

### III. Coming Home

This opening "Warm—Up" section is a pantomime of a game of catch, with imaginary baseball and mitts. The suggested action is notated in the (musical) score. But players may expand upon the pantomime if they wish. The final "throw" should be from Cello (temporarily freezing hand in throwing motion) to Violin I (temporarily freezing hand in catching motion) while Violin II and Viola start to play music at measure 1.

**Symbols:**

- t = blow / spit on fingers (as in a warm-up)
- = rub palms together (anticipating action)
- x = pound right hand fist into left hand palm (ready to catch ball in mitt)
- (curved lines) = ball toss (as indicated)

**INTRODUCTION: "The Warm—Up"**

(Vln.1 "throws ball" to Viola)

Bow down

t t • x x

(no hurry)

Bow down

Bow down t t • x x

Bow down

(Viola to Violin II)

(Violin II to Cello)

t t • x x

t t • x x

action continues ad lib. (may include dropping of ball! — or ball tossed into audience)  
(eliminating t's and •'s)

freeze in position

freeze in position

A at a carefree tempo  $\text{♩} = 72$

1

(pick up bow)

pizz.  
*mf*

pizz.  
*mf*

(pick up bow)

B

9

pizz.  
*mf*

*p*

*p*

pizz.  
*mf*

*p*  $\text{mf}$

17

pizz. with gliss.  
*p*

49

*rough slide*  
*mf*

*pizz. arco*

*Tutti SLIDE*  
*p*

57

**E**

*f* (arco)

*f* (arco)

*f* (arco)

*f* (arco)

*f*

*p*

65

*f*

*f*

*f*

*f*

*pizz.*  
*p*

*pizz.*  
*p*

*pizz.*  
*p*

*pizz.*  
*p*

*arco*

*arco*

73

*non rit.*      *abrupt pause*      *(a tempo)*      **F**

Violin I: *f*, *p*

Violin II: *f*, *p*

Viola/Cello: *f*, *p*

Bass: *f*, *p*

*Violin I puts violin in lap. Using the bow as a baseball bat, assume a batter—up pose. No hurry.*

80

Violin I: *p*, *f*

Violin II: *p*, *f*

Viola/Cello: *p*, *f*

Bass: *p*, *f*

[Violin II provides the sound effects for Violin I swing]

*swings and misses*

*swings and misses*

89

**G** "Trio—at—Bat"  
*at a suitably dramatic tempo*

Violin I: *pp*, *pp*

Violin II: *pp*, *pp*

Viola/Cello: *pp*, *pp*

Bass: *pp*, *pp*

[Viola and Cello = The Pitcher]

[lean toward Violin I]

Batter connects!  
HOME RUN! \*

an especially grand series of wind-ups

93

rap knuckles on chair ▲

(The third "pitch") short high gliss. / *f*

*f*

everyone watch "home run"  
sail up, over Viola and off —

97

*f* **Triumphantly** *rit.* **H** *a tempo*

*Violin I picks up violin and raises arms in celebration*

*sfp*

*f*

*f*

*f*

**FREE MEASURE**

101

*rit.* *with bravura*

*f*

*p*

*p*

*p*

\* For school concerts, this entire section may be expanded — with balls, strikes, foul-tips, etc.  
The Second Violin (or the school principal or music teacher!) can act as an umpire, standing behind Violin I.

Tempo Primo  $\text{♩} = 72$   
*in celebration*

I

103

Musical score for measures 103-110. The score is in 3/4 time and features four staves: two for the right hand (treble and alto clefs) and two for the left hand (bass and tenor clefs). The right hand starts with a *mf* dynamic and a melodic line, while the left hand provides a rhythmic accompaniment with *pizz.* (pizzicato) markings. Dynamics range from *mf* to *f*. The section concludes with *arco* (arco) markings in the right hand and *f* dynamics in the left hand.

111

Musical score for measures 111-118. The score continues with four staves. The right hand features a melodic line with accents (^) and dynamics ranging from *p* to *f*. The left hand continues with a rhythmic accompaniment, including *pizz.* markings and dynamics from *p* to *f*. The section ends with *pizz.* markings in the right hand and *p* dynamics in the left hand.

119

Musical score for measures 119-126. The score continues with four staves. The right hand features a melodic line with *pizz.* and *arco* markings, and dynamics from *p* to *f*. The left hand continues with a rhythmic accompaniment, including *arco* markings and dynamics from *f* to *f*. The section concludes with *f* dynamics in the right hand and *f* dynamics in the left hand.

J

126

Everyone bounces head (slightly) in rhythm to Cello as they follow the bouncing ball from Cello to front of stage and off into audience.

Players exchange the "high-five" slap.

only a slight rit. - - - - -

134

[a single up the line wins the game]

[Everyone wins!]

Duration: approx. 3'