

Stuart P. O'Neil

Clockwork

for percussion ensemble and solo flute



Clockwork by Stuart P. O'Neil
© 2013 TapSpace Publications, LLC (ASCAP). Portland, OR.
All rights reserved. International copyright secured. Printed in USA.

www.tapspace.com

Notice of Liability: Any duplication, adaptation, or arrangement of this composition requires the written consent of the copyright owner. No part of this composition may be photocopied or reproduced in any way without permission. Unauthorized uses are an infringement of the U.S. Copyright Act and are punishable by law.

Notes

Clockwork plays on the timbral characteristics found in different types of clocks. Held together with the temple blocks' steady tick tock, the piece blends an original flute theme with two iconic clock chimes: the Westminster Chimes (concert chimes, m9) and the Whittington Chimes (glockenspiel, m21).

Dynamic markings are provided on the page, but they are merely guidelines. The ensemble volume should always be dictated by the flute; a mezzo forte for a flute in the staff is obviously less than a mezzo forte high above the staff. While the dynamic range should vary throughout the piece, there should be no real surprises.

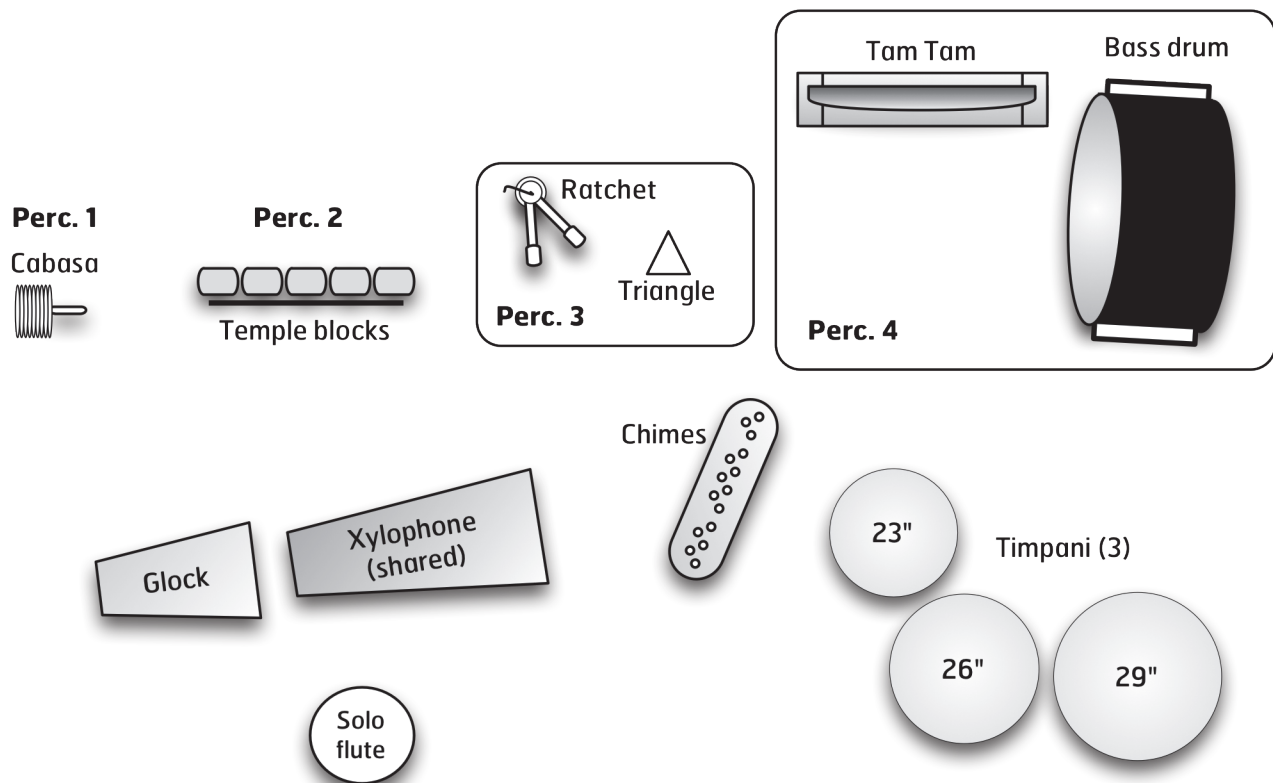
Like clocks, this piece has a constant, repetitive quality until letter G, at which point we are in the clock shop at the top of the hour! This section may be challenging at first to rehearse. The ostinato players may need to block out the glockenspiel, cuckoo, and chiming in order to stay together. The flute and triangle work together here to create the cuckoos. Each part has cues for the other, but it will probably be easiest to play this from memory and with eye contact among the players. Also, experiment with switching to a larger, heavier triangle for this section. The concert chimes should be the last instrument playing, with two or three solo strikes after the accompaniment has finished. The player should not be in a hurry.

