

SO-304

Grade 1 Easy

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The Tales of the Three Not So Blind Mice

Arranged for String Orchestra and Piano



By Frank Rodgers

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INSTRUMENTATION

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|------------------------|---|
| Conductor Score | 1 |
| Piano | 1 |
| 1 st Violin | 8 |
| 2 nd Violin | 8 |
| Viola | 5 |
| Cello | 5 |
| Bass | 5 |

About the Composer

Frank holds two college degrees, a Bachelor of Music Education (Violin Concentration) from Indiana University School of Music and a Master of Science Degree in School Administration from Old Dominion University School of Education. In addition, he was a professional violinist with the Virginia Symphony Orchestra for 30 years and continues performing in a chamber orchestra and string quartet. He has dedicated his writing talents to composing pieces for beginning string orchestras that are fun, easy, and entertaining. Over 90% of his works are original and delightfully entertaining. He considers his pieces to be thought of as "musical desserts"; pieces you do not want to overuse, but nonetheless use appropriately.

Most of his pieces are intentionally designed in such a way that practically all students will experience substantial success the first time they begin their study. Again, one must remember the real purpose of these works is to insure the students "instant success" the very first time they are introduced. Frank firmly believes, instant success is a great motivator and a huge confidence builder which will hopefully encourage them to have the confidence and desire to accept the challenge to study works of a more scholarly nature. To keep things simple, Frank intentionally avoids using slurs as well as low and high fingers, as they tend to dramatically slow down the desired fast learning curve he hopes the students will achieve. Once again, his main goal is to motivate, not complicate. Each piece has a "Foreword" section which outlines the piece and provides teaching tips and suggestions. In addition, each piece has a Treble Clef Viola part which can be used as either a 2nd violin part or as a means of augmenting your viola section.

MSB Publishing is proud to carry Frank's full complement of music and looks forward to his new works.

The Tales of Three Not So Blind Mice

FOREWORD

The Tales of Three Not So Blind Mice is a musical parody on *Three Blind Mice*. This particular version has a two part story to it. The first part of the story is titled “**MICE AT PLAY**”. In this part of the story the mice are playing in a field outside an old haunted house. As daylight begins to fade away, the mice thought it would be so neat to spend the night in the old haunted house on the hill.

The second part of the story, **MICE IN THE HAUNTED HOUSE**, has the mice entering a rather eerie and creaky old house. Bats and ghosts appeared when least expected, thus fueling the mice’s appetite for further adventure. As they came upon a big old darkened door, they could not resist the temptation to pry it open and enter into the black abyss. Once they pried the door open and entered the room, the big heavy door snapped closed rather abruptly and with a horrendous bang. Directly in front of the mice was the most dreaded sight a mouse would want to see, A GIGANTIC MOUSE TRAP!

Seemingly trapped and fearing of death, the mice let out a tremendous squeal as the gigantic mouse trap snapped its jaws closed, hoping to snare its prey in its jaws of death. However, the mice spotted a small hole in the wall and frantically lunged towards it, knowing full well this was their one and only chance to escape a most certain fate. Quickly they scampered away in order to live another day in which to play.

Fate smiled kindly upon the seemingly doomed mice that day as they all escaped alive and well, but mighty scared. This ghostly adventure made the mice vow to never, ever, enter a haunted house. Home sweet home to them is a refrigerator which they aptly named a “Westinghouse” (“Resting-House”).

DESCRIPTION OF MUSICAL EFFECTS

1. “**The Haunted House**” - Tom clusters played in the piano in part 2 of the story. **Caution, extreme dissonance may disguise faulty intonation in the strings!**
2. “**The Mouse Squeal**” - Violins & Violas bow behind the bridge playing double stops on their two highest strings.
3. “**The Mouse Trap Snapping Shut**” - Cellos and basses play a PIZZ. SNAP (a.k.a.. “Bartok Pizz.”) on the open “D” string. This is achieved by having the players “pinch” the string between their thumb and forefinger. Instead of pulling the string sideways as in normal PIZZ., the players pull the string straight up and release it, thus causing the string to “SNAP” against the fingerboard.
4. “**The Mice Get Away**” - The 16th notes in the violins and violas portray the mice scurrying away, thus avoiding the clutches of the mouse trap.

