

GARETH GLYN

# Mabinogi

Pedwar mân-ddarlun o Lyfr Hergest

*Four miniatures from the Book of Hergest*

I ffliwt, clarinèt, ffidil, soddgrwth ac offer taro  
*For flute, clarinet, violin, cello and percussion*

# Mabinogi

1. Pwyll, Pendefig Dyfed.....*a fethodd â dal Rhiannon, er cyflymed ei farchogaeth*  
1. Pwyll, Prince of Dyfed.....*who failed to catch Rhiannon, however swiftly he rode*

GARETH GLYN

(1983, adolygyd/revised 2008)

**Allegro giocoso** (♩ = 96, ♪ = ♩)

Flute

Clarinet in B $\flat$

Violin

Cello

Percussion (1 player)

4 tuned drums\*  
coperti

*f* *ff* *fff* *pizz.* *ff* *ff* *f dim.*

\*ideally 3 timpani and tuned drum on high D; otherwise roto-toms.

Alternatively, 4 toms or similar instruments may be used, approximating to the written pitches

8

Cl.

Pc.

*mf giocoso*

*p* *p*

13

Cl.

Pc.

*mp cresc.*

18

Cl.

Pc.


*f dim.* *p*

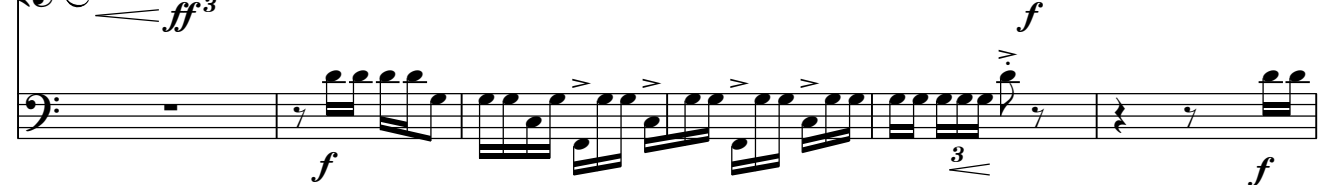
23

Cl. 

Pc. 

29

Cl. 

Pc. 

C

35

Fl. 

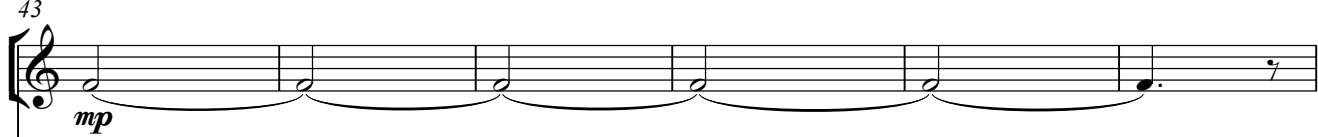
Cl. 


Vln. 


Vc. 


Pc. 

43

Fl. 

Vln. 

Vc. 

Pc. 

**D**

Meno mosso (♩ = 108)

49

Fl.

Vln.

Vc.

Pc.

*p*

**E**

60

Fl.

Cl.

Vln.

Vc.

Pc.

*sempre senza espress.*

*f giocoso*

*sempre senza espress.*

*sempre senza espress.*

*pp*

69

Fl.

Cl.

Vln.

Vc.

Pc.

77

Fl.

Cl.

*più f*

Vln.

Vc.

Pc.

*p* 3

84 **F**

Fl.

Cl.

*f, meno giocoso*

Vln.

Vc.

Pc.

*p* 3 3 6 *mp*

90

Fl.

Cl.

*f furioso, con impazienza* 5 5

Vln.

Vc.

Pc.

G

6 95

Fl.  
Cl.  
Vln.  
Vc.  
Pc.

*mf*

100

Fl.  
Cl.  
Vln.  
Vc.  
Pc.

*ff ritenente* 3 3 *dim.*

*f* *mf*

(in tempo)

106

Fl.  
Cl.  
Vln.  
Vc.  
Pc.

*p cresc.*

*f*

**H**

Più presto (♩ = 120)

110

Fl.

Cl.

*mf*      *mp*      *mf* giocoso

Vln.

Vc.

Pc. (C to D)  
*p*

114

117 **senza misura**

Fl.

Cl.

*mp*      *ff* dim.

Vln.

Vc.

