

For Betty

# 3 Mosquitoes

find they are reunited after a convention in Atlantic City, New Jersey

for 3 Trumpets & Slapstick

Playable on Bb or C Trumpets

Elliot BORISHANSKY

Trumpet 1 *pp* harmon mute - stem half out *p*

Trumpet 2 harmon mute - stem out *p* *f* *p* *< f* *p* *mp*

Trumpet 3

Slapstick *Slapstick player enters just in time to play at bar 82 (see Performance Instructions)*

$\text{♩} = 108$

1 *p*  $\text{△}$   $\text{♩} = 96$  *pp* *p* *pp* *p*  $\text{△}$   $\text{♩} = 96$  *pp*

2 *p*  $\text{△}$   $\text{♩} = 96$  *pp* *p* *pp* *p*  $\text{△}$   $\text{♩} = 96$  *pp*

1 *p*  $\text{△}$   $\text{♩} = 96$  *pp* *p* flutter *f*  $\text{△}$   $\text{♩} = 96$  *f*

2 *p*  $\text{△}$   $\text{♩} = 96$  *pp* *p* flutter *f*  $\text{△}$   $\text{♩} = 96$  *f*

1 *p*  $\text{△}$   $\text{♩} = 96$  *p*  $\text{△}$   $\text{♩} = 96$  *p*

2 *p*  $\text{△}$   $\text{♩} = 96$  *p*  $\text{△}$   $\text{♩} = 96$  *p*

20

1  
2  
3

harmon mute - stem half out

*p*

24  $\square$

$\text{♩} = 80$

1  
2  
3

*pp*

*accel.*

28

1  
2  
3

*a tempo*

*meno mosso*

*molto accel.*

33  $\square$  D

1  
2  
3

*a tempo*

*mf*

*pp*

*rit.*

*accel.*

*mf*

Musical score for measures 46-48. The score is in 3/8 time and consists of three staves. The bottom staff (1) has a treble clef and a key signature of one sharp (F#). It begins with a forte (*f*) dynamic and contains a rhythmic pattern of eighth notes. The middle (2) and top (3) staves have alto and soprano clefs respectively and contain a melodic line of eighth notes with slurs. The word "busy" is written above the middle and top staves. A fermata is placed over the final note of the top staff. Measure numbers 46, 47, and 48 are indicated at the bottom of the staves.

Musical score for measures 43-45. The score is in 3/8 time and consists of three staves. The bottom staff (1) has a treble clef and a key signature of one sharp (F#). It begins with a forte (*f*) dynamic and contains a rhythmic pattern of eighth notes. The middle (2) and top (3) staves have alto and soprano clefs respectively and contain a melodic line of eighth notes with slurs. The word "busy" is written above the middle and top staves. A fermata is placed over the final note of the top staff. Measure numbers 43, 44, and 45 are indicated at the bottom of the staves. Performance markings include "hold back", "accel.", "a tempo", and "accel. molto".

Musical score for measures 40-42. The score is in 3/8 time and consists of three staves. The bottom staff (1) has a treble clef and a key signature of one sharp (F#). It begins with a forte (*f*) dynamic and contains a rhythmic pattern of eighth notes. The middle (2) and top (3) staves have alto and soprano clefs respectively and contain a melodic line of eighth notes with slurs. The word "busy" is written above the middle and top staves. A fermata is placed over the final note of the top staff. Measure numbers 40, 41, and 42 are indicated at the bottom of the staves. Performance markings include "freely: hold back", "accel.", "a tempo", and "accel. molto".

Musical score for measures 37-39. The score is in 3/8 time and consists of three staves. The bottom staff (1) has a treble clef and a key signature of one sharp (F#). It begins with a forte (*f*) dynamic and contains a rhythmic pattern of eighth notes. The middle (2) and top (3) staves have alto and soprano clefs respectively and contain a melodic line of eighth notes with slurs. The word "busy" is written above the middle and top staves. A fermata is placed over the final note of the top staff. Measure numbers 37, 38, and 39 are indicated at the bottom of the staves. Performance markings include "a tempo", "fu", and "a tempo".

49

1

2

3

Players 2 and 3 look at 1 and then ignore him.

busy

*p*

busy

*p*

52

1

2

3

*timidly*

*p*

The players look around suspiciously and remove their mutes. They then tune their instruments to the first note of the next section and begin.

*mf*

*mf*

*mf*

G  $\text{♩} = 76$   
open

54

1

2

3

open

*mf*

open

*mf*

59

1

2

3

to mute

to mute

\* Player 1 should time his cadenza so that players 2 & 3 have enough time to insert their mutes.