Players and Instrumentation

Clockwork requires **10 players** with the following instrumentation:

1. Solo flute
2. Glockenspiel
3. Xylophone 1 - (shared w/X2) or Marimba
4. Xylophone 2 - (shared w/X1) or Marimba
5. Chimes
6. Timpani - 3 drums
7. Percussion 1 - Cabasa
8. Percussion 2 - Temple blocks
9. Percussion 3 - Ratchet (mounted), Triangle (mounted)
10. Percussion 4 - Bass drum, Tam Tam

Suggested Setup



Audience

Level: Med-Easy
Approx. playing time: 2'20"

Clockwork

for percussion ensemble and solo flute

Stuart P. O'Neil

♩ = 108 Fluid & Constant

A

Flute

Glockenspiel

Xylophone 1
(or Marimba)

Xylophone 2
(or Marimba)

Chimes

Timpani

Percussion 1 & 2
Cabasa, Temple blocks

Percussion 3 & 4
Triangle, Ratchet
Bass drum, Tam Tam

Tuning: C, D, F

temple blocks ("tick tock")

(4)

triangle
(l.v. throughout)

ratchet (release on beat 1 w/triangle strike)

mf

mp

≡

8

F

G

X/M1

X/M2

C

T

P1/P2

P3/P4

I.v. throughout

"Westminster Chimes" (bring out)

mf

f

bass drum
(l.v. throughout)

mf

f

B

Sample
Image

15

F

G

X/M1

X/M2

C

T

PI/P2

P3/P4

+ tam tam
(l.v. throughout)

(4)

**C****D**

21

F

G

"Whittington Chimes" (bring out)

f

pedal on 29" drum

(4)

Sample
Image

E

35

F

mf

G

X/M1

X/M2

C

T

P1/P2

P3/P4

f

Sample

Sample Image

41 **F**

F

G *mf*

X/M1

X/M2

C *mf*

T

PI/P2

P3/P4



45

F

G

X/M1

X/M2

C

T

PI/P2

P3/P4

(4)

Sample
Image

Triangle & Flute: Wait about a beat, then play 3 times (for a total of 12 cuckoos) at an independent but steady tempo, quicker than accompanying ostinato and with a slight pause before each triangle strike. Repeats will not line up; the cuckoo should be the first part to finish.

49 **G** triangle

F

Glock: Play 3 times at an independent but steady tempo, slightly quicker than accompanying ostinato. Repeats will not line up; the triangle and flute should finish first.

G

f

Xylo: Maintain original tempo and play 3 times. Repeats will not line up; triangle, flute, and glockenspiel parts should finish first.

X/M1

Xylo: Maintain original tempo and play 3 times. Repeats will not line up; triangle, flute, and glockenspiel parts should finish first.

X/M2

Play chimes (à la grandfather clock) at an independent but steady tempo, quite a bit slower than accompanying ostinato. Play a total of 12 notes. Chimes should be the last instrument playing; let ring and fade out.

C

Maintain original tempo and play 3 times.

T

Maintain original tempo and play 3 times.

P1/P2

Triangle & Flute: Wait about a beat, then play 3 times (for a total of 12 cuckoos) at an independent but steady tempo, quicker than accompanying ostinato and with a slight pause before each triangle strike. Repeats will not line up; the cuckoo should be the first part to finish.

P3 & P4

flute

Sample
Image