

# Take me out to the Ballgame

♩ = c. 120

BASEBALL SOUNDS  
triggered by midi keyboard

Elektronik

E-Piano

Perkussion

MIDI

(trigger)

Bass Drum

*mf* *f* *mf* *f* *mf* *p*

A

Fl.

Klar. B

Elektronik

Kl.

VI.

Vc.

Perk.

blow air only

ord.

*mp* *f* *mp* *f*

blow air only

ord.

*mp* *f*

ord.

*p* *pp*

col legno battuto

*mf*

ord.

*p* *pp*

ord.

*p* *pp*

col legno battuto

*mf*

ord.

*p* *pp*

Vibraphone

soft mallet...no pedal

gliss.

*mp*

gliss.

*mp*

Take me out to the Ballgame

2

10

Fl. lowest air sound ord. blow air only ord.

Klar. B lowest air sound ord. blow air only ord.

Elektronik CROWD SOUNDS MIDI Piano

Kl. f mf f mf

VI. brush against string (up and down) ord. col legno battuto ord.

Vc. brush against string (up and down) ord. col legno battuto ord.

Perk. Bass Drum drag fingertips across drumhead mf gliss. mp

14

Fl. lowest air sound blow air only highest note ord. blow air only

Klar. B lowest air sound blow air only highest note ord. blow air only

Elektronik CROWD SOUNDS baseball bat sound MIDI Piano

Kl. f f

VI. brush against string (up and down) arco molto ponticello (almost without tone) ord. arco molto ponticello (almost without tone)

Vc. brush against string (up and down) arco molto ponticello (almost without tone) ord. arco molto ponticello (almost without tone)

Perk. Bass Drum drag fingertips across drumhead mf

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18

Fl. *lowest air sound* *ord.* *lowest air sound* *blow air only*

Klar. B *lowest air sound* *ord.* *lowest air sound* *blow air only*

Elektronik *CROWD SOUNDS* *MIDI* *Piano* *MIDI*

Kl. *f* *mp* *f* *f*

VI. *brush against string (up and down)* *ord.* *brush against string (up and down)* *col legno battuto*

Vc. *brush against string (up and down)* *ord.* *brush against string (up and down)* *col legno battuto*

Perk. *drag fingertips across drumhead* *ord.* *drag fingertips across drumhead* *Bass Drum* *Vibraphone*

*f* *mp* *f* *mf*

22

Fl. *ord.* *blow air only* *lowest air sound* *ord.*

Klar. B *ord.* *blow air only* *lowest air sound* *ord.*

Elektronik *CROWD SOUNDS* *MIDI* *Piano*

Kl. *f* *mf* *f*

VI. *ord.* *arco molto ponticello (almost without tone)* *brush against string (up and down)* *ord.*

Vc. *ord.* *arco molto ponticello (almost without tone)* *brush against string (up and down)* *ord.*

Perk. *Bass Drum* *drag fingertips across drumhead*

*p* *mf* *f* *p* *pp* *f* *p* *pp* *mf*

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4  
26  
Fl. *blow air only* *f* lowest air sound *f* ord. *mp*

Klar. B *blow air only* *f* lowest air sound *f* ord. *mp*

Elektronik *CROWD SOUNDS* [MIDI] Piano

Kl. *f*

VI. *arco molto ponticello (almost without tone)* *p* brush against string (up and down) *f* ord. *p*  $\rightarrow$  *pp*

Vc. *arco molto ponticello (almost without tone)* *p* brush against string (up and down) *f* ord. *p*  $\rightarrow$  *pp*

Perk. [Bass Drum] drag fingertips across drumhead *mf*

29  
Fl. *blow air only* *f* lowest air sound *f* lowest air sound *f*

Klar. B *blow air only* *f* lowest air sound *f*

Elektronik *CROWD SOUNDS* [MIDI] *CROWD SOUNDS* [MIDI]

Kl. *f*

VI. *arco molto ponticello (almost without tone)* *p* brush against string (up and down) *f* *f*

Vc. *arco molto ponticello (almost without tone)* *p* brush against string (up and down) *f* *f*

Perk. [Bass Drum] drag fingertips across drumhead *mf* [Bass Drum] drag fingertips across drumhead *mf*

The musical score is divided into two systems, each containing staves for Flute (Fl.), Clarinet B (Klar. B), Electronics (Elektronik), Piano (Kl.), Violin (VI.), Viola (Vc.), and Percussion (Perk.).

**System 1 (Measures 34-44):**

- Fl.:** Measures 34-37 are marked with a dashed line. Measures 38-44 feature a melodic line starting at measure 38 with the instruction "blow air only" and a dynamic of *f*.
- Klar. B:** Measures 34-37 are marked with a dashed line. Measures 38-44 feature a melodic line starting at measure 38 with the instruction "blow air only" and a dynamic of *f*.
- Elektronik:** Measures 34-37 are marked with a dashed line. Measures 38-44 feature a rhythmic pattern.
- Kl.:** Measures 34-37 are marked with a dashed line. Measures 38-44 feature a rhythmic pattern.
- VI.:** Measures 34-37 are marked with a dashed line. Measures 38-44 feature a rhythmic pattern with the instruction "col legno battuto" and a dynamic of *mf*.
- Vc.:** Measures 34-37 are marked with a dashed line. Measures 38-44 feature a rhythmic pattern with the instruction "col legno battuto" and a dynamic of *mf*.
- Perk.:** Measures 34-37 are marked with a dashed line. Measures 38-44 feature a rhythmic pattern with the instruction "Vibraphone" and a dynamic of *mp*.

