

The Road to Castlemaine

Barry E. Kopetz

1 Full Score	3 Bb Trumpet 1
1 Piccolo	3 Bb Trumpet 2
4 Flute 1	3 Bb Trumpet 3
4 Flute 2	2 F Horn 1
2 Oboe	2 F Horn 2
2 Bassoon	2 Trombone 1
3 Bb Clarinet 1	2 Trombone 2
3 Bb Clarinet 2	2 Trombone 3
3 Bb Clarinet 3	2 Euphonium B.C.
2 Bass Clarinet	2 Euphonium T.C.
2 Alto Saxophone 1	5 Tuba
2 Alto Saxophone 2	1 Timpani
2 Tenor Saxophone	2 Percussion 1: Triangle, Wood Block, Tambourine, Suspended Cymbal, Crash Cymbals
1 Baritone Saxophone	2 Percussion 2: Snare Drum, Bass Drum
	2 Percussion 3: Vibraphone, Marimba, Frame Drum
	2 Percussion 4: Bells, Chimes
	1 String Bass

Extra Part - P3018711

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Program Notes

The Road to Castlemaine is a collection of Australian folk songs depicting the sounds and scenes of this beautiful, picturesque landscape, displaying an Aussie twist with a tongue-in-cheek and, some might say, “down under” tuneful way. The first movement includes *The Wonderful Crocodile* and *The Old Jig-Jog*, melodies and lyrics that capture the attitudes held by migratory workers in nineteenth-century Australia. Full of energy and dance-like qualities, the movement captures the robust attitudes of those who settled the great continent. *The River Fraser* provides the melodic content for the second movement, a slow impassioned lament. It is a searing, moving statement that served as the anthem of the exploited industrial workers of the same time period.

The third movement comprises three popular tunes, all stemming from the musical stylings of a local self-taught Australian musician who learned his craft while working in the coal fields. Based upon a previously known melody, its lively bounce made it the perfect candidate for a flute and tin whistle presentation and transitions smoothly into the second theme, *The Flying Pieman*. An Irish reel, it captures the vitality and vigor of joyful dancing around the campfire after a hard day of back-breaking labor. The final tune, *The Cherry Tree*, comes from the tradition in which song and story are passed down generations, finding new lyrics, variations, and meanings in the process. Presented in two contrasting styles, the first is a haunting theme, poignant in flavor, and passionate in meaning. The second iteration is a bravely forged march in punctuated and dramatic style. The coda fittingly draws threads of earlier thematic material (along with a fragment of the second movement), dying away bit by bit, prior to an explosion of energy and good humor to close.

A Note of Thanks

The composer extends his thanks to the Mississippi State University students enrolled in the Band Arranging course during the spring semester of 2019 for their assistance in preparing these program notes.

About the Composer

Barry E. Kopetz heads the Department of Music at Mississippi State University and conducts the Starkville Symphony Orchestra. Previously, he was professor of conducting and director of bands at the Capital University Conservatory of Music in Columbus, Ohio. He conducted the Symphonic Winds, Wind Symphony, and Chamber Winds and taught both graduate and undergraduate conducting. Kopetz has taught at the University of Utah, the University of Minnesota, Bowling Green State University (Ohio) and in the public schools of South Carolina and Ohio.

The Road to Castlemaine

Barry E. Kopetz

ASCAP

I. The Wonderful Crocodile and The Old Jig-Jog

Giocoso ♩ = 104

7

The musical score is arranged for a full orchestra and includes the following parts:

- Piccolo
- Flute 1 & 2
- Oboe
- Bassoon
- B♭ Clarinet 1 & 2/3
- Bass Clarinet
- Alto Saxophone 1 & 2
- Tenor Saxophone
- Baritone Saxophone
- B♭ Trumpet 1 & 2/3
- F Horn 1 & 2
- Trombone 1 & 2/3
- Euphonium
- Tuba
- Timpani
- Percussion 1 (2 players): Triangle, Wood Block, Tambourine, Suspended Cymbal, Crash Cymbals
- Percussion 2 (2 players): Snare Drum, Bass Drum
- Percussion 3 (1 player): Vibraphone, Marimba, Frame Drum
- Percussion 4: Bells, Chimes
- String Bass

Key performance markings include *mp marcato*, *f*, *mf*, *div.*, and *arco*. A specific instruction for Percussion 1 is *P1: Suspended Cymbal*. The score is marked with a **7** in a box at the top right of the first system and another **7** in a box above the Trombone 2/3 staff in the second system.

