

Streetscenes

for 4 Part & Percussion

Alan Fernie

1. Pocklaw Slap, Eyemouth
2. The Hen Trap Steps, Galashiels
3. Teapot Lane, Morebattle
4. Mill Street, Selkirk

Artikel-Nr. item code	18989
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Edition	No. 217
Genre	Unterhaltung entertainment
Schwierigkeit difficulty	A/B = sehr leicht – leicht very easy – easy



BAND BOOK FOR BEGINNERS

No. 217 Streetscenes

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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 Eb	Soprano Cornet, Eb Clarinet
Part 1 in Bb	1st Trumpet/Cornet, Flugelhorn, 1st Clarinet
Part 2 in Bb	2nd Trumpet/Cornet, Flugelhorn, 2nd Clarinet
Part 2 in Eb	Tenor Horn, Alto Saxophone
Part 2 in F	French Horn
Part 3 in Eb	Tenor Horn, Alto Saxophone
Part 3 in F	French Horn
Part 3 in Bb	Euphonium, Baritone, Trombone, Tenor Saxophone, Bass Clarinet
Part 3 in C bass clef	Euphonium, Trombone, Baritone, Bassoon
Part 4 in Bb	Euphonium, Baritone, Trombone, Tenor Saxophone, Bass Clarinet, Bb Bass
Part 4 in Eb	Eb Bass, Baritone Saxophone
Part 4 in C bass clef	Tuba, Bassoon, Euphonium, Trombone, Baritone
	Percussion

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Streetscenes

"Street names from the Scottish Borders"

Alan Fernie

1. Pocklaw Slap, Eyemouth

Shanty ♩. = 60

A

Musical score for the first system, measures 1-5. It features four melodic parts (Part 1-4) and two percussion parts (Percussion 1 and Percussion 2). Part 1, 2, and 3 are in treble clef with a key signature of one sharp (F#) and a 6/8 time signature. Part 4 is in bass clef with the same key signature and time signature. Percussion 1 is in bass clef with a key signature of one flat (Bb) and a 6/8 time signature. Percussion 2 is in bass clef with a key signature of one sharp (F#) and a 6/8 time signature. Dynamics include *ff*, *f*, *mf*, *p*, *ff*, *f*, and *p*. Performance markings include *S.C.*, *B.D.*, *Timp.*, and *S.D.*. A repeat sign with first and second endings is present at the end of the system.

Musical score for the second system, measures 6-10. It continues the four melodic parts (Part 1-4) and two percussion parts (Percussion 1 and Percussion 2). Part 1, 2, and 3 are in treble clef with a key signature of one sharp (F#) and a 6/8 time signature. Part 4 is in bass clef with the same key signature and time signature. Percussion 1 is in bass clef with a key signature of one flat (Bb) and a 6/8 time signature. Percussion 2 is in bass clef with a key signature of one sharp (F#) and a 6/8 time signature. Dynamics include *ff*, *p*, *f*, and *ff*. Performance markings include *ff* and *ff*. A repeat sign with first and second endings is present at the end of the system.

11

1. 2. B

Part 1

Part 2

Part 3

Part 4

Perc. 1

Perc. 2

mf

mf

mf

mf

p *mf*

mf *poco*

S.C.

16

Part 1

Part 2

Part 3

Part 4

Perc. 1

Perc. 2



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

2. The Hen Trap Steps, Galashiels

Ragtime ♩ = 132

A

Part 1

Part 2

Part 3

Part 4

Perc. 1

Perc. 2

mf carefully

mf

mp

Timp.

Tri.

Timp.

The musical score is for a piece titled "2. The Hen Trap Steps, Galashiels" in a Ragtime style, with a tempo of 132 beats per minute. The music is in 4/4 time and the key signature has one flat (B-flat). The score is divided into five systems: Part 1, Part 2, Part 3, Part 4, and Percussion (Perc. 1 and Perc. 2). Part 1 is a melodic line that remains silent for the first three measures and then enters in the fourth measure with a series of eighth notes, marked *mf* carefully. Part 2 and Part 3 are accompaniment lines for the first three measures, marked *mf*, and then repeat the same pattern in the fourth measure. Part 4 is a bass line for the first three measures, marked *mf*, and then repeats in the fourth measure. Perc. 1 is a snare drum part marked *mp*, playing a simple rhythmic pattern in the first measure and then repeating it. Perc. 2 is a timpani part marked *Timp.*, playing a simple rhythmic pattern in the first measure and then repeating it. The score concludes with a double bar line and repeat signs in the final measure of each part.

