

# JIGSAW-PLAY

Marcel DE JONGHE

Allegro mod. (♩ = 68)

## 1. First game

Flute 1  
*f* deciso

Flute 2  
*f* deciso

Flute 3  
*f* deciso

Alto Flute  
*f* deciso

4

8

11

mf

mf

mf

mf

Musical score for measures 11-13, four staves. The music is in treble clef with a key signature of one sharp (F#). Measure 11 starts with a quarter rest followed by a quarter note G4 with a flat, then a quarter note A4 with a sharp, and a quarter note B4 with a flat. Measure 12 continues with a quarter note C5 with a sharp, a quarter note D5 with a sharp, and a quarter note E5 with a sharp. Measure 13 features a quarter note F5 with a sharp, a quarter note G5 with a sharp, and a quarter note A5 with a sharp. Dynamics are marked *mf* with hairpins.

14

Musical score for measures 14-16, four staves. The music continues in treble clef with a key signature of one sharp. Measure 14 has a quarter note G4 with a flat, a quarter note A4 with a sharp, and a quarter note B4 with a flat. Measure 15 has a quarter note C5 with a sharp, a quarter note D5 with a sharp, and a quarter note E5 with a sharp. Measure 16 has a quarter note F5 with a sharp, a quarter note G5 with a sharp, and a quarter note A5 with a sharp. Dynamics are not explicitly marked in this section.

17

mp

f

mp

f

mp

f

mp

f

Musical score for measures 17-20, four staves. Measure 17 starts with a quarter rest followed by a quarter note G4 with a flat, then a quarter note A4 with a sharp, and a quarter note B4 with a flat. Measure 18 has a quarter note C5 with a sharp, a quarter note D5 with a sharp, and a quarter note E5 with a sharp. Measure 19 has a quarter note F5 with a sharp, a quarter note G5 with a sharp, and a quarter note A5 with a sharp. Measure 20 has a quarter note B5 with a sharp, a quarter note C6 with a sharp, and a quarter note D6 with a sharp. Dynamics are marked *mp* and *f* with hairpins.

117

Musical score for measures 117-120. The first staff begins with a dynamic marking of *mp* and later changes to *f*. The second and third staves also begin with *mp* and change to *f*. The fourth staff begins with *mp* and changes to *f*. The music features various melodic lines with slurs and accents.

121

Musical score for measures 121-123. The first staff begins with a dynamic marking of *mp* and later changes to *f*. The second and third staves also begin with *mp* and change to *f*. The fourth staff begins with *mp* and changes to *f*. The music features various melodic lines with slurs and accents.

124

Musical score for measures 124-126. The first staff begins with a dynamic marking of *mf* and later changes to *f*. The second and third staves begin with *mp* and change to *mf*. The fourth staff begins with *mf* and changes to *f*. The music features various melodic lines with slurs and accents.

127

Musical score for measures 127-130. The first system (measures 127-130) features a melody in the upper voice with a dynamic marking of *f* and a slur over measures 128-129. The lower voices provide accompaniment with a steady eighth-note pattern. The second system (measures 1-3 of system 130) continues the accompaniment pattern.

130

Musical score for measures 130-133. The first system (measures 130-133) features a melody in the upper voice with a dynamic marking of *f* and a slur over measures 130-131. The lower voices provide accompaniment with a steady eighth-note pattern. The second system (measures 4-6 of system 130) continues the accompaniment pattern.

133

Musical score for measures 133-136. The first system (measures 133-136) features a melody in the upper voice with dynamic markings: *poco a poco*, *cresc.*, *ff*, *deciso*, and *mp*. The lower voices provide accompaniment with a steady eighth-note pattern. The second system (measures 7-9 of system 130) continues the accompaniment pattern.

## 2. Don't take five

Vivace (♩ = 180)

Flute 1

Flute 2

Flute 3

Alto Flute

5

9

*mf*

The image shows a musical score for four flutes. The score is in 5/8 time and marked 'Vivace' with a tempo of 180 beats per minute. The first four staves are for Flute 1, Flute 2, Flute 3, and Alto Flute. The Alto Flute part is written in a lower register. The score is divided into measures, with measure numbers 5 and 9 indicated. The dynamics are marked 'mf' (mezzo-forte). The notation includes various note values, rests, and articulation marks.