The Road to Castlemaine

22 poco rit. . . A tempo ♩ = 104

Musical score for various instruments including Piccolo, Flutes, Oboe, Bassoon, Clarinets, Bass Clarinet, Saxophones, Trumpets, Horns, Trombones, Euphonium, Tuba, Timpani, Percussion, and Bass. The score includes dynamic markings such as *mf*, *f*, and *ff*, and performance instructions like *a2* and *P1: W.B*.

The Road to Castlemaine

To Coda

31

Picc. *mf*
Fl. 1 *mf*
Fl. 2 *mf*
Ob. *f* *mf*
Bsn. *mf* *f*
Cl. 1 *mf*
Cl. 2 *mf*
Cl. 3 *mf*
B. Cl. *mf*
A. Sx. 1 *mf* *f*
A. Sx. 2 *mf* *f*
T. Sx. *mf* *f*
B. Sx. *mf* *f*

31

To Coda

Tpt. 1
Tpt. 2
Tpt. 3
Hn. 1
Hn. 2
Tbn. 1
Tbn. 2
Tbn. 3
Euph.
Tuba
Timp.
Perc. 1 *f* Sharply! (W.B.)
Perc. 2 *mp* (On Shell)
Perc. 3
Perc. 4 *pizz.*
Bass *mf*

42 The Old Jig-Jog

Picc. *f*

Fl. 1 2 *f* Fl. 1 only *mf*

Ob. *f*

Bsn. *mp* *mf*

Cl. 1 *f* *mf*

Cl. 2 3 *f* *mf*

B. Cl. *f* *mp* *mf*

A. Sx. 1 2 *mp* *mf* *mp*

T. Sx. *mp* *f* *mp*

B. Sx. *mp* *f* *mf*

42 Playfully ♩ = 104

Tpt. 1 *mp* *mf*

Tpt. 2 3 *mp* *f*

Hn. 1 *mp* *f*

Hn. 2 *mp* *f*

Tbn. 1 *f*

Tbn. 2 3 *f*

Euph. *f*

Tuba *f*

Timp.

Perc. 1 P2: Tamb. P1: Triangle *mf*

Perc. 2 *mf*

Perc. 3

Perc. 4

Bass *f* *arco* *mf*

35 36 37 38 39 40 41 42 43

50 Bouncy!

Musical score for 'The Road to Castlemaine' featuring a 'Bouncy!' section starting at measure 50. The score includes parts for Piccolo, Flutes, Oboe, Bassoon, Clarinets, Bass Clarinet, Saxophones, Trumpets, Horns, Trombones, Euphonium, Tuba, Timpani, Percussion, and Bass. Dynamics range from *mf* to *f*. The score is marked with a large 'Wingert-Jones Publications' watermark.

Picc.

Fl. 1
2

Ob.

Bsn.

Cl. 1

Cl. 2
3

B. Cl.

A. Sx. 1
2

T. Sx.

B. Sx.

Tpt. 1

Tpt. 2
3

Hn. 1

Hn. 2

Tbn. 1

Tbn. 2
3

Euph.

Tuba

Timp.

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Bass

mp

f

p

f

p

div.

unison

Fl. 1 only

Cl. 2 only

Hn. 1 cue

Play

78

78

P1: Tri.

S.D. and B.D.

mf

p

mp

mf

f

pp

f

mf

p

f

p

pp

p

mf

f

p

p

71

72

73

74

75

76

77

78

79

D.S. al Coda

Picc.

Fl. 1
2

Ob.

Bsn.

Cl. 1
2
3

B. Cl.

A. Sx. 1
2

T. Sx.

B. Sx.

Tpt. 1
2
3

Hn. 1
2

Tbn. 1
2
3

Euph.

Tuba

Timp.

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Bass

89 90 91 92

D.S. al Coda

Picc.

Fl. 1
2

Ob.

Bsn.

Cl. 1
2
3

B. Cl.

A. Sx. 1
2

T. Sx.

B. Sx.

Tpt. 1
2
3

Hn. 1
2

Tbn. 1
2
3

Euph.

