



MUSICA PICCOLA

# 1000 und 1 Nacht

(...und es hat Zoom gemacht)

G. Walger & D. Dehm

Interpret: Klaus Lage

Arrangement: Patrik Wirth

Rock!

The musical score is arranged in a system of staves. The instruments and their parts are as follows:

- Piccoloflöte (Solo) in C:** Melodic line starting with a *mf* dynamic.
- Piccoloflöte 1 in C:** Melodic line starting with a *mf* dynamic.
- Piccoloflöte 2 in C:** Sustained notes with a *mp* dynamic.
- Flöte 1 in C:** Sustained notes with dynamics *p* and *mp*.
- Flöte 2 in C:** Sustained notes with dynamics *p* and *mp*.
- Flöte 3 in C:** Sustained notes with dynamics *p* and *mp*.
- Altflöte in G:** Sustained notes with dynamics *p* and *mp*.
- Bassflöte in C:** Sustained notes with dynamics *p* and *mp*.
- Glockenspiel/Lyra in C:** Sustained notes with a *mp* dynamic.
- Xylophon in C:** Sustained notes with a *mp* dynamic.
- Marimbaphon in C:** Sustained notes with dynamics *p* and *mp*.
- Pauken in C:** Percussion part with dynamics *p* and *mp*.
- suspendet Cymbal Chimes:** Percussion part with dynamics *p* and *mp*, including a *susp. Cymbal* effect.
- Beating Shaker:** Percussion part.
- Kleine Trommel:** Percussion part.
- Drum Set opt. gr. Trommel:** Percussion part.

7

Picc. (S)

Picc. 1

Picc. 2

Fl. 1

Fl. 2

Fl. 3

Alt.

Bass

*mf*

*mf*

*mf*

*mf*

*mf*

*mf*

*mf*

*mf*

Gdsp.

Xyl.

Mar.

Pk.

*mf*

*mf*

*mf*

*mf*

susp. Cym.  
Chimes

Beatr.  
Shaker

Kl. Tr.

Dr.

*mf*

*mf* Shaker

*mf* Stick on Stick

*mf*

*mf*

*mf*

*mf*

*mf*

Beating

19

Picc. (S)

Picc. 1

Picc. 2

Fl. 1

Fl. 2

Fl. 3

Alt

Bass

Gdsp.

Xyl.

Mar.

Pk.

susp. Cym.  
Chimes

Beatr.  
Shaker

Kl. Tr.

Dr.

This musical score page contains measures 19 through 22. It is divided into two systems. The first system includes Piccolo (S), Piccolo 1, Piccolo 2, Flute 1, Flute 2, Flute 3, Alto Saxophone, and Bass. The second system includes Glockenspiel, Xylophone, Maracas, Snare Drum, Suspended Cymbal/Chimes, Beatrice Shaker, Klaxon Trumpet, and Drums. The score features complex rhythmic patterns, including triplets and sixteenth notes. Dynamics such as *f* (forte) and *mf* (mezzo-forte) are indicated throughout. The key signature has one flat (B-flat), and the time signature changes from 2/4 to 4/4 between measures 20 and 21.



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Rock!

The musical score is arranged in a system of staves. The instruments and their parts are as follows:

- Sopranflöte (Solo) in C#:** Melodic line starting in the second measure with a *mf* dynamic.
- Sopranflöte 1 in C#:** Melodic line starting in the second measure with a *mf* dynamic.
- Sopranflöte 2 in C#:** Sustained notes in the first and second measures, then a melodic phrase in the third measure with a *mp* dynamic.
- Altflöte 1 in F#:** Sustained notes in the first and second measures, then a melodic phrase in the third measure with a *mp* dynamic.
- Altflöte 2 in F#:** Sustained notes in the first and second measures, then a melodic phrase in the third measure with a *mp* dynamic.
- Tenorflöte in C#:** Sustained notes in the first and second measures, then a melodic phrase in the third measure with a *mp* dynamic.
- Lyra in C#:** Sustained notes in the first and second measures, then a melodic phrase in the third measure with a *mp* dynamic.
- Xylophon in C:** Rest throughout the piece.
- Marimbaphon in C:** Sustained notes in the first and second measures, then a melodic phrase in the third measure with a *mp* dynamic.
- Pauken in C:** Sustained notes in the first and second measures, then a melodic phrase in the third measure with a *mp* dynamic.
- suspendet Cymbal Chimes:** Sustained notes in the first and second measures, then a melodic phrase in the third measure with a *mp* dynamic. A *susp. Cymbal* marking is present above the staff.
- Beating Shaker:** Rest throughout the piece.
- Kleine Trommel:** Rest throughout the piece.
- Drum Set opt. gr. Trommel:** Rest throughout the piece.

The score is written in 4/4 time and features dynamics such as *p* (piano), *mf* (mezzo-forte), and *mp* (mezzo-piano). The key signature is one sharp (F#).

7

Sop. (S)

Sop. 1

Sop. 2

Alt 1

Alt 2

Ten

Lyra

Xyl.

Mar.

Pk.

susp. Cym.  
Chimes

Beatr.  
Shaker

Kl. Tr.

Dr.

*mf*

*mf*

*mf*

*mf*

*mf*

*mf*

*mf*

*mf*

*mf*

*mf*

*mf*

*mf*

*mf*

Beating

*mf* Shaker

*mf* Stick on Stick

+

*mf*

