

Saved By The Brass!

for 4 Part & Percussion

Alan Fernie

1. Saved By The Brass!
2. Sinister Island
3. Didgeridoo-dah
4. Peperoni Rag

Artikel-Nr. item code	19015
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Schwierigkeit difficulty	A/B = sehr leicht – leicht very easy – easy



BAND BOOK FOR BEGINNERS

No. 223

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|------------------------|-------------------|
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-

score in C parts included for:

Part 1 in C (8va)	Flute
Part 1 in C	Oboe
Part 1 in E ^b	Soprano Cornet, E ^b Clarinet
Part 1 in B ^b	1 st Trumpet/Cornet, Flugelhorn, 1 st Clarinet
Part 2 in B ^b	2 nd Trumpet/Cornet, Flugelhorn, 2 nd Clarinet
Part 2 in E ^b	Tenor Horn, Alto Saxophone
Part 2 in F	French Horn
Part 3 in E ^b	Tenor Horn, Alto Saxophone
Part 3 in F	French Horn
Part 3 in B ^b	Euphonium, Baritone, Trombone, Tenor Saxophone, Bass Clarinet
Part 3 in C bass clef	Euphonium, Trombone, Baritone, Bassoon
Part 4 in B ^b	Euphonium, Baritone, Trombone, Tenor Saxophone, Bass Clarinet, B ^b Bass
Part 4 in E ^b	E ^b Bass, Baritone Saxophone
Part 4 in C bass clef	Tuba, Bassoon, Euphonium, Trombone, Baritone
	Percussion

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Saved By The Brass!

1. Saved By The Brass!

Alan Fernie

for Miss Paton

A

Allegro ♩ = 140

Musical score for the first system, measures 1-5. The score is in 4/4 time with a key signature of two flats (B-flat and E-flat). It features four brass parts (Part 1, Part 2, Part 3, Part 4), a Drum Kit, and Percussion. The tempo is marked 'Allegro' with a quarter note equal to 140 beats per minute. The first measure is marked with a box containing the letter 'A'. Dynamics include *f* (forte), *f marc.* (forte marcato), *p* (piano), *mf* (mezzo-forte), and *f* (forte). The Drum Kit part includes a *Glock* (glockenspiel) and *Timp.* (timpani). The Percussion part includes a *Tamb.* (tambourine). The score shows a variety of rhythmic patterns, including eighth and sixteenth notes, and rests.

Musical score for the second system, measures 6-10. The score continues from the first system. It features the same four brass parts (Part 1, Part 2, Part 3, Part 4), a Drum Kit, and Percussion. The tempo remains 'Allegro' with a quarter note equal to 140 beats per minute. Dynamics include *f* (forte), *mf* (mezzo-forte), and *f* (forte). The Drum Kit part includes a *Glock* (glockenspiel) and *Timp.* (timpani). The Percussion part includes a *Tamb.* (tambourine). The score shows a variety of rhythmic patterns, including eighth and sixteenth notes, and rests.

11 B

Part 1
mp *mf* *mp* *mf* *mp*

Part 2
mp *mf* *mp* *mf* *mp*

Part 3
mp *mf* *mp* *mf* *mp*

Part 4
mp *mf* *mp* *mf* *mp*

Drum Kit
p

Perc.
Tri. *Tri.* *Tri.*

16 C

Part 1
mf *f*

Part 2
mf *f*

Part 3
mf *f*

Part 4
mf *f*

Drum Kit
f

Perc.
f



diese Partitur ist unvollständig
this score is not complete
ce score n'est pas complet

2. Sinister Island

Unsettling $\text{♩} = 66$

Musical score for measures 1-6 of "Sinister Island". The score is in 4/4 time with a key signature of two flats (B-flat and E-flat). The tempo is marked "Unsettling" with a quarter note equal to 66 beats per minute. The score consists of six staves: Part 1 (Melody), Part 2 (Harmony), Part 3 (Bass), Part 4 (Bass), Drum Kit, and Percussion. Part 1 features a melodic line of eighth notes with a dynamic marking of *p*. Part 2 consists of whole notes with a dynamic marking of *p*. Part 3 and Part 4 have rests in measures 1-3, followed by a melodic line of eighth notes with a dynamic marking of *p* in measures 4-6. The Drum Kit part includes a "Wind Chimes" section in measures 4-5 with a dynamic marking of *p*. The Percussion part has rests in measures 1-5 and a final note in measure 6 with a dynamic marking of *p*.