Lento (♩ = 84)

I

Tempo I

118

Fl. *f* *p*

Cl. *f largamente* *p*

Vln. *f* *p*

Vc. *f* *p*

Pc. *f* *p*

125

Fl. *f* *p*

Cl. *p leggiero, cresc.*

Vln. *f* *p*

Vc. *f* *p*

Pc. *f* *p*

F to G; remove covers

131

Fl. *ff*<sup>3</sup>

Cl. *fff*

Vln. *ff*

Vc. *ff*

Pc. *ff*



2. Branwen Ferch Llŷr.....*a ddysgodd ddrudwen i gario neges am ei dioddefaint*  
 2. Branwen, daughter of Llŷr.....*who taught a starling to carry news of her suffering*

**Lento ma non troppo** (♩ = 112)

Flute

Clarinet in B $\flat$   
*p*

Violin  
*p*

Cello  
*p*

Percussion  
vibraphone, motor on  
*mf rubato*  
*Ped.*

Detailed description: This block contains the first five staves of the musical score. The Flute part is mostly rests. The Clarinet in B $\flat$ , Violin, and Cello parts feature long, sustained notes with slurs, starting at a piano (*p*) dynamic. The Percussion part features a vibraphone with a motor on, playing a melodic line with triplets and slurs, marked *mf rubato* and *Ped.*

Cl.  
6

Vln.  
*mf espr.*

Vc.  
*mf espr.*

Pc.

Detailed description: This block contains the next four staves of the musical score. The Clarinet part begins at measure 6 with a long note. The Violin and Cello parts play a more active melodic line with slurs and accents, marked *mf espr.* The Percussion part continues with a melodic line, including triplets and slurs.

10 **J**

12

Vln.

Vc.

Pc.

**K** senza misura

18

fltz. #

*p* — *ff* tempi a piacere, ma brillante sempre

Vln.

Vc.

Pc.

*p* Ped.

**A tempo**

20

Fl.

Cl.

Vln.

Vc.

Pc.

*moderato, accel.* *sfp* *sfz* *f*

*p, calmato*

*p*

senza misura

23

Fl.

Vln.

Vc.

*ff* *moderato, accel.*

**L**

senza misura

A tempo

Musical score for measures 24-25. The score is for a woodwind and string ensemble. The woodwinds (Flute and Clarinet) play a complex rhythmic pattern with triplets and sixteenth notes. The strings (Violin and Viola) play a sustained, low-register accompaniment. The Percussion part has a simple rhythmic pattern. Dynamics include *mp*, *p*, and *ff*.

**M**

A tempo

Musical score for measures 26-28. The woodwinds play a melodic line with triplets and a crescendo. The strings play a sustained accompaniment with a crescendo. The Percussion part has a simple rhythmic pattern. Dynamics include *p dolce*, *mf cresc.*, and *p cresc.*.

Musical score for measures 29-30. The woodwinds play a complex rhythmic pattern with triplets and sixteenth notes. The strings play a sustained accompaniment with a crescendo. The Percussion part has a simple rhythmic pattern. Dynamics include *ff* and *tr*.

31

Fl.  
Cl.  
Vln.  
Vc.  
Pc.

senza misura

32

Fl.  
*p dolce*

**N** In tempo vivo ( $\text{♩} = 80$ )

34

Fl.  
Cl.  
Vln.  
Vc.  
Pc.

*mf*  
*mp*  
*mp*

38 13

Fl. *mf*

Cl.

Vln.

Vc.

Pc. *mf* *sec*

42 O

Fl. *poco f, cresc. poco a poco*

Cl. *poco f, cresc. poco a poco*

Vln. *mf, cresc. poco a poco*

Vc. *mf, cresc. poco a poco*

Pc. *mf, cresc. poco a poco*

46

Fl.

Cl.

Vln.

Vc.

Pc.

14 49

Fl.

Cl.

Vln.

Vc.

Pc.

sec

**P** Poco meno mosso (♩ = 70)

51

Fl.

Cl.

Vln.

Vc.

Pc.

*f*

*f*

*f legato*

*f legato*

*f*

52

Fl.

Cl.

Vln.

Vc.

Pc.

*ff*

*tr*

*ff*

*tr*

*ff*

*ff*

3. Manawydan Fab Llŷr.....*a ddaliodd lygoden i drechu swynwr*  
 3. Manawydan, son of Llŷr.....*who caught a mouse to defeat a wizard*

**Allegro ma non troppo** (♩ = 112)

Flute *f* *mf*

Clarinet in B $\flat$  *f* *mf*

Violin *f* *mf*

Cello *f* *mf*

Percussion  $\text{H}$   $\frac{2}{4}$  whip

Fl. *mf*

Cl. *mf*

Vln. *legg.*

Vc. *mf*

Fl. *f* *mf* *tr.*

Cl. *f* *mf* *f*

Vln. *dim.* *mf* *f*

Vc. *f* *mf* *f*

Q

16 17 (tr) R

Fl. *mp* *mf*

Cl. *mp* *mf*

Vln. *mp sub.*

Vc. *mp*

22

Fl.