Tuba

Timp.

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Bass

93 94 95 96

Solo (or Soli)

P1: W.B.

(Shell)

arco

The Road to Castlemaine

Picc. *mp* *mf* *ff*

Fl. 1 *mp* *mf* *ff*

Fl. 2 *mp* *mf* *ff*

Ob. *mp* *mf* *f*

Bsn. *mp* *mf* *f*

Cl. 1 *tutti* *mp* *mf* *f ff*

Cl. 2 *mp* *mf* *f ff*

Cl. 3 *mp* *mf* *f ff*

B. Cl. *mp* *mf* *f ff*

A. Sx. 1 *mp* *mf* *f ff*

A. Sx. 2 *mp* *mf* *f ff*

T. Sx. *mp* *mf* *f*

B. Sx. *mp* *mf* *f*

Tpt. 1 *mp* *tutti* *mf* *f ff*

Tpt. 2 *mp* *mf* *f*

Tpt. 3 *mp* *mf* *f*

Hn. 1 *mp* *sfp* *mf* *f*

Hn. 2 *mp* *sfp* *mf* *f*

Tbn. 1 *mp* *sfp* *mf* *f*

Tbn. 2 *mp* *sfp* *mf* *f*

Tbn. 3 *mp* *sfp* *mf* *f*

Euph. *Solo* *mf* *sfp* *tutti* *mf* *f ff*

Tuba *mp* *sfp* *tutti* *mf* *f ff*

Timp. *mp* *f* *ff*

Perc. 1 *p* *mf* *p* *mf* *mf* *f ff*

Perc. 2 *pp* *mf* *f* *ff*

Perc. 3 *f*

Perc. 4 *f*

Bass *sfp* *mf* *f* *ff*

1 player

1 player

Solo

Solo

P2: Tamb. (on shell)

Sus. Cym. (choke)

A. Sx. 2 (only B \flat is trilled)

A. Sx. 1

Cl. 2 only + Cl. 3

97 98 99 100 101 102 103 104 105

II. The River Fraser

3

Flowingly; tempo rubato - sentimentale ♩ = 66

Piccolo

Flute 1
2

Oboe

Bassoon
Euph. cue
p legato *mp*

B♭ Clarinet 1
2
3

Bass Clarinet

Alto Saxophone 1
2
Hn. 1 cue *mp*

Tenor Saxophone
Hn. 2 cue *mp*

Baritone Saxophone

3

Flowingly; tempo rubato - sentimentale ♩ = 66

B♭ Trumpet 1
mp

B♭ Trumpet 2
3
Tpt. 3 cresc. only *mp*

F Horn 1
mp

F Horn 2
mp

Trombone 1
p *mp*

Trombone 2
3
p *mp*

Euphonium
p legato *mp*

Tuba
p *mp*
Ab, Bb, Db, Ab

Timpani
mp

Percussion 1
(2 players)
Hand Drum, Tambourine,
Suspended Cymbal,
Wood Block
p *mp*

Percussion 2
(2 players)
2 Concert Toms,
Snare Drum, Bass Drum

Percussion 3
Vibraphone, Marimba
p Chimes *mp* to Marimba *mp*

Percussion 4
Bells, Chimes
p

String Bass
p *mp*

2 3 4 5 6 7

poco rall. 11 A tempo; mournfully ♩ = 66

Picc.

Fl. 1 & 2
Fl. 1 only
mp *legato*

Ob.

Bsn.
mf *mp* *mf* *Play*

Cl. 1 & 2
mp *legato*

Cl. 3

B. Cl.

A. Sx. 1 & 2
mf *mf* *mp* *legato* *Play*

T. Sx.

B. Sx.
mp *legato*

poco rall. 11 A tempo; mournfully ♩ = 66

Tpt. 1 & 2
mf *mf* *mf* *Ob. cue* *Hn. 1 cue*

Hn. 1 & 2
mf *mf* *mp* *mf* *mp* *mf* *Hn. 1 cue*

Tbn. 1 & 2
mf *mp*

Euph.
mf *mp* *mf* *mp* *mf* *Hn. 1 cue*

Tuba
mf *A \flat to B \flat*

Timp.
p *mf* *Suspended Cymbal*

Perc. 1
pp *p*

Perc. 2

Perc. 3
Marimba (med. yarn) *mf*

Perc. 4

Bass
pizz.