Musical score for measures 7-11 of "Sinister Island". The score is in 4/4 time with a key signature of two flats. Measure 7 is marked with a box containing the letter "A". The score consists of six staves: Part 1 (Melody), Part 2 (Harmony), Part 3 (Bass), Part 4 (Bass), Drum Kit, and Percussion. Part 1 features a melodic line with dynamics ranging from *mp* to *p*. Part 2 consists of whole notes with dynamics ranging from *mp* to *p*. Part 3 and Part 4 have rests in measures 7-8, followed by a melodic line of eighth notes with dynamics ranging from *mp* to *p*. The Drum Kit part includes a "S.C." section in measures 8-9 with dynamics ranging from *p* to *mp*, and a "Tri." section in measure 11 with a dynamic marking of *p*. The Percussion part has rests in measures 7-10 and a final note in measure 11 with a dynamic marking of *p* and an accent (>).

14 B

Part 1
Part 2
Part 3
Part 4
Drum Kit
Perc.

mp *mf* *mp* *mf*

Tam - Tam
p

mp *mf*

21

Part 1
Part 2
Part 3
Part 4
Drum Kit
Perc.

f *mp* *cresc.*

f *mf* *mp* *cresc.*

f *mp* *cresc.*

f *mp* *cresc.*

mp *mp* *p*

Tri. S.C.

cresc. *molto*



diese Partitur ist unvollständig
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3. Didgeridoo - dah

A

With respect! ♩ = 124

The musical score is arranged in five systems. The first three systems (Part 1, Part 2, Part 3) are in treble clef with a key signature of two flats and a 4/4 time signature. Part 1 and Part 2 have a dynamic marking of *f*. Part 3 has a dynamic marking of *f* and includes the instruction: *experiment with rhythm, body/food percussion and vocal sounds, inc. multifonics*. The fourth system (Part 4) is in bass clef with a dynamic marking of *f*. The fifth system (Drum Kit and Perc.) is in bass clef and includes dynamic markings of *f* and *f*. The Drum Kit part includes the instruction *W.B.* and specific drum sounds: *Tam - Tam*, *Vibra-Slap*, and *Djembe*. The Percussion part includes the instruction *f Timp.*. The score is divided into two measures by a double bar line with repeat dots. The first measure contains the main musical notation, and the second measure contains a simplified rhythmic pattern with slashes.

7

Part 1

Part 2

Part 3

Part 4

Drum Kit

Perc.

13

B

1.

Part 1

Part 2

Part 3

Part 4

Drum Kit

Perc.

19 2.

Part 1

Part 2

Part 3

Part 4

Drum Kit

Perc.

25 **C** **Swinging!**

Part 1

Part 2

Part 3

Part 4

Drum Kit

Perc.

29

Part 1

Part 2

Part 3

Part 4

Drum Kit

Perc.

33

D

Part 1

Part 2

Part 3

Part 4

Drum Kit

Perc.



diese Partitur ist unvollständig
this score is not complete
ce score n'est pas complet

4. Peperoni Rag

Steady! ♩ = 126 A

Part 1: *mf*

Part 2: *mf*

Part 3: *mf*

Part 4: *mf*

Drum Kit: *p*, *mf*

Perc.: *Timp.*, *mf*

5

Part 1

Part 2

Part 3

Part 4

Drum Kit: *poco*

Perc.

9 B

Part 1

Part 2

Part 3

Part 4

Drum Kit

Perc.

mf

mf

mf

mf

f *mf*

13

Part 1

Part 2

Part 3

Part 4

Drum Kit

Perc.

17 C

Part 1

Part 2

Part 3

Part 4

Drum Kit

Perc.

mp

ad lib.

Tri.

mp

21

Part 1

Part 2

Part 3

Part 4

Drum Kit

Perc.

mf

mf

mf

mf

mp

mp

mp



diese Partitur ist unvollständig
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