

**Jasper Dommett**

*for the Riot Ensemble*

# **Disco! Disco! Good! Good?**

for Ensemble of 16

Full Score

2023



# Disco! Disco! Good! Good?

for Ensemble of 16

**Jasper Dommett**

(2023)

© Jasper Dommett 2023  
All Rights Reserved

112B Whitfield Street  
London  
W1T 5EE  
UK

+44 (0)7528 666614  
jasper.dommett@hotmail.com  
www.jasperdommett.com

Duration c. 9 minutes

The first performance was given on March 22<sup>nd</sup>, 2023, in the Dukes Hall at Royal Academy of Music, by the Riot Ensemble

---

### **Performance Directions**

♮ ♭ # - 12TET natural, flat, sharp

♯<sub>1/8</sub> - 1/8 flat (- 0-49ct)

♯<sub>1/4</sub> - 1/4 flat (- 50-99ct)

♭ - flat (- 100ct)

♭<sub>3/4</sub> - 3/4 flat (- 101-149ct)

♯<sub>1/8</sub> - 1/8 sharp (+ 0-49ct)

♯<sub>1/4</sub> - 1/4 sharp (+ 50-99ct)

# - sharp (+ 100ct)

##<sub>3/4</sub> - 3/4 sharp (+ 101-149ct)

Where cents (ct.) are not given default to +/-50ct achieving a completely “out of tune” effect.

## **Instrumentation**

Flute (+Piccolo)

Clarinet in Bb

Contrabass Clarinet

Bassoon

Horn in F

Trumpet in Bb

Trombone

Percussion 1

Suspended Cymbal

Woodblock OR Guiro mounted to be used as a woodblock

Kick Drum OR Floor Tom/Very Low Rototom

Percussion 2

Vibraphone

Piano

Violin I

Violin II

Viola

Violoncello

Double Bass

This Score is in C



# Disco! Disco! Good! Good?

Jasper Dommett

♩ = 66 like the ghost of Baccara

Flute *pp* breath accents

Oboe

Clarinet in Bb *pp* breath accents

Contrabass Clarinet *ppp* *mp*

Bassoon *pp*

Horn in F *pp* mute

Trumpet in Bb *f* *pp* harmon mute

Trombone *pp* harmon mute *gliss.*

Suspended Cymbal  
Wood Block  
Kick Drum *mf* with soft mallet

Vibraphone *mf* motor on *Red.*

Piano *sfz* *mp* quasi bass drum *15<sup>ma</sup>* *gliss.*

Violin 1 *p > ppp* *pp* *f* like a laser beam *gliss.* *8<sup>va</sup>* *senza vib.*

Violin 2 *p > ppp* *pp* *f* like a laser beam *gliss.*

Viola *pp* *3* *3* *3* *3* *senza vib.*

Violoncello *ppp* *senza vib.*

Double Bass *mf* *pizz.* *I* palm mute double stop *II* *mp* quasi bass drum

Disco! Disco! Good! Good?

A ♩ = 132 relentless, but groovy

(♩ = 198)

7 +50ct

Fl. *ff*

Ob. *pp* *ff*

Cl. in Bb *ff*

Cb. Cl. *pp* *ff* very rhythmic, always intense

Bsn. *pp* *ff* very rhythmic, always intense

Hn in F *ff*

Tpt in Bb *ff*

Tbn. *ff*

Sus. Cym. W. Bl. K. Dr. drum sticks *ff* very rhythmic, always intense

Pno *ff*

Vln 1 -31ct *mp* *ff* *ppp* distant

Vln 2 *mp* *ff* *ppp* distant

Vla *mp* *ff* *ppp* distant

Vc. *mp* *ff* very rhythmic, always intense lots of bow

D. B. *mp* *ff* very rhythmic, always intense lots of bow

gliss. *gliss.*

vib. *vib.*

senza vib. arco *senza vib. arco*

III *III*

lots of bow



(♩ = 132)

**B** (♩ = 198)

(♩ = 132)

14

Fl.

Ob.

Cl. in B♭

Cb. Cl.

Bsn.

Hn in F

Tpt in B♭

Tbn.

Sus. Cym.  
W. Bl.  
K. Dr.

Pno

Vln 1

Vln 2

Vla

Vc.

D. B.

*ff* explosive but groovy

*ff* explosive but groovy

*ff* explosive but groovy

*ff*

20

Fl.  $\text{♩} = 198$   $\text{C} \text{ } \text{♩} = 132$

Ob.

Cl. in Bb

Cb. Cl.

Bsn.

Hn in F

Tpt in Bb

Tbn.

Sus. Cym.  
W. Bl.  
K. Dr.

Pno

Vln 1

Vln 2

Vla

Vc.

D. B.

*pp* *mf* *ff* *ff* *intense*

*lots of bow*

8ba

Detailed description of the musical score: This is a page of a musical score for a symphony orchestra. The score is in 12/8 time and features a key signature of two flats (Bb and Eb). The tempo is marked as quarter note = 198, and the meter signature is 12/8. The score is divided into two systems. The first system (measures 20-23) features woodwinds (Flute, Oboe, Clarinet in Bb, Bassoon) and strings (Violins 1 & 2, Viola, Violoncello, Double Bass) playing a rhythmic pattern. The second system (measures 24-27) features woodwinds and strings playing a more melodic and rhythmic pattern. The score includes dynamic markings such as *pp*, *mf*, and *ff*, and performance instructions like 'lots of bow' and '8ba'. The score is written for a variety of instruments, including woodwinds, strings, and percussion.

26

Fl. *mp still intense*

Ob. *mp*

Cl. in Bb *mp still intense* *gliss.* *gliss.*

Cb. Cl.

Bsn. *mp*

Hn in F

Tpt in Bb

Tbn.

Sus. Cym.  
W. Bl.  
K. Dr. *pp* 46 46 46 46

Pno *ppp keep the drive going una corda*

Vln 1 *mp wavy but still intense* *f* *mp* *gliss.*

Vln 2 *mp* *mp* *mf*

Vla. *mp* *mf*

Vc. *ppp keep the drive going*

D. B.

**D** ♩ = 66 turn the beat around

Disco! Disco! Good! Good?

33

Fl. machine like  
*fff* *mp* blend with ob. + cl. *pp* *mf* *pp*

Ob. machine like  
*fff* *mp* blend with flt. + cl. *pp* *mf* *pp*

Cl. in Bb machine like  
*fff* *mp* blend with flt. + ob. *pp* *mf* *pp*

Cb. Cl.

Bsn *fff* *pp*

Hn in F mute *pp*

Tpt in Bb harmon mute *f* 6 *pp* 3 *mp* 6 *pp* 3

Tbn. harmon mute *pp* *gliss.*

Sus. Cym. W. Bl. K. Dr. soft mallet (if poss) *ff* *mf* *mp*

Vib. motor on *mf*

Pno *mf* *ppp* *sfz* *mp* quasi bass drum *8ba*

Vln 1 *fff* *ppp* *f* "wow!" *pp*

Vln 2 *fff* *ppp* *f* "wow!" *pp*

Vla. *fff* *pp* *3* *3* *3*

Vc. *ff* *ppp* *senza vib.*

D. B. *mf* *ff* *mf* *pizz.*

**D** ♩ = 66 turn the beat around

*mf* *ppp* *15<sup>ma</sup>* *gliss.*