8 *mf* 9 10 *mf* 11 12 13 14

rall.

A tempo

18

poco accel.

Picc. *Fl. 1 only*
 Fl. 1, 2 *p mp*
 Ob. *mf legato mp*
 Bsn. *p*
 Cl. 1, 2, 3 *mp p*
 B. Cl. *mp mf*
 A. Sx. 1, 2 *mp mf legato mp p*
 T. Sx. *mp p*
 B. Sx. *mp p mf*

rall.

A tempo

18

poco accel.

Tpt. 1, 2, 3 *mp mf p*
 Hn. 1, 2 *mp mf p*
 Tbn. 1, 2, 3 *mf*
 Euph. *p*
 Tuba *p*
 Timp. *mp p*
 Perc. 1 *p pp*
 Perc. 2 *p*
 Perc. 3 *p*
 Perc. 4 *p*
 Bass *arco mp p*

Hn. 1 cue
 A. Sx. 1 only
 Db to Eb
 Sus. Cym.
 Bells (Plastic Mlts.)

22 con emozione ♩ = 72

Picc.

Fl. 1
2

Ob.

Bsn.

Cl. 1
2
3

B. Cl.

A. Sx. 1
2

T. Sx.

B. Sx.

22 con emozione ♩ = 72

Tpt. 1
2
3

Hn. 1
2

Tbn. 1
2
3

Euph.

Tuba

Timp.

Perc. 1

Perc. 2

Perc. 3

Perc. 4 Chimes

Bass

22 23 24 25 26 27 28

The Road to Castlemaine

poco rall. 30 ♩ = 72

rall.

Picc. +Fl. 2
Fl. 1 2 *mf* *f* *ff*
Ob. *mf* *f* *ff*
Bsn. *mp* *f* *molto legato* *ff*
Cl. 1 *mp* *f* *ff*
Cl. 2 3 *mp* *f* *ff*
B. Cl. *mp* *f* *molto legato* *ff*
A. Sx. 1 2 *mp* *f* *ff*
T. Sx. *f* *firmly*
B. Sx. *mp* *f* *molto legato* *ff*

poco rall. 30 ♩ = 72

rall.

Tpt. 1 2 3 *mp* *f* *ff*
Hn. 1 2 *mp* *f* *ff*
Tbn. 1 2 3 *mp* *ff*
Euph. *f* *firmly*
Tuba *mp* *f* *molto legato* *ff*
Timp. *mp* *f*
Perc. 1 Cr. Cym *f* *mp* *ff* *Sus. Cym.*
Perc. 2
Perc. 3
Perc. 4 *mp* *mf* *f*
Bass *mp* *f* *molto legato* *ff*