13

poco a poco      cresc.      *f* poco a poco      dim.  
 poco a poco      cresc.      *f* poco a poco      dim.  
 poco a poco      cresc.      *f* poco a poco      dim.  
 poco a poco      cresc.      *f* poco a poco      dim.

17

*mf*  
*mf*  
*mf*  
*mf*

21

25

Musical score for measures 25-28. The first staff contains a melodic line with a dynamic marking of *f*. The second, third, and fourth staves provide harmonic accompaniment, also marked with *f*. The music is in a major key and features a mix of eighth and sixteenth notes.

29

Musical score for measures 29-32. The first staff continues the melodic line from the previous system. The second, third, and fourth staves continue the accompaniment. The dynamics are consistent with the previous system.

33

Musical score for measures 33-36. The first staff begins with a change to an alto clef (C-clef on the third line). The music is marked *poco a poco* and *diminuendo*. The second, third, and fourth staves continue the accompaniment with the same markings.

### 3. Nightwalk

Blues (♩. = 60)

The musical score is for a piece titled "3. Nightwalk" in a Blues style, with a tempo of 60 beats per minute. It is written for four flute parts: Flute 1, Flute 2, Flute 3, and Alto Flute. The key signature is one flat (B-flat major or D minor), and the time signature is 6/8. The score is divided into two systems. The first system covers measures 1 through 5, and the second system covers measures 6 through 11. Dynamic markings include *p* (piano), *mp* (mezzo-piano), and *mf* (mezzo-forte). Measure numbers 6 and 11 are indicated in boxes at the start of their respective systems.



16

Musical score for measures 16-20, consisting of four staves. The first three staves are in treble clef, and the fourth is in bass clef. The music features melodic lines with slurs and dynamic markings of *mf*. The first staff begins with a half note, followed by eighth notes and sixteenth notes. The second and third staves have similar rhythmic patterns with some chromaticism. The fourth staff provides a steady accompaniment of eighth notes.

21

Musical score for measures 21-25, consisting of four staves. The first three staves are in treble clef, and the fourth is in bass clef. The music features dynamic markings of *f*, *p*, and *pp*. The first staff has a long slur over measures 21-24, with dynamics *f* and *p*. The second and third staves have rests in measures 21-22, followed by melodic lines. The fourth staff has rests in measures 21-22, followed by a melodic line. The music concludes with a *pp* dynamic in measures 24-25.

26

Musical score for measures 26-30, consisting of four staves. The first three staves are in treble clef, and the fourth is in bass clef. The music features a consistent melodic line across all staves with dynamic markings of *mp*. The first staff has a melodic line with slurs. The second and third staves have similar melodic lines. The fourth staff provides a steady accompaniment of eighth notes.

# 4. Last game

Allegretto (♩ = 112)

1

Flute 1  
*f* deciso

Flute 2  
*f* deciso

Flute 3  
*f* deciso

Alto Flute  
*f* deciso

5

*mf* *f*

*mp* *mf* *f*

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

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

9

*p* poco a poco cresc. *f*

*p* poco a poco cresc. *f*

*p* poco a poco cresc. *f*

*p*

13

Musical score for measures 13-16, 2/4 time signature. The score consists of four staves. The first staff has dynamics *p*, *mp*, *mf*, and *mp*. The second staff has dynamics *mp*, *mf*, and *mp*. The third staff has dynamics *mf* and *mp*. The fourth staff has dynamics *p*, *mp*, *mf*, and *mp*. The music features eighth and sixteenth notes with various accidentals and slurs.

17

Musical score for measures 17-20, 2/4 time signature. The score consists of four staves. The first staff has a dynamic of *f*. The second and third staves have a dynamic of *f*. The fourth staff has a dynamic of *f*. The music features eighth notes with slurs and various accidentals.

21

Musical score for measures 21-24, 2/4 time signature. The score consists of four staves. The first staff has a dynamic of *f*. The second, third, and fourth staves have a dynamic of *f*. The music features eighth notes with slurs and various accidentals.

