

Žibuoklė Martinaitytė

**PING PONG CONCERTO**

For Chamber Orchestra  
and Ping Pong Game

Composed for the Lithuanian  
Composers Union competition

**2011**

Žibuoklė Martinaitytė

## PING PONG CONCERTO (2011)

For chamber orchestra and Ping Pong game

Partitura scritta in C

### INSTRUMENTS:

Chamber orchestra is divided into two groups: Orchestra I and Orchestra II

#### *Orchestra I*

Flauto  
Clarinetto in Bb  
Tromba in Bb  
Violini I  
Violi

#### *Orchestra II*

Fagotto  
Corno in F  
Trombone  
Violini II  
Violoncelli  
Contrabassi

(Wind and brass instruments of both orchestra groups can be replaced with other instruments of similar range)

### PING PONG:

If conditions allow place 1-2 contact microphones under the Ping-Pong table on both sides and transmit the resulting sounds through 2-4 speakers.

Ping Pong table

4 players (of any skill level)

4 Ping-Pong paddles

Many multi-colored or white Ping-Pong balls (put into 2 big bowls positioned under the table on both sides)

2 Piatti sospeso of different sizes. They are placed at both sides of the Ping-Pong table.

2 soft and 2 hard beaters

*Instead of 2 Piatti sospeso other percussion instruments can be used. For example*

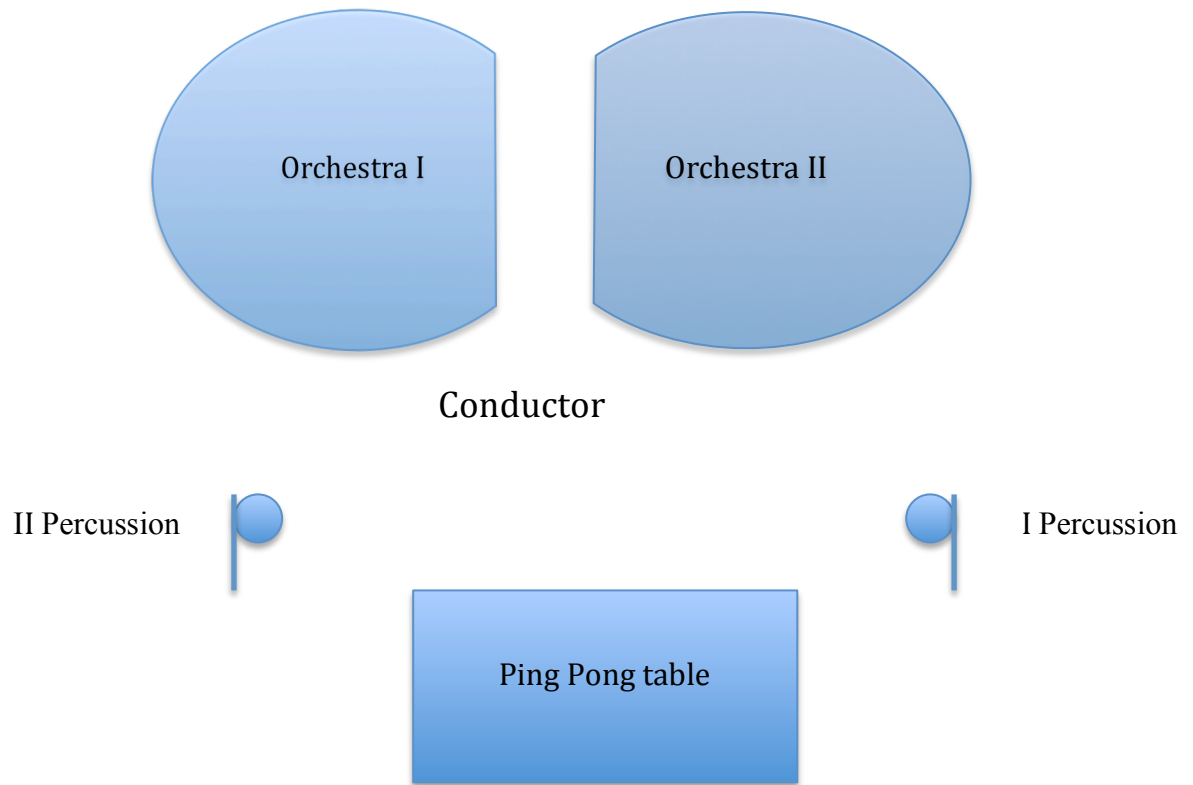
*2 gongs of different sizes or 1 Piatti sospeso + 1 gong or any two distinctly unique sounding percussion instruments.*

DURATION varies depending on the length of Ping Pong rallies  $\approx 11' - 15'$