37 A tempo ♩ = 66 poco rit.

Picc. *one player*

Fl. 1 *mp* *pp* *pp*

Ob. *mp* *pp* *p* *longingly* *Solo*

Bsn. *mp legato* *pp*

Cl. 1 *mp* *pp* *pp*

Cl. 2/3 *mp* *pp* *pp* *cue*

B. Cl. *mp* *pp* *pp* *cue*

A. Sx. 1/2 *mp* *pp* *p* *longingly* *Ob. cue (solo)*

T. Sx. *mp* *pp*

B. Sx. *mp* *pp*

37 A tempo ♩ = 66 poco rit.

Tpt. 1 *mp* *pp*

Tpt. 2/3 *mp* *pp*

Hn. 1 *mp* *pp*

Hn. 2 *mp* *pp*

Tbn. 1 *mp* *pp* *pp* *cue*

Tbn. 2/3 *mp* *pp* *pp* *cue*

Euph. *mp* *pp* *pp*

Tuba *mp* *pp* *pp*

Timp. *f* *mf* *pp*

Perc. 1 *p* *pp*

Perc. 2 *pp*

Perc. 3 *mp* *p* *pp* *pp* *Vibraphone*

Perc. 4 *mp* *p* *pp* *pp* *Bells (Rubber Mlts.)*

Bass *mp* *pp*

36 37 38 39 40 41 42

III. Herb's Jig and Other Dances

Very Brisk! ♩. = 132

5 Herb's Jig

Piccolo

Flute 1
2

Oboe

Bassoon

B♭ Clarinet 1
2
3

Bass Clarinet

Alto Saxophone 1
2

Tenor Saxophone

Baritone Saxophone

a2 +Tin Whistle

mf

mp lightly

p

mp

p

Hn. 1 Cue

mp

mf

Very Brisk! ♩. = 132

5

B♭ Trumpet 1
2
3

F Horn 1
2

Trombone 1
2
3

Euphonium

Tuba

Timpani

Percussion 1
(2 players)
Hand Drum, Tambourine,
Suspended Cymbal,
Wood Block,
Crash Cymbals, Triangle

Percussion 2
(2 players)
2 Concert Toms,
Snare Drum, Bass Drum

Percussion 3
Marimba

Percussion 4
Bells

String Bass

St. Bs. Cue

P2: Tambourine: keep stick in one hand for Sus. Cym. at [37]

P1: Hand Drum

mp

mf

p

mp

p

mp lightly

p

mp

p

2 3 4 5 6 7 8 9

The Road to Castlemaine

13

Picc.

Fl. 1
2

Ob.

Bsn.

Cl. 1
Cl. 2
3

B. Cl.

A. Sx. 1
2

T. Sx.

B. Sx.

Hn. 1
Hn. 2

Tbn. 1
Tbn. 2
3

Euph.

Tuba

Timp.

Perc. 1
Perc. 2
Perc. 3
Perc. 4

Bass

Hn. 1 cue (A. Sx. 1)
Hn. 2 cue (A. Sx. 2)

1 player: muted

mp

sim.

p

p < mp

pizz

p lightly

10 11 12 13 14 15 16 17 18

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29 The Flying Pieman

Musical score for 'The Flying Pieman' (Movement 29). The score is for a full orchestra and includes the following parts:

- Picc.
- Fl. 1, 2
- Ob.
- Bsn.
- Cl. 1, 2, 3
- B. Cl.
- A. Sx. 1, 2
- T. Sx.
- B. Sx.
- Tpt. 1, 2, 3
- Hn. 1, 2
- Tbn. 1, 2, 3
- Euph.
- Tuba
- Timp.
- Perc. 1, 2, 3, 4
- Bass

The score begins at measure 28 and ends at measure 36. A rehearsal mark '29' is placed at the start of measure 29, with the instruction 'tutti: open'. The score features dynamic markings such as *mf*, *mp*, *f*, *ff*, *p*, and *arco*. A large watermark 'Wingert-Jones Publications' is overlaid diagonally across the page.

37 Impishly

Picc.

Fl. 1
2

Ob.

Bsn.
div. (If only 1 Bsn., play top notes)

Cl. 1
2
3

B. Cl.

A. Sx. 1
2

T. Sx.

B. Sx.

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

37 Impishly

Tpt. 1
2
3

Hn. 1
2

Tbn. 1
2
3

Euph.

Tuba

Timp.

Perc. 1
P1: Wood Block: sharply!
P2: Suspended Cymbal (stick)

Perc. 2

Perc. 3

Perc. 4

Bass

mp *f* *mp* *ff*

f *boldly* *gliss.* *ff*

mf *ff*

f *mf* *f* *ff*

Snare Drum

Bass Drum

f *ff*

45 poco rall.

Picc. - Tin Whistle

Fl. 1
Fl. 2

Ob.

Bsn.

Cl. 1
Cl. 2/3
B. Cl.

A. Sx. 1/2
T. Sx.
B. Sx.

A. Sx. 2 only
f lightly
mf
mf lightly

mf
a2
mf

45 poco rall.

Tpt. 1
Tpt. 2/3

Hn. 1
Hn. 2

Tbn. 1
Tbn. 2/3

Euph.
Tuba

Timp.

Perc. 1
Perc. 2
Perc. 3
Perc. 4

Bass

f lightly
mf
mp

Dance-like Character ♩. = 124 The Road to Castlemaine

53 A Cherry Tree

61

Picc.

Fl. 1
2

Ob.

Bsn.

Cl. 1
2
3

B. Cl.

A. Sx. 1
2

T. Sx.

B. Sx.

Ob. cue
p *lontano*

p *lontano*

a la pizz. (in the absence of String Bass)

mp

mp light staccato

53 Dance-like Character ♩. = 124

61

Tpt. 1
2
3

Hn. 1
2

Tbn. 1
2
3

Euph.