**System 2 (Measures 38-44):**

- Fl.:** Measures 38-44 feature a rhythmic pattern with the instruction "lowest air sound" and a dynamic of *f*.
- Klar. B:** Measures 38-44 feature a rhythmic pattern with the instruction "lowest air sound" and a dynamic of *f*.
- Elektronik:** Measures 38-44 feature a rhythmic pattern with the instruction "CROWD SOUNDS" and a dynamic of *f*.
- Kl.:** Measures 38-44 feature a rhythmic pattern with the instruction "MIDI" and a dynamic of *f*.
- VI.:** Measures 38-44 feature a rhythmic pattern with the instruction "brush against string (up and down)" and a dynamic of *f*.
- Vc.:** Measures 38-44 feature a rhythmic pattern with the instruction "brush against string (up and down)" and a dynamic of *f*.
- Perk.:** Measures 38-44 feature a rhythmic pattern with the instruction "Bass Drum" and the instruction "drag fingertips across drumhead" and a dynamic of *mf*.

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6

Fl. *blow air only*  
*f*

Klar. B *blow air only*  
*f*

Elektronik

Kl. *Piano*  
*f* *mf*

VI. *col legno battuto*  
*mf*

Vc. *col legno battuto*  
*mf*

Perk. *Vibraphone*  
*gliss.*  
*mp*

42

45

Fl. *jet whistle*  
*f*

Klar. B *blow air only*  
*f*

Elektronik

Kl. *mp* *guerro gliss.* *mp* *guerro gliss.* *f* *mf*

VI. *brush bow against string (up and down)*  
*f*

Vc. *brush bow against string (up and down)*  
*f*

Perk. *Bass Drum*  
*drag fingertips across drumhead.*  
*mf* *mf*

45

Take me out to the Ballgame

49

Fl. *jet whistle* *f*

Klar. B *blow air only* *f*

Elektronik

Kl. *mp* *guerro gliss.*

VI. *f*

Vc. *f*

Perk. *mf*

53

Fl. *molto accel.* *a tempo* *lowest air sound* *f*

Klar. B *lowest air sound* *f*

Elektronik *Organ* *ff* *MIDI*

Kl.

VI. *brush bow against string (up and down)* *f*

Vc. *brush bow against string (up and down)* *f*

Perk. *Bass Drum* *drag fingertips across drumhead* *mf*

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8 *molto accel.* *a tempo*

Fl. *lowest air sound*

Klar. B *lowest air sound*

Elektronik *ff* [Organ]

Kl. [MIDI] [Piano]

VI. *brush bow against string (up and down)*

Vc. *brush bow against string (up and down)*

Perk. *mf* *mf*

61 *jet whistle* *jet whistle* *jet whistle* *jet whistle*

Fl.

Klar. B *blow air only*

Elektronik *baseball bat sound*

Kl. *mp* *guerro gliss.*

VI. *brush bow against string (up and down)* *f*

Vc. *brush bow against string (up and down)* *f*

Perk. *mf* *mf*



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The musical score is arranged in a system of staves for various instruments. The key signature is three sharps (F#, C#, G#) and the time signature is 3/4. The score is divided into two systems, with the first system covering measures 66-70 and the second system covering measures 70-74.

**Flute (Fl.):** Features 'highest note' and 'blow air only' markings. Dynamics include *f* and *f*. The second system includes 'a tempo' and 'molto accel.' markings.

**Clarinet B (Klar. B):** Features 'highest note' and 'blow air only' markings. Dynamics include *f*. The second system includes 'lowest air sound' markings.

**Electronik:** Features 'baseball bat sound' and 'MIDI' markings. The second system includes 'Organ' and 'MIDI' markings.

**Keyboard (Kl.):** Features 'MIDI' markings in both systems.

**Violin (Vl.):** Features 'highest note' and 'arco molto ponticello (almost without tone)' markings. Dynamics include *f* and *p*. The second system includes 'brush bow against string (up and down)' markings.

**Viola (Vc.):** Features 'highest note' and 'arco molto ponticello (almost without tone)' markings. Dynamics include *f* and *p*. The second system includes 'brush bow against string (up and down)' markings.

**Percussion (Perk.):** Features 'Splash' and 'Bass Drum' markings. Dynamics include *f*. The second system includes 'drag fingertips across drumhead' markings.

Take me out to the Ballgame

10

*a tempo*

Fl. *lowest air sound*

Klar. B *lowest air sound*

Elektronik

Kl. *lowest air sound*

VI. *brush bow against string (up and down)*

Vc. *brush bow against string (up and down)*

Perk. *Bass Drum*  
*drag fingertips across drumhead*

$\text{♩} = c. 120$

*molto accel.*

Fl. *mp*

Klar. B *mp*

Elektronik

Kl. *f*

VI. *arco molto ponticello extra pressure*  
*f*

Vc. *arco molto ponticello extra pressure*  
*f*

Perk. *Splash*  
*mf*

Musical score for measures 81-84. The score includes staves for Flute (Fl.), Bass Clarinet (Klar. B), Electronics (Elektronik), Piano (Kl.), Violin (VI.), Viola (Vc.), and Percussion (Perk.). The Flute and Bass Clarinet parts are mostly rests, with a forte (*f*) dynamic marking starting in measure 83. The Piano part features a *ff* dynamic marking and a sequence of chords. The Violin and Viola parts play sixteenth-note patterns with a forte (*f*) dynamic. The Percussion part has a simple rhythmic pattern.

Musical score for measures 85-88. The score includes staves for Flute (Fl.), Bass Clarinet (Klar. B), Electronics (Elektronik), Piano (Kl.), Violin (VI.), Viola (Vc.), and Percussion (Perk.). The Flute and Bass Clarinet parts are mostly rests. The Piano part starts in measure 85 with a *mp* dynamic marking and includes a triplet in measure 86. The Percussion part features a Gong sound effect in measure 87. The tempo marking *-- a tempo* is present above the Flute staff in measure 85.