169

Musical score for measures 169-172. The score is in 2/4 time and consists of four staves. The first staff begins with a rest, followed by a melodic line starting at measure 170 with dynamics *mf* and *f*. The second staff begins with a rest, followed by a melodic line starting at measure 170 with dynamics *mp*, *mf*, and *f*. The third and fourth staves contain accompaniment with dynamics *p*, *mp*, *mf*, and *f*.

173

Musical score for measures 173-176. The score is in 2/4 time and consists of four staves. Measures 173-175 are in 2/4 time, and measure 176 changes to 3/4 time. The first three staves begin with a rest, followed by melodic lines starting at measure 173 with dynamics *p*, *poco a poco*, *cresc.*, and *f*. The fourth staff begins with a rest, followed by a melodic line starting at measure 173 with dynamics *p*.

177

Musical score for measures 177-180. The score is in 2/4 time and consists of four staves. The first staff begins with a rest, followed by a melodic line starting at measure 177 with dynamics *p*, *mp*, *mf*, and *mp*. The second staff begins with a rest, followed by a melodic line starting at measure 177 with dynamics *mp*, *mf*, and *mp*. The third staff begins with a rest, followed by a melodic line starting at measure 177 with dynamics *mf* and *mp*. The fourth staff begins with a rest, followed by a melodic line starting at measure 177 with dynamics *p*, *mp*, *mf*, and *mp*.



# JIGSAW-PLAY

Marcel DE JONGHE

## 1. First game

Allegro mod. (♩ = 68)

Flute 1

*f* deciso

4

8

11

*mf*

15

*mp*

19

*f*

22

*mf*

26

*f*

## 2. Don't take five

Vivace (♩ = 180)

Flute 1

*mf*

5

10

15 *f* poco a poco dim. *mf* poco a poco cresc.

20

25 *f*

30

35 *tr* poco a poco rall. *mp*

41 A tempo *p*

46 *mp*

Detailed description: This is a musical score for Flute 1, titled '2. Don't take five'. The tempo is marked 'Vivace' with a metronome marking of 180 quarter notes per minute. The score is written in 5/8 time and consists of 46 measures. It begins with a mezzo-forte (*mf*) dynamic. The first system (measures 1-4) features a melodic line with a slur over measures 3 and 4. The second system (measures 5-9) continues the melodic line. The third system (measures 10-14) shows a change in dynamics to forte (*f*) and includes the instruction 'poco a poco dim.' (poco a poco diminuendo). The fourth system (measures 15-19) returns to mezzo-forte (*mf*) and includes 'poco a poco cresc.' (poco a poco crescendo). The fifth system (measures 20-24) continues with the forte (*f*) dynamic. The sixth system (measures 25-29) features a forte (*f*) dynamic and a trill (*tr*) in measure 28. The seventh system (measures 30-34) includes a key signature change to three flats and a 'poco a poco rall.' (poco a poco rallentando) instruction. The eighth system (measures 35-40) continues with the 'poco a poco rall.' instruction and a mezzo-piano (*mp*) dynamic. The ninth system (measures 41-45) is marked 'A tempo' and starts with a piano (*p*) dynamic. The final system (measures 46-48) concludes with a mezzo-piano (*mp*) dynamic and a final note marked with a cross (✕).

### 3. Nightwalk

Blues (♩. = 60)

Flute 1

*p*

5

*p*

11

*p* *mp*

17

*mf* *f*

22

*p* *pp*

28

*mp* *mf*

33

*pp*

41

*mf* *mp* *cresc.*



# 4. Last game

Allegretto (♩ = 112)

Flute 1

1 *f* deciso

5 *mf* *f* *p* poco a poco

11 *f* *p* *mp* *mf*

16 *mp* *f*

21

26 *f* 8<sup>va</sup>

31 8<sup>va</sup> *mf* *p*

36

# JIGSAW-PLAY

Marcel DE JONGHE

## 1. First game

Allegro mod. (♩ = 68)