Cl.

Vln. *f*

Vc. *mf*

27

Fl. *f*

Cl. *f*

Vln. *f* au talon

Vc. *f*

32

Fl.

Cl.

Vln. *feroce*

Vc.



S

36

Fl. *f* *mf* *mp*

Cl. *mp*

Vln. *f*

Vc. *mp*

42

Fl. *dim.*

Cl. *dim.*

Vln. *p a punta*

Vc. *dim.* *p*

T

47 **Meno mosso** (♩ = 84)

Fl. *pp*

Cl. *pp* *mp espr.*

Vln. *pp*

Vc. *pizz.* *mp*

18 52

Fl. *p dolce*

Cl. *p dolce*

Vln. *mp* sul G 3

Vc.

57

Fl.

Cl.

Vln. sul D 3 3

Vc.

61

Fl.

Cl. *poco f*

Vln. *f* *legg.* 3 3 6

Vc. *f*

**U**

64

Cl. *mp* *mf*

Vln. *f* 3

Vc. *mf*

68

Fl. **V** *f* **Tempo I**

Cl. *f*

Vln. *f ritenente* *in tempo arco*

Vc. *f*

73

Fl. *mp* *f*

Cl. *mp* *f*

Vln. *mf* *f marc.* *au talon*

Vc. *mp* *f*

79

Fl. *più f e cresc.*

Cl. *più f e cresc.*

Vln. *più f e cresc.*

Vc. *più f e cresc.*

84

Fl.

Cl.

Vln. *ff*

Vc.

87 e=e

Fl.

Cl.

Vln. wrong side of bridge (mouse squeak) *sfffz* nat.

Vc. *sfffz*

Pc. whip solo *ff*

4. Math Fab Mathonwy....*a luniodd ferch hardd o flodau, yr hon a drowyd yn dylluan am ei dichell*  
 4. Math, son of Mathonwy....*who made of flowers a beautiful woman, who was turned into an owl for her trickery*

**Allegro risoluto** (♩ = 108)

Flute *ff*

Clarinet in Bb *ff*  
trem.

Violin *ff*

Cello

Percussion *ff*  
Cymbals and Gong\*  
standard sus. cym. beater

\*3 suspended cymbals of graduated size, and 1 large gong

**Meno mosso** (♩ = 69)

**W**

Fl. *f*

Cl. *f*

Vln. *f*

Vc. *f* *p*

Pc. *f* *p*  
(damp both) thin wood stick

22 9

Fl. *p*

Cl. *p* *pp* 6 6

Vln. *p* *p*

Vc. 3 *mf*

Pc. soft sticks *p*

13

Cl.

Vln.

Vc. *ppp* *p*

Pc. thin wood stick all l.v. al fine unless otherwise marked soft stick wooden end *p* *pp*

18 X

Fl. *p* 6

Cl. *sf* *p*

Vln. *sf* *p sub.* *p* sul D

Vc. *mp* *mf* 3 3 S.S.

Pc. *sf* *pp*

21 23

Fl. *mf cresc.*

Cl. *mf cresc.*

Vln. *mf cresc.*

Vc. *mf cresc.*

24

Fl. *f*  $\rightarrow$  *mf* *p*

Cl. *f*  $\rightarrow$  *mf* *p*

Vln. *f*  $\rightarrow$  *mf* *p*

Vc. *dim. poco a poco*

tria. beater (l.v.)

Pc. *f* *3*

27

Fl.

Cl.

Vln.

Vc. *cresc. poco a poco*

Pc. *sffz* *sffz*

thick wood stick

**Y** Più mosso (♩ = 96)

24 30

Fl.

Cl.

Vln.

Vc.

Pc.

*ff* *ff* *ff* *ff*

*sim.* *soft sticks*

3 3 3 3

34

Fl.

Cl.

Vln.

Vc.

Pc.

*ff* *ff* *ff* *ff*

*furioso*

7 7 7 7

3

36

Fl.

Cl.

Vln.

Vc.

Pc.

*ff* *ff* *ff* *ff*

(l.v.) *gong beater*

*p < mp*

3 3 3 3



40 **Z**

Fl. repeat these two bars until rendered inaudible by gong

Cl. repeat these two bars until rendered inaudible by gong

Vln. trem. sul pont. repeat till rendered inaudible by gong

Vc. tempi a piacere, ma non agitato

Pc.

Vc. repeat al fine; end with gong

*mf* > *sim.*

Pc.

*ppp*, increase very slowly  
till *fff*; hold for about  
4 seconds then damp completely