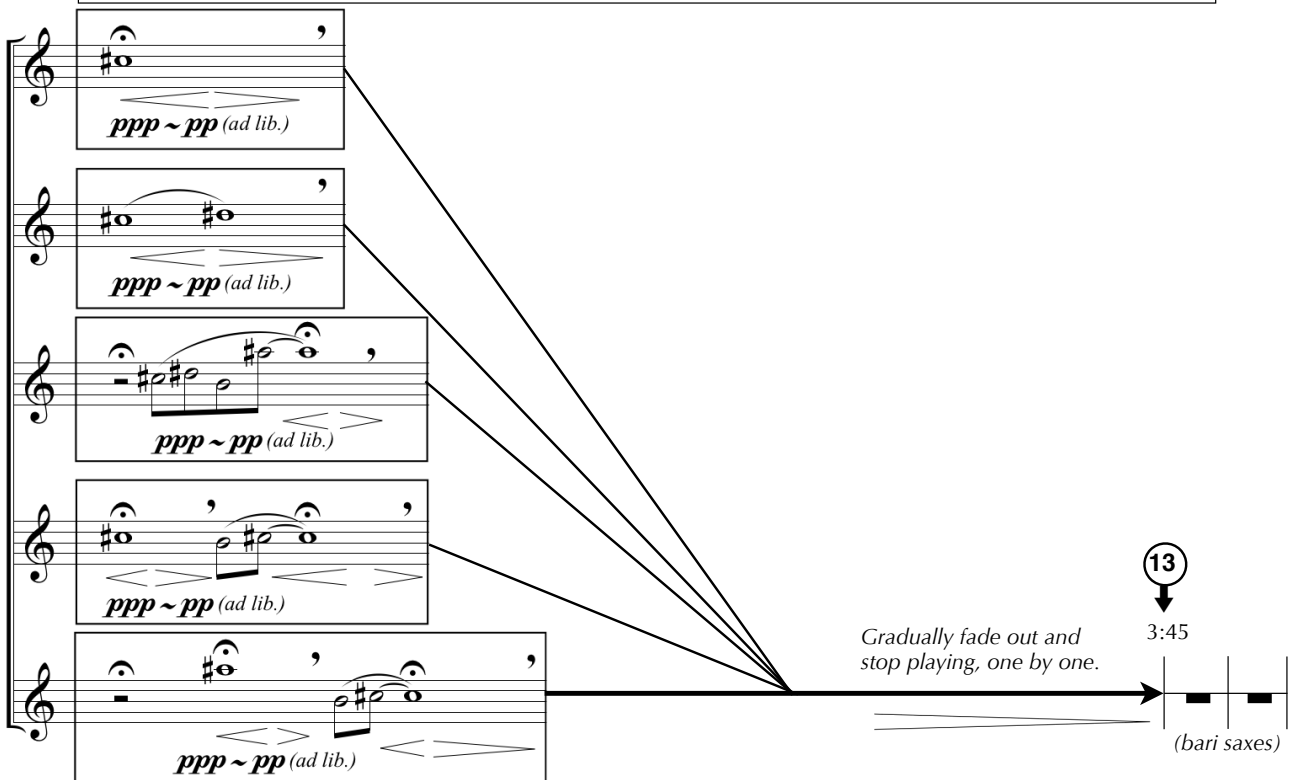


12

3:10

On Cue #12 from conductor:

Finish whatever motif you are currently playing (if any). Choose freely from the 5 musical motifs in the boxes below. Play any number of these motifs in any order. Wide latitude is granted in the interpretation of these motifs, in terms of pacing, note duration, length of silent pauses. Never repeat a motif in the exact the same manner. Avoid exact synchronicity with other players as much as possible.