*Ping Pong Concerto was premiered on 11- 11- 2011 in Vilnius, Lithuania by St. Christopher Chamber Orchestra, conductor Donatas Katkus and ping pong players: composers Rytis Mažulis, Ričardas Kabelis, Mindaugas Urbaitis, Marius Salynas and soloist Sigutė Trimakaitė*

# PING PONG CONCERTO

## Placement of Performers:



## PING PONG CONCERTO

Game instructions:

### For Orchestra:

**In Game I** the orchestra is closely following the succession of the ping pong game and when the rally ends, the orchestra starts playing from the X mark. The tempo always corresponds to the speed of the rally meaning that one rhythmic unit equals the hit of the ping pong ball on the table. At the beginning of each rehearsal mark, the orchestra tries to be more or less synchronized with the game. It speeds up as it progresses. If the rally is shorter than 10-15 seconds, the orchestra repeats the same rehearsal mark one more time.

**In Game II** the orchestra is independant from the game.

**In Game IV** the orchestra is closely following the succession of the ping pong game and when the rally ends, the orchestra starts playing from the X mark. The tempo always corresponds to the speed of the ping pong rally. At the end of each rehearsal mark, there is a very short pause. The rhythm of the two orchestra groups is relatively free and irregular. Only the succession of the notated pitches is retained, whereas the time intervals between the sounds may vary (ad libitum).

### For Ping Pong Players:

#### GAME I

2 players (I-II) are playing the ping pong game. The scenario of each rally is as follows: when the ball drops, one of the players finds it or takes a new one from a bowl under the table. Players wait for 8-10 seconds and upon hearing the percussion signal start a new rally. The other 2 players (III-IV) play percussion instruments with soft beaters closely following the succession of the game. The end of each rally is signaled with one percussion instrument. Before the beginning of the new rally, another percussion instrument is struck. At the very end of Part I, player III walks to the ping pong table while player IV remains by the percussion instrument.

#### GAME II

After signaling the beginning of the rally player IV walks to the ping pong table. 4 players are playing doubles. After several rallies they start playing with 2 balls at the same time. When one ball drops down from the table, one of the players finds it or takes a new one. Meanwhile the game continues without any break.

#### III Imaginary game

4 players stop playing. They put their paddles on the table. Each of them takes one ping pong ball and they walk in pairs to their percussion instruments. During the entire third part, they ad libitum strike their ping pong balls tenderly on the percussion instruments, allowing sounds to appear and disappear naturally. They continue in this manner giving longer silences between each repetition until the end of Part III. At the end of Part III, players III-IV return to the ping pong table and prepare for the game. Players I-II remain at their percussion instruments and take hard beaters.

#### GAME IV

2 players (III-IV) are playing ping pong. When the rally ends, one of the players finds a ball or takes a new one from a bowl under the table. They wait for 8-10 seconds and upon hearing a percussion signal, start a new rally. The end of each rally is signaled by the another percussion instrument. After the very last rally both of the percussion instruments signal its end simultaneously.

# Ping Pong Concerto

## 2011

### A Capriccioso

### I Game

Žibuoklė Martinaitytė

Tempo always corresponds to the speed of the ping pong rally

○ ○ 2 players start playing ping pong

Orchestra I Violi  $\approx 4'' - 5''$  tutti vli *p* poco accel.

Orchestra II Violini II  $\approx 4'' - 5''$  tutti vni II *p*

Orchestra I Vln. I accel. a 4

Orchestra II Vln. II *mp* Cb. sul tasto *mp*

Orchestra I Perc. II **X The rally ends** Ad libitum  $\approx 8'' - 10''$

Orchestra I Vln. I repeat until the rally ends *mf* repeat until the next rally starts *f* *p* gliss. gliss.

Orchestra II Vln. II **molto accel.** repeat until the rally ends *mf*

Orchestra II Vc. circular bowing ord. sul pont. repeat until the next rally starts *sfp* *mf* *p*

Orchestra II Cb. ord. repeat until the rally ends *mf* repeat until the next rally starts *sfp* *mf* *p*

**B**

○ ○ The rally starts

13 ≈ 4''-5''

*poco accel.*

Vln. I

Vli. *pizz.* *p*

Vc. *pizz.* *p*

Cb. *ord.* *mp* → *sul tasto* *pp*

19 *accel.*

Vln. I *cresc.*

Vli. *mp*

Vc. *mp*

Cb. *cresc.* *ord.*

24 *molto accel.* **X The rally ends** **Ad libitum** ≈ 8''-10''

Perc. *mf*

Vln. I *mf* *gliss.* *f* repeat until the next rally starts

Vli. *col legno* *mf* repeat until the next rally starts

Vln. II *mf* *col legno* *mf* repeat until the next rally starts

Vc. *mf*

Cb. *mf* *sul pont.* *molto sul pont.* *f* *sul pont.* repeat until the next rally starts