Flute 2

*f* deciso

4

8

12

*mf*

16

*mp* *f*

20

24

*mp* *mf*

27

*f*

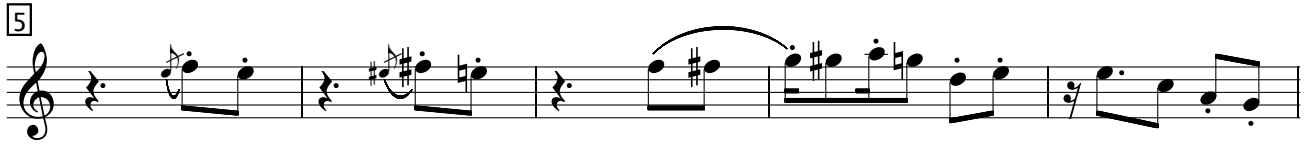
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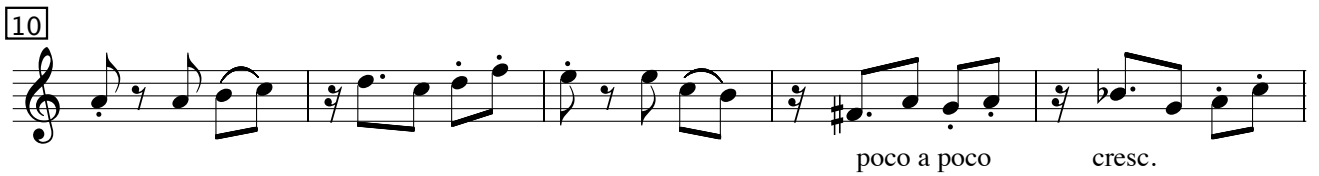
poco a poco diminuendo *p* rit...

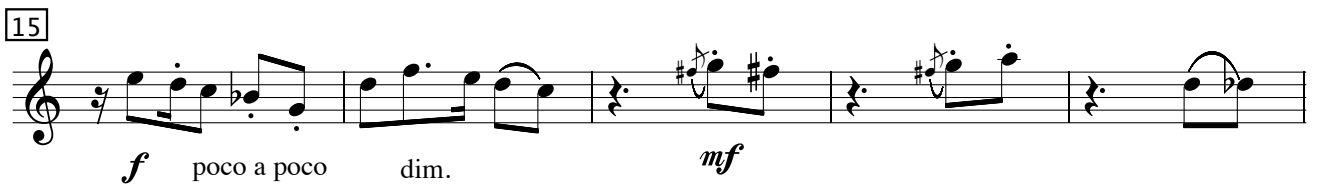
Vivace (♩ = 180)

## 2. Don't take five

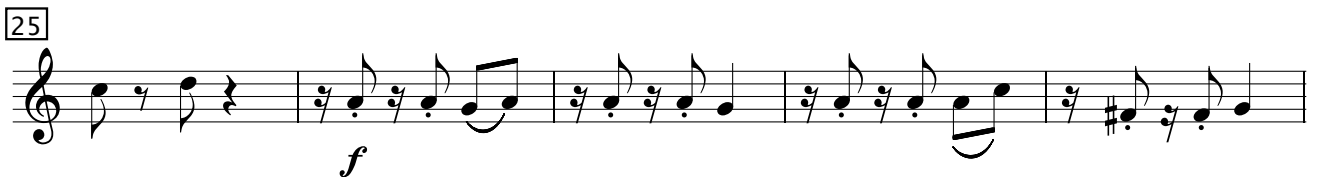
Flute 2 

5 

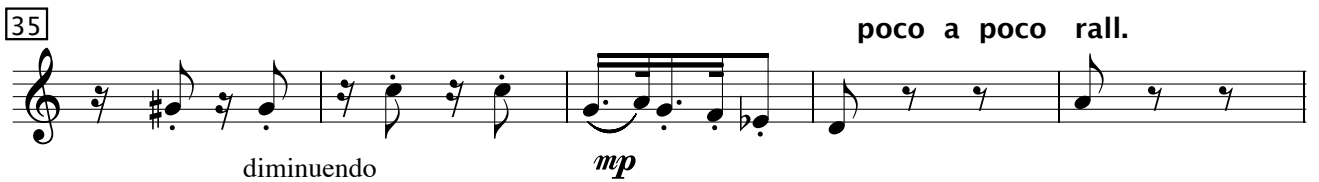
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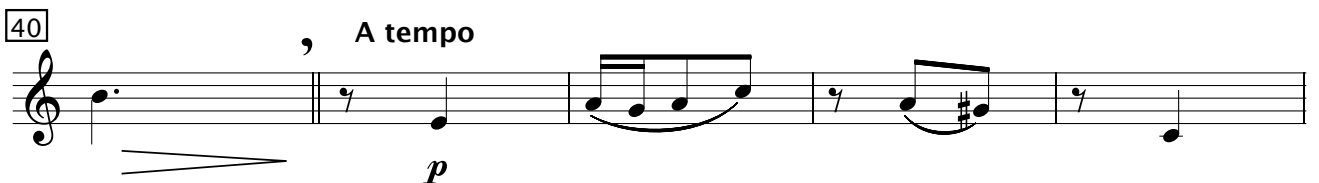
15 