Musical notation for Cue #12, featuring five staves of musical motifs. The first four staves have dynamics *ppp* ~ *pp* (*ad lib.*). The fifth staff has dynamics *ppp* < *mp* > *ppp*. A timeline arrow points to a circled 13 at 3:45, with the instruction "Gradually fade out and stop playing, one by one." and "(bari saxes)" below it.

cue
14

cue
15

soloist

Cadenza - slowly and freely
dolce

mp

mp

Remove mouthpiece and blow air through instrument, while rattling keys.

Drop out one by one.

alto saxes (tutti)

pp~mp (ad lib.)

attacca →

What if (movement II)

♩ = 80-88

soli (~3 players)

(repeat 2-4 times) *p*

6 *p* 6

A 8 soli (~3 players)
(tenor sax solo) *p*

29 **B** 4

37 soli (~3 players) *ff* **C** 2 5 2/4 4

D tutti *ff*

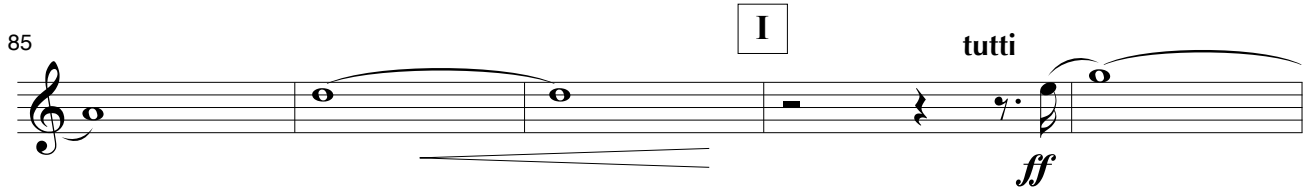
50 *ff*

53 **E** *ff*

81 *mp* ~1/2 section



85 **I** *tutti* *ff*



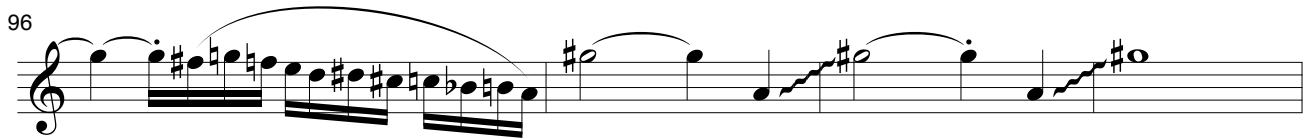
90



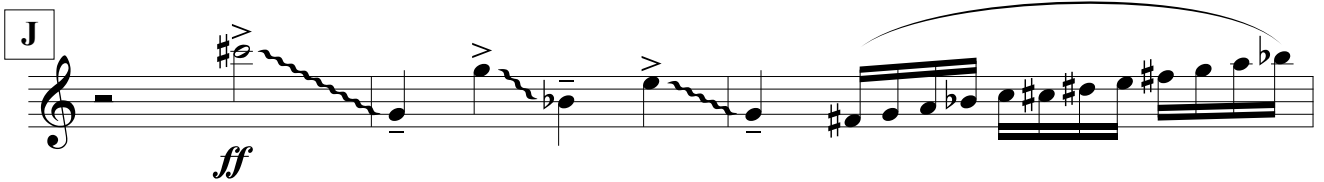
93



96



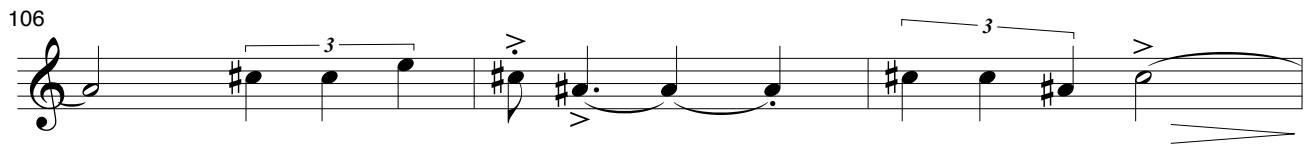
J *ff*



K



106



109 **2** *mf* *p* *p* *sfz*