6

Part 1

Part 2

Part 3

Part 4

Perc. 1

Perc. 2

11

1. 2. B *poco marc.*

Part 1

Part 2

Part 3

Part 4

Perc. 1

Perc. 2

16

Part 1

Part 2

Part 3

Part 4

Perc. 1

Perc. 2

Timp. *Tri.* *Glock*

21

1. 2. [C]

Part 1

Part 2

Part 3

Part 4

Perc. 1

Perc. 2

mf *mf* *mf*

S.D. *mp* *Timp.* *Tri.* *Timp.*



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3. Teapot Lane, Morebattle

Genteel ♩ = 100

A

The musical score is arranged in five systems. The first four systems are for string parts (Part 1 to Part 4), and the fifth system is for percussion (Perc. 1 and Perc. 2). The key signature is one sharp (F#) and the time signature is 4/4. The tempo is marked 'Genteel' with a quarter note equal to 100 beats per minute. The score begins with a first ending bracket labeled 'A' over the first two measures. Dynamics include *mf* (mezzo-forte) and *mp* (mezzo-piano). Percussion parts include Triangles (Tri.), Glockenspiel (Glock), and Timpani (Timp.).

Part 1
mf *mp*

Part 2
mf *mp*

Part 3
mf *mp*

Part 4
mf *mp*

Perc. 1
Tri.
mp

Perc. 2
Glock
mf
Timp.
mp
Glock
mf

8 B

Part 1

Part 2

Part 3

Part 4

Perc. 1

Perc. 2

S.C.

Tri.

p < mf

mp

Timp.

mp

15 C

Part 1

Part 2

Part 3

Part 4

Perc. 1

Perc. 2

S.C.

Tri.

Glock

mf

p < mf

mp

Timp.

Glock

mp

mp

mp



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4. Mill Street, Selkirk

Industrious! ♩ = 144

Part 1: *fingerpop!* *mf*

Part 2: *mounthpiece out* *tap mouthpiece on stand, or chair leg* *mp* *f*

Part 3: *tap leg!* *mp* *mf* *f*

Perc. 1: *S.D.* *pp* *p* *cresc. poco a poco*

Perc. 2: *B.D.* *pp* *cresc. poco a poco* *f*

8 A *play*

Part 1 *mf busy*

Part 2 *play*
mf busy

Part 3 *play*
mf busy

Part 4 *ff* *Cow-bell* *f* *mf*

Perc. 1 *ff* *mf* *mp*

Perc. 2 *S.C.* *p* *f* *mf* *Timp.*

14

Part 1

Part 2

Part 3

Part 4

Perc. 1

Perc. 2

19

Part 1

Part 2

Part 3

Part 4

Perc. 1

Perc. 2

p *f* *p* *f* *p* *f* *p* *f*

Tri.

p *f*

Detailed description: This system contains measures 19 through 23. It features four melodic parts (Part 1-4) and two percussion parts (Perc. 1-2). All melodic parts start with a piano (*p*) dynamic and gradually increase to a forte (*f*) dynamic by measure 23. Percussion 1 plays a rhythmic pattern of eighth notes in measures 19-22, followed by a triplet in measure 23. Percussion 2 plays a rhythmic pattern of eighth notes in measures 19-22, followed by a triplet in measure 23. A box labeled 'B' is positioned above measure 24, which is the start of the next system.

24

Part 1

Part 2

Part 3

Part 4

Perc. 1

Perc. 2

B

ff *f* *ff* *f* *ff* *f* *ff* *f*

p *ff* *mf* *ff* *mp* *f*

tam-tam

ff *f* *ff* *mf* *f*

Detailed description: This system contains measures 24 through 28. It features four melodic parts (Part 1-4) and two percussion parts (Perc. 1-2). A box labeled 'B' is positioned above measure 24. Part 1 starts with a rest in measure 24 and then plays a melody starting at *ff* in measure 25, reaching *f* in measure 28. Part 2 starts with a melody in measure 24, then rests in measure 25, and continues from measure 26 with *ff* dynamics, reaching *f* in measure 28. Part 3 starts with a rest in measure 24 and then plays a melody starting at *ff* in measure 25, reaching *f* in measure 28. Part 4 starts with a rest in measure 24 and then plays a melody starting at *ff* in measure 25, reaching *f* in measure 28. Percussion 1 plays a rhythmic pattern in measure 24, then rests in measure 25, and continues from measure 26 with dynamics *ff*, *mf*, *ff*, *mp*, and *f*. Percussion 2 plays a melody in measure 24, then rests in measure 25, and continues from measure 26 with dynamics *ff*, *f*, *ff*, *mf*, and *f*. A *tam-tam* instrument is indicated in measure 25.



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