PERFORMANCE SUGGESTION

Before performing this piece have a student give a brief synopsis of the story line to the audience. Then have the orchestra demonstrate each of the humorous “musical effects”. That way your audience will be able to identify and understand the significance of these “musical effects” as they relate to the story line. You may want to consider using this piece as part of your recruitment efforts.

The Tales of Three Not So Blind Mice

Conductor Score

For String Orchestra and Piano

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MICE AT PLAY

Moderato

The musical score is arranged in systems. The first system includes Violin, Viola, Cello, Bass, and Piano. The second system includes Violin, Viola, Cello, Bass, and Piano. The third system includes Violin, Viola, Cello, Bass, and Piano. The score is in 4/4 time with a key signature of one sharp (F#). The tempo is marked 'Moderato'. The dynamics are marked 'mf' (mezzo-forte). The score includes various musical notations such as notes, rests, and articulation marks. There are also some boxed numbers (3, 7) and other markings (2, 3, 4, 5, 6) throughout the score.

The Tales of Three Not So Blind Mice
Conductor Score

Musical score for measures 9 and 10. The score includes staves for Violin (Vln.), Viola (Vla.), Violoncello (Vcl.), Contrabasso (Cb.), and Piano. The key signature is one sharp (F#) and the time signature is 3/4. Measures 9 and 10 are marked with measure numbers 9 and 10. There are 'V' markings above the strings in measures 9 and 10. The piano part features chords in the right hand and a bass line in the left hand.

MICE IN THE HAUNTED HOUSE

Musical score for measures 11 and 12. The score includes staves for Violin (Vln.), Viola (Vla.), Violoncello (Vcl.), Contrabasso (Cb.), and Piano. The key signature is one sharp (F#) and the time signature is 3/4. Measures 11 and 12 are marked with measure numbers 11 and 12. The strings are marked 'PIANO' in measures 11 and 12. The piano part features chords in the right hand and a bass line in the left hand. There are 'f' markings below the strings in measures 11 and 12. The text 'CELLOS & BASSES' is written above the Vcl. and Cb. staves in measure 12.

The Tales of Three Not So Blind Mice
Conductor Score

The score is divided into three systems. The first system (measures 13-16) features Violin (Vln.), Viola (Vla.), Violoncello (Vcl.), and Contrabasso (Cb.) parts, all marked *f*. The Piano part is also present. The second system (measures 17-19) includes the instruction "Gradually get much LOUDER and FASTER" and a "STOP!" diamond. Dynamics range from *p* (SOFT!) to *ff*. The third system (measures 17-19) continues the Piano part with dynamics from *p* (SOFT!) to *ff*.

The Tales of Three Not So Blind Mice
Conductor Score

The musical score consists of five staves. The top four staves are for Violin (Vln.), Viola (Vla.), Violoncello (Vcl.), and Contrabasso (Cb.), and the bottom staff is for Piano. The score is divided into two measures, 20 and 21. In measure 20, the strings play a rhythmic pattern with a 'Bow Behind the Bridge' instruction. In measure 21, the strings play a melodic line with a forte (*ff*) dynamic. The Piano part has a melodic line in measure 21, also marked *ff*. Performance instructions include '* PIZZ. "SNAP"' for the cello and bass, and 'ARCO' for the strings in measure 21.

"PIZZ. SNAP" (AKA "Bartok Pizz.") Have cello & Bass players "pinch" the open "D" String between their thumb and forefinger. Have them pull the string straight up and release it. This will cause the string to "SNAP" against the fingerboard.

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