

# Incidental Music to 'Noah' - INTERMEZZO

John Sykes

*Grazioso*

Flute  
*mp* *mf*

Bassoon

Percussion  
*Triangle*

Side Drum

Violin 1  
*mp* *mf*

Violin 2  
*mp* *mf* *mp*

viola  
*div.* *mp* *cresc.* *mf* *mp* *dim.*

Cello 1 (and solo)  
*pizz.* *p*

Cello 2  
*pizz.* *p*

12

*p* *sf* *p* *sf* *p*

*p* *sf* *p* *sf* *p*

*mp* *tr*

*p* *mp* *p* *p* *sf* *p* *sf* *p*

*p* *p* *p* *sf* *p* *sf* *p*

*(div.)* *mp* *sf* *p* *sf*

*unis.*

*arco* *pp*

*pp*

*ritard.* *a tempo*

*sf p sf p mp*

*p sf p p sf p mp*

*trm trm change to Cymbals*

*sf sf mf*

*sf p mp cresc.*

*div. unis. div. solo tutti*

*p sf p sf p mp p*

*p*

*piu animato*

*f mf mp p sf sf*

*f mf mp p sf sf*

*Cymbals*

*f mf mp p f sf sf*

*cresc. mf mp dim. p sf arco (tutti)*

*f sf sf f sf sf*

*f sf sf*

Musical score for measures 44-53, first system. The top staff (treble clef) features a melodic line with dynamic markings: *sf*, *mf*, *f*, *sf*, *mf*, *sf*, *sf*, *sf*, *sf*. The bottom staff (bass clef) has dynamic markings: *sf*, *sf*, *mf*, *f*, *sf*, *sf*, *sf*, *sf*, *sf*, *mf*.

Musical score for measures 44-53, second system. The top staff (treble clef) has dynamic markings: *sf*, *mf*, *f*, *sf*, *sf*, *sf*, *sf*, *sf*. The middle staff (treble clef) has dynamic markings: *sf*, *f*, *sf*, *sf*, *sfz*, *sf*. The bottom staff (bass clef) has dynamic markings: *sf*, *mf*, *sf*, *sf*, *sf*, *sf*, *sf*, *f*, *sf*, *sf*.

Musical score for measures 54-63, first system. The top staff (treble clef) has dynamic markings: *sf*, *sf*, *sf*, *mf*, *sf*, *sf*, *sf*, *sf*, *f*. The bottom staff (bass clef) has dynamic markings: *sf*, *sf*, *sf*, *f*, *sf*, *sf*, *sf*, *sf*.

Musical score for measures 54-63, second system. The top staff (treble clef) has dynamic markings: *mf*, *sf*, *sf*, *sf*, *mf*, *f*, *f*, *sf*, *sf*, *sf*, *sf*. The middle staff (treble clef) has dynamic markings: *sf*, *sf*, *sf*, *f*, *f*, *sf*, *sf*, *sf*, *sfz*, *sf*. The bottom staff (bass clef) has dynamic markings: *sf*, *sf*, *sf*, *f*, *f*, *sf*, *sf*, *sf*, *sf*, *f*. Performance instructions include *pizz.* and *arco*.

*sf* *ritard.* *f* *dim.* *mp* *p* *mp* *mf*

*Change to Triangle*

*sf* *mf* *f* *dim.* *mp* *mf*

*sf* *dim.* *mp* *mf*

*sf* *f* *dim.* *div.* *mp* *cresc.* *mf*

*sf* *f* *dim.* *pizz.* *p* *pizz.* *p*

*p* *sf* *p* *sf*

*mp* *p* *Triangle* *sf* *p* *p* *sf*

*tr* *tr*

*p* *sf* *p* *sf*

*mp* *dim.* *p* *p* *sf* *p* *sf*

*(div.)* *unis.* *p* *pp* *arco* *pp*

89

*p* *sf* *p* *sf* *p* *mp*

*p* *sf* *p* *p* *sf* *p* *mp*

*trm* *trm*

*ritard.* *a tempo*

*ritard.* *a tempo*

*p* *sf* *p* *sf* *p* *mf*

*p* *sf* *p* *sf* *p* *mp cresc.*

*div.* *unis.* *div.*

*p* *sf* *p* *sf* *p* *mp*

*solo* *arco*

*pizz.* *p*

100

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

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

*cresc.* *mf* *mp* *dim.*

*f* *mp* *sf*

*ritard.*