Tuba

Timp.

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Bass

P1: Tri.
mp
Hand Drum
p \leftarrow *mp*

P2: Tamb.
mp

mp lightly

pizz.
mp

53 54 55 56 57 58 59 60 61

The Road to Castlemaine

This musical score is for the piece "The Road to Castlemaine". It is arranged for a large ensemble including woodwinds, brass, percussion, and strings. The score spans measures 62 to 70. A large, diagonal watermark "Wingert-Jones Publications" is overlaid across the entire page. The instruments and their parts are as follows:

- Picc.**: Piccolo, rests throughout.
- Fl. 1 & 2**: Flutes, play a melodic line starting in measure 64, marked *mp* and *p*.
- Ob.**: Oboe, plays a similar melodic line to the flutes.
- Bsn.**: Bassoon, plays a rhythmic accompaniment marked *mp* — light staccato.
- Cl. 1 & 2**: Clarinets, play a melodic line marked *p*.
- B. Cl.**: Bass Clarinet, plays a rhythmic accompaniment marked *mf*.
- A. Sx. 1 & 2**: Alto Saxophones, play a melodic line marked *mf*.
- T. Sx.**: Tenor Saxophone, plays a rhythmic accompaniment.
- B. Sx.**: Baritone Saxophone, rests throughout.
- Tpt. 1 & 2**: Trumpets, rests throughout.
- Hn. 1 & 2**: Horns, play a melodic line marked *mp*.
- Tbn. 1 & 2**: Trombones, play a melodic line marked *mp*.
- Euph.**: Euphonium, plays a rhythmic accompaniment marked *mp* — light staccato.
- Tuba**: Tuba, plays a rhythmic accompaniment marked *mp* and *light staccato*.
- Timp.**: Timpani, plays a rhythmic accompaniment marked *mp*.
- Perc. 1**: Snare Drum, plays a rhythmic accompaniment.
- Perc. 2**: Cymbals, play a melodic line marked *p* and *mp*.
- Perc. 3**: Tom-toms, play a rhythmic accompaniment.
- Perc. 4**: Congas, rests throughout.
- Bass**: Double Bass, plays a rhythmic accompaniment.

Measure numbers 62, 63, 64, 65, 66, 67, 68, 69, and 70 are indicated at the bottom of the score. A page number "26" is centered at the bottom.

The Road to Castlemaine

72

Picc. *f*

Fl. 1 *tutti f*

Fl. 2 *f*

Ob. *f*

Bsn. *f*

Cl. 1 *f*

Cl. 2 *f*

Cl. 3 *f*

B. Cl. *f*

A. Sx. 1 *f*

A. Sx. 2 *f*

T. Sx. *f*

B. Sx. *f*

Tpt. 1 *f*

Tpt. 2 *f*

Tpt. 3 *f*

Hn. 1 *f*

Hn. 2 *f*

Tbn. 1 *f*

Tbn. 2 *f*

Tbn. 3 *f*

Euph. *f*

Tuba *f*

Timp. *f*

Perc. 1 *f*

Perc. 2 *f*

Perc. 3 *f*

Perc. 4 *f*

Bass *f*

71 72 73 74 75 76 77 78

27

* if no Bass Trombone, delete the bottom note between measures 72 and 87

Picc.

Fl. 1
2

Ob.

Bsn. *f* *mp* 1 player

Cl. 1 *mf*

Cl. 2
3

B. Cl. *mp*

A. Sax. 1 *f* *mp* A. Sax. 1 only

2

T. Sax. *f* *p*

B. Sax. *f*

Tpt. 1

Tpt. 2
3

Hn. 1

Hn. 2 *f*

Tbn. 1 *f*

Tbn. 2
3 *f*

Euph. *f* *mp*

Tuba *f*

Timp. *mp* *f*

Perc. 1 *p* P2: Tamb.
P1: Hand Drum *p* *mp*

Perc. 2 *f*

Perc. 3 *mp*

Perc. 4

Bass *f*

87 88 89 90 91 92 93 94

Picc.

Fl. 1
2

Ob.

Bsn.

