

One-Hit Wonders

By Mark Williams

INSTRUMENTATION

- 1 — Conductor Score
 - 10 — Flute
 - 2 — Oboe
 - 1 — Bassoon
 - 6 — 1st B \flat Clarinet
 - 6 — 2nd B \flat Clarinet
 - 1 — E \flat Alto Clarinet
 - 2 — B \flat Bass Clarinet
 - 4 — E \flat Alto Saxophone
 - 2 — B \flat Tenor Saxophone
 - 1 — E \flat Baritone Saxophone
 - 4 — 1st B \flat Trumpet
 - 4 — 2nd B \flat Trumpet
 - 2 — F Horn
 - 5 — Trombone (Baritone B.C.)
 - 2 — Baritone T.C.
 - 2 — Tuba
- Percussion – 3–13 players:
- 6 — Percussion (Snare Drum, Bass Drum, Woodblock, Tambourine, Suspended Cymbal, Bicycle Horn, Claves, Triangle, Tom-Tom, Ratchet, Bells, Chimes, Xylophone or Substitutions)
 - 1 — Piano Accompaniment



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One-Hit Wonders

CONDUCTOR

Duration - 1:30 or less

Mark Williams

Allegro (♩ = 128)

1 2 3 4

Flute/Oboe

B♭ Clarinets 1/2

E♭ Alto Saxophone

B♭ Trumpets 1/2

F Horn

Low Brass & Woodwinds

Percussion*
(3-13 players on Snare Drum, Bass Drum, Woodblock, Tambourine, Suspended Cymbal, Bicycle Horn, Claves, Triangle, Tom-Tom, Ratchet, Bells, Chimes, Xylophone or substitutions)

Piano Accompaniment

S. D. > ff B. D. >

F F7 B♭ F B♭ B♭7 E♭ B♭

5 6 8 9 a2

Fl./Ob.

Cls. 1/2 a2 mf a2 (b) a2

A. Sax. mf a2

Tpts. 1/2 mf a2 a2

Hn. mf a2

Low Br. & W.W. mf

Perc. W. B. > f Tamb. >

Piano Accomp. mf Eb B♭7 Eb F B♭7

*The percussion instruments should be placed in front of the band. Players line up in a single file off to the side, then when the music starts the first player moves quickly into position and plays the first note. Immediately upon playing the note, the second player moves into position and the first player moves to the end of the line. Each note is played by the next available player in line, until the last note which is played by all players on as many instruments as possible. In the absence of any of these instruments, other instruments (or noise-makers) may be substituted as desired. Improvise!

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10 11 12 13 14

Fl./Ob.

Cls. 1/2

A. Sax.

Tpts. 1/2

Hn.

Low Br. & W.W.

Perc. Sus. Cym. (w/stick) Bicycle Horn Claves

Piano Accomp. Eb Bb7 Eb

15 16 17 18 19

Fl./Ob.

Cls. 1/2 a2 (b)

A. Sax.

Tpts. 1/2 a2

Hn.

Low Br. & W.W.

Perc. Tri. Tom-Tom

Piano Accomp. F Bb7

20 21 22 23 24

FL/ Ob.

Cls. 1/2

A. Sax.

Tpts. 1/2

Hn.

Low Br. & W.W.

Perc. Ratchet > Bells Chimes >

Piano Accomp. Eb Bb7 Eb F Bb F Bb F7 Bb

25 26 27 28 29

FL/ Ob.

Cls. 1/2

A. Sax.

Tpts. 1/2

Hn.

Low Br. & W.W.

Perc. Xylophone > S. D. >

Piano Accomp. F Bb C7 F F7 Bb F

32

Faster (♩ = 152+)

30 31 33 34

Fl./Ob. *f*

Cls. *f* *a2* *mf* *a2*

A. Sax. *mf*

Tpts. *a2* *mf*

Hn. *mf*

Low Br. & W.W. *f* *mf*

Perc. B. D. W. B.

Piano Accomp. *mf*

B♭ B♭7 E♭ B♭ E♭ E♭ B♭7 E♭ F

35 36 37 38 39

Fl./Ob. *a2* *mf* *a2*

Cls. *a2*

A. Sax.

Tpts. *a2*

Hn.

Low Br. & W.W.

Perc. Lamb. Sus. Cym. (w/stick) Bicycle Horn

Piano Accomp. B♭7 E♭

40 41 42 43 44

Fl./Ob.

Cls.

A. Sax.

Tpts.

Hn.

Low Br. & W.W.

Perc.

Piano Accomp.

Claves

Tri.

Bb7 Eb F Bb7

a2

a2

45 46 47 48 49

Fl./Ob.

Cls.

A. Sax.

Tpts.

Hn.

Low Br. & W.W.

Perc.

Piano Accomp.

Tom-Tom

All players go!

All players go!

Bells, Chimes, Xylo.

As many instruments as possible*

ff

ff

f

f

f

f

f

f

f

Eb Bb7 Eb

*When performing with smaller numbers of percussionists, have as many players as possible play 2 instruments at the same time on this final note AND/OR have some of the wind players rush to the front beginning in bar 46 to play the remaining instruments.

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