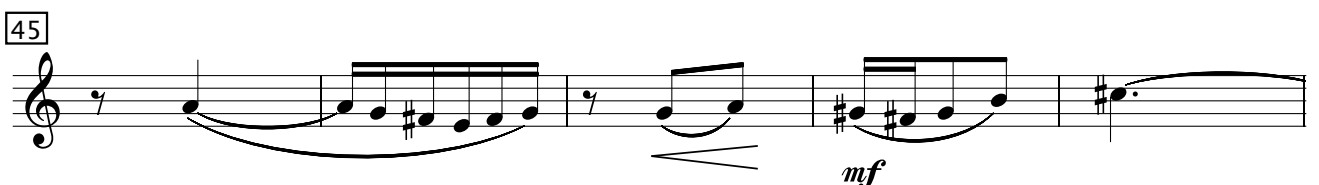
20 

25 

30 

35 

40 

45 

### 3. Nightwalk

Blues (♩. = 60)

Flute 2

*p*

5

*mp*

10

*mp*

15

*mf*

20

*f* *p*

25

*pp*

29

*mp* *mf* *pp*

34

*p*

39

poco a poco cresc. *mf* *mp* poco a poco

## 4. Last game

Allegretto (♩ = 112)

Flute 2

1 *f* deciso

5 *mp* *mf* *f* *p* poco a poco

10 cresc. *f* *mp*

15 *mf* *mp* *f*

20

25 *mp* *mp* *f*

30 *mf* *p*

35

# JIGSAW-PLAY

Marcel DE JONGHE

## 1. First game

Allegro mod. (♩ = 68)

Flute 3

*f* deciso

4

8

12

*mf*

16

*mp* *f*

20

23

*mp* *mf*

27

30

poco a poco diminuendo *p* rit...

## 2. Don't take five

Vivace (♩ = 180)

Flute 3

*mf*

5

10

poco a poco cresc.

15

*f* poco a poco dim. *mf*

20

25

*f*

30

poco a poco

35

diminuendo *mp*

40

, A tempo *p*

45

*mp*

### 3. Nightwalk

Blues (♩. = 60)

Flute 3

*p*

5

*mp*

10

*mf*

15

*mf*

20

*f* *p*

25

*pp*

29

*mp* *mf* *pp*

34

*p*

39

*mp* poco a poco cresc. *mf* *mp* poco a poco



# 4. Last game

Allegretto (♩ = 112)

Flute 3

1

*f* deciso

5

*p* *mp* *mf* *f* *p* poco a poco

10

cresc. *f* *mf*

16

*mp* *f*

21

*mf*

26

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

31

*mf* *mp*

36

# JIGSAW-PLAY

Marcel DE JONGHE

## 1. First game

Allegro mod. (♩ = 68)

Alto Flute

*f* deciso

3

7

11

*mf*

14

*mp*

18

*f*

21

*mp*

24

*mf* *f*

## 2. Don't take five

Vivace (♩ = 180)

Alto Flute

*mf*

5

10

poco a poco cresc.

15

*f* poco a poco dim. *mf*

20

25

*f*

30

poco a poco

35

poco a poco rall. *mp*

40

*p*

45

*mp*

### 3. Nightwalk

Blues (♩. = 60)

Alto Flute

*p*

5

*mp*

10

*mp*

15

*mf*

20

*f* *p*

25

*pp* *mp*

30

*mf* 3

37

*mp* *p* poco a poco cresc. *mf*

# 4. Last game

Allegretto (♩ = 112)

Alto Flute

1 *f* deciso

5 *p* *mp* *mf* *f*

9 *p* *mp*

15 *mf* *mp* *f*

20

25 *mp* *f* *mp* *f*

30 *mf* *p*

35