

♩ = 120

Dulcimer, Baseline

Sine Synthesizer, Whistle

Drumset, Drums

Kalimba

This system contains the first five measures of the piece. The Dulcimer (Baseline) plays a melody in 4/4 time. The Sine Synthesizer (Whistle) plays a melody in 4/4 time. The Drumset (Drums) and Kalimba are silent in this section.

6

Dlc.

Synth.

D. Set

Kal.

This system contains measures 6 through 10. The Dulcimer (Dlc.) plays a melody. The Sine Synthesizer (Synth.) plays a melody. The Drumset (D. Set) plays a pattern. The Kalimba (Kal.) plays a melody.

11

Dlc.

Synth.

D. Set

Kal.

This system contains measures 11 through 15. The Dulcimer (Dlc.) plays a melody. The Sine Synthesizer (Synth.) plays a melody. The Drumset (D. Set) plays a pattern. The Kalimba (Kal.) plays a melody.

14

Dlc.

Synth.

D. Set

Kal.

17

Dlc.

Synth.

D. Set

Kal.

20

Dlc.

Synth.

D. Set

Kal.

23

Dlc.

Synth.

D. Set

Kal.

26

Dlc.

Synth.

D. Set

Kal.

29

Dlc.

Synth.

D. Set

Kal.

32

Dlc.

Synth.

D. Set

Kal.

35

Dlc.

Synth.

D. Set

Kal.

38

Dlc.

Synth.

D. Set

Kal.

41

Dlc.

Synth.

D. Set

Kal.

44

Dlc.

Synth.

D. Set

Kal.

47

Dlc.

Synth.

D. Set

Kal.

50

Dlc.

Synth.

D. Set

Kal.

53

Dlc.

Synth.

D. Set

Kal.

56

Dlc.

Synth.

D. Set

Kal.

59

59

Dlc.

Synth.

D. Set

Kal.

62

62

Dlc.

Synth.

D. Set

Kal.

65

65

Dlc.

Synth.

D. Set

Kal.

68

Dlc.

Synth.

D. Set

Kal.

71

Dlc.

Synth.

D. Set

Kal.

74

Dlc.

Synth.

D. Set

Kal.

77

77

Dlc.

Synth.

D. Set

Kal.

80

80

Dlc.

Synth.

D. Set

Kal.

83

83

Dlc.

Synth.

D. Set

Kal.

86

Dlc.

Synth.

D. Set

Kal.

86

89

Dlc.

Synth.

D. Set

Kal.

89

92

Dlc.

Synth.

D. Set

Kal.

92

95

Dlc.

Synth.

D. Set

Kal.

98

Dlc.

Synth.

D. Set

Kal.

101

Dlc.

Synth.

D. Set

Kal.

104

Dlc.

Synth.

D. Set

Kal.

The musical score for measures 104-107 is as follows:

Measure	Dlc.	Synth.	D. Set	Kal.
104	Whole Rest	Whole Rest	Whole Note Chord (F#, C#, G#)	Whole Note Chord (F#, C#, G#)
105			Eighth Note (F#)	Eighth Note (F#)
106			Eighth Note (C#)	Eighth Note (C#)
107			Quarter Note (G#)	Quarter Note (G#)