Cl. 1
2
3

B. Cl.

A. Sx. 1
2

T. Sx.

B. Sx.

Tpt. 1
2
3

Hn. 1
2

Tbn. 1
2
3

Euph.

Tuba

Timp.

Perc. 1
2
3
4

Bass

100

mf

mp

p

mp

pp

Fl. 1 only

pizz.

pp

Hn. 1 Cue

Hn. 2 Cue

95 96 97 98 99 100 101 102

poco accel.

108 Tempo I ♩ = 132

Picc. *f*

Fl. 1, 2 + Fl. 2 (*mp*) *f*

Ob. *tutti mp f*

Bsn. *pp f mf*

Cl. 1, 2, 3 *mp f*

B. Cl. *f*

A. Sx. 1, 2 A. Sx. 1 only (*p*) + A. Sx. 2 (*mp*) *f*

T. Sx. *pp f*

B. Sx. *mf f*

poco accel.

108 Tempo I ♩ = 132

Tpt. 1 *mf f mf*

Tpt. 2, 3 Tpt. 2 only (*mp*) + Tpt. 3 (*f mf*) *mf*

Hn. 1 *p f Bring out f*

Hn. 2 *mp f f*

Tbn. 1 *Play p mp f mf*

Tbn. 2, 3 *Play pp f mf*

Euph. *mf*

Tuba *mp f mf*

Timp. *f mf*

Perc. 1 *f*

Perc. 2 *f*

Perc. 3 *f*

Perc. 4 *f*

Bass *arco f mf*

The Road to Castlemaine

134

Pic. *f* *mp*

Fl. 1
2

Ob.

Bsn. *mp* *f* *mf*

Cl. 1
2
3

B. Cl.

A. Sx. 1
2 *mf* Play: A. Sx. 1 only

T. Sx.

B. Sx. *mp*

Tpt. 1
2
3

Hn. 1
2

Tbn. 1
2
3

Euph. *mf* Bsn. cue

Tuba

Timp. *f* *f* *p*

P2: Tamb.: keep stick in hand as before

Perc. 1 *p* *mf* *p* *mf* *p*

Perc. 2 *mf* *mp* *mf*

Perc. 3 *mf* *mp* *mf* *p*

Perc. 4 *p* arco

Bass *f* *mp* *f* *p*

129 *f* 130 *mp* 131 132 133 *f* 134 *p* 135 136

The Road to Castlemaine

142

Picc. *f* *tr* Solo *f*

Fl. 1 *f* Fl. 1 only *f*

Ob. *mp* *f* * top note if only 1 Bsn.

Bsn. *mf* *mf*

Cl. 1 *mf*

Cl. 2 *mf*

Cl. 3 *mf*

B. Cl. *mp* *mf*

A. Sx. 1 *mp* *f* Ob. cue

T. Sx. *mp* *f*

B. Sx. *mp* *f*

Tpt. 1 *mp* *f*

Tpt. 2 *mp* *f*

Tpt. 3 *mp* *f*

Hn. 1 *mf* *f* *triss.*

Hn. 2 *mf* *f* *triss.*

Tbn. 1 *mp*

Tbn. 2 *mp*

Tbn. 3 *mp*

Euph. *mf* *mf* Play: div.

Tuba *mp* Solo *f*

Timp. *f* *p* *f*

Perc. 1 *f* *p* *mp* *f* P2: Sus. Sym (stick) lightly *p* P1: W.B.: sharply! *mp* *mf*

Perc. 2 *f* *p* *f*

Perc. 3 *f* *p* *f*

Perc. 4 *f* *p* *f*

Bass *f* *p* *ff*

137

138

139

140

141

142

143

144

145

The Road to Castlemaine

150

Picc. *ff* Fl. 1 only *mf*

Fl. 1 2 *ff* *mf*

Ob. *ff*

Bsn. *ff*

Cl. 1 *ff* *mf*

Cl. 2 3 *ff*

B. Cl. *ff* *mp*

A. Sx. 1 2 *ff*

T. Sx. *ff*

B. Sx. *ff*

Tpt. 1 *mp* *ff*

Tpt. 2 3 *ff*

Hn. 1 *mf* *ff*

Hn. 2 *ff*

Tbn. 1 *ff*

Tbn. 2 3 *ff*

Euph. *ff*

Tuba *ff* *p* Bs. Cl. Cue (1 Player)

Timp. *ff*

Perc. 1 *p* *mp* *ff* choke P1: Tri. *mp* P2: Tamb.

Perc. 2

Perc. 3 *ff*

Perc. 4 *mp*

Bass *ff*

146

147

148

149

150

151

152

153

154

The Road to Castlemaine

157

Musical score for 'The Road to Castlemaine' showing measures 155-163. The score includes parts for Piccolo, Flutes 1 and 2, Oboe, Bassoon, Clarinets 1, 2, and 3, Bass Clarinet, Saxophones (Alto, Tenor, Baritone), Trumpets 1, 2, and 3, Horns 1 and 2, Trombones 1, 2, and 3, Euphonium, Tuba, Timpani, Percussion 1-4, and Bass. A large diagonal watermark 'Wingert-Jones Publications' is overlaid on the score.

157

155

156

157

158

159

160

161

162

163

The Road to Castlemaine

164

Picc.

Fl. 1
2

Ob.

Bsn. *Bs. Cl. Cue*

Cl. 1

Cl. 2
3

B. Cl.

A. Sx. 1
2

T. Sx.

B. Sx.

p

p

p

p

164

Tpt. 1

Tpt. 2
3

Hn. 1

Hn. 2

Tbn. 1

Tbn. 2
3

Euph.

Tuba *Solo*

Timp.

Perc. 1 *pp*

Perc. 2

Perc. 3

Perc. 4

Bass

p

mp

164

165

166

167

168

169

170

171

172

The Road to Castlemaine

173

178

Picc. *sf*
Fl. 1 *Fl. 1 div.*
Fl. 2
Ob. *f* *sf*
Bsn. *mp*
Cl. 1 *f* *sf*
Cl. 2 *f* *sf*
B. Cl. *mp*
A. Sx. 1 *a2* *f* *sf*
A. Sx. 2
T. Sx. *sf*
B. Sx. *mp*
Tpt. 1 *sf*
Tpt. 2 *sf*
Tpt. 3
Hn. 1 *f* *sf*
Hn. 2 *f* *sf*
Tbn. 1 *f* *sf*
Tbn. 2 *Tbn. 2 only* *f* *sf*
Tbn. 3 *+Tbn. 3*
Euph. *mp*
Tuba *tutti*
Timp. *mp*
Perc. 1 *mp* *pp* *S.D.* *sf*
Perc. 2 *B.D.*
Perc. 3
Perc. 4 *mp* *pp*
Bass *mp* *p* *mp*

173

174

175

176

177

178

179

180

181

The Road to Castlemaine

Picc. *ff*
 Fl. 1 *ff* Fl. 1 div. (top and bottom line) *mf* — *ff*
 Fl. 2 *ff* Fl. 2 (middle line) *mf* — *ff*
 Ob. *ff* *mf* — *ff*
 Bsn. *ff* *ff*
 Cl. 1 *ff* *mf* — *ff*
 Cl. 2/3 *ff* *mf* — *ff*
 B. Cl. *ff* *sfz* — *ff* *fff*
 A. Sx. 1/2 *ff* *sfz* — *ff*
 T. Sx. *ff* *sfz* — *ff*
 B. Sx. *ff* *sfz* — *ff* *fff*
 Tpt. 1 *ff* *f* *sfz* — *ff*
 Tpt. 2/3 *ff* *f* *sfz* — *ff*
 Hn. 1 *ff* *f* *sfz* — *ff*
 Hn. 2 *ff* *f* *sfz* — *ff*
 Tbn. 1 *ff* *f* *sfz* — *ff* *fff*
 Tbn. 2/3 *ff* *f* *sfz* — *ff* *fff*
 Euph. *ff* *f* *sfz* — *ff* *fff*
 Tuba *ff* *f* *sfz* — *ff* *fff* *div. unison*
 Timp. *ff* *sfz* — *ff* *fff*
 Perc. 1 *ff* *p* — *ff* *fff*
 Perc. 2 *ff* *p* — *ff* *fff*
 Perc. 3 *ff* *mf* — *ff*
 Perc. 4 *ff* *f* *ff*
 Bass *ff* *sfz* — *ff* *fff*