

African Zoo

for 4 Part & Percussion

Alan Fernie

1. You're Having A Giraffe!
2. Mantis (for Allan)
3. Good Evening, Mr Shoebill!
4. Monkey Business!

Artikel-Nr. item code	19247
Kategorie categories	Junior Band
Besetzung instrumentation	4 Part & Percussion
Edition	No. 255
Genre	Unterhaltung entertainment
Schwierigkeit difficulty	B = leicht easy



BAND BOOK FOR BEGINNERS

No. 255 **African Zoo**

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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

African Zoo

1. You're Having A Giraffe!

Alan Fernie

Unsteady! ♩ = 132 (3+2)

Musical score for the first system, measures 1-6. The score is in 3/8 time, with a tempo of 132 (3+2). It features five parts: Part 1 (Melody), Part 2 (Melody), Part 3 (Bass), Part 4 (Bass), and Drum Kit/Percussion. Dynamics range from *mf-f* to *f*. The Drum Kit part includes a *Timp.* (Tympani) section marked *2.x only*. The Percussion part also includes a *2.x only* section. The score includes various rhythmic markings such as accents and slurs.

Musical score for the second system, measures 7-12. The score continues from the first system. It features five parts: Part 1 (Melody), Part 2 (Melody), Part 3 (Bass), Part 4 (Bass), and Drum Kit/Percussion. Dynamics range from *mp* to *f*. The Drum Kit part includes a *Tri.* (Triangle) section marked *mp*. The Percussion part includes a *Tri.* section marked *mp*. The score includes various rhythmic markings such as accents and slurs. A section marked 'A' begins at measure 7, and a section marked '(3+2+2)' begins at measure 10.

13 (3+2+2) B

Part 1 *mp*

Part 2 *mp*

Part 3 *mf* *mp*

Part 4 *mf* *mp*

Drum Kit *mf* *mp* *W.B.*

Perc. *mp*

19

Part 1 *f*

Part 2 *f*

Part 3 *f*

Part 4 *f*

Drum Kit *f*

Perc. *f*

25 C

Part 1 *mp*

Part 2

Part 3 *mp*

Part 4

Drum Kit *Tri.*
mp

Perc.

31 D

Part 1 *p*

Part 2 *p*

Part 3 *p*

Part 4 *p*

Drum Kit *W.B.*
p

Perc. *p*

3



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

2. Mantis

for Allan

Watching! ♩ = 80

A

Part 1

Part 2

Part 3

Part 4

Drum Kit

Percussion

S.C. (brushes)

W.B.

p *poco* *p* *poco* *p* *poco* *p*

pp *p* *pp* *p* *pp* *p* *pp*

7

Part 1

Part 2

Part 3

Part 4

Drum Kit

Perc.

Wind Chimes

S.C. (brushes)

mp *p* *mp* *p* *mp* *p* *mp* *p*

pp *p* *pp* *p* *pp* *p* *pp*

13

Part 1

Part 2

Part 3

Part 4

Drum Kit

Perc.

p *mp*

mp *mp*

mp

poco *p* *poco* *mp*

p *pp* *p* *mp*

Timp.

19 C

Part 1

Part 2

Part 3

Part 4

Drum Kit

Perc.

p *p* *p* *p*

p *p* *p* *p*

p *p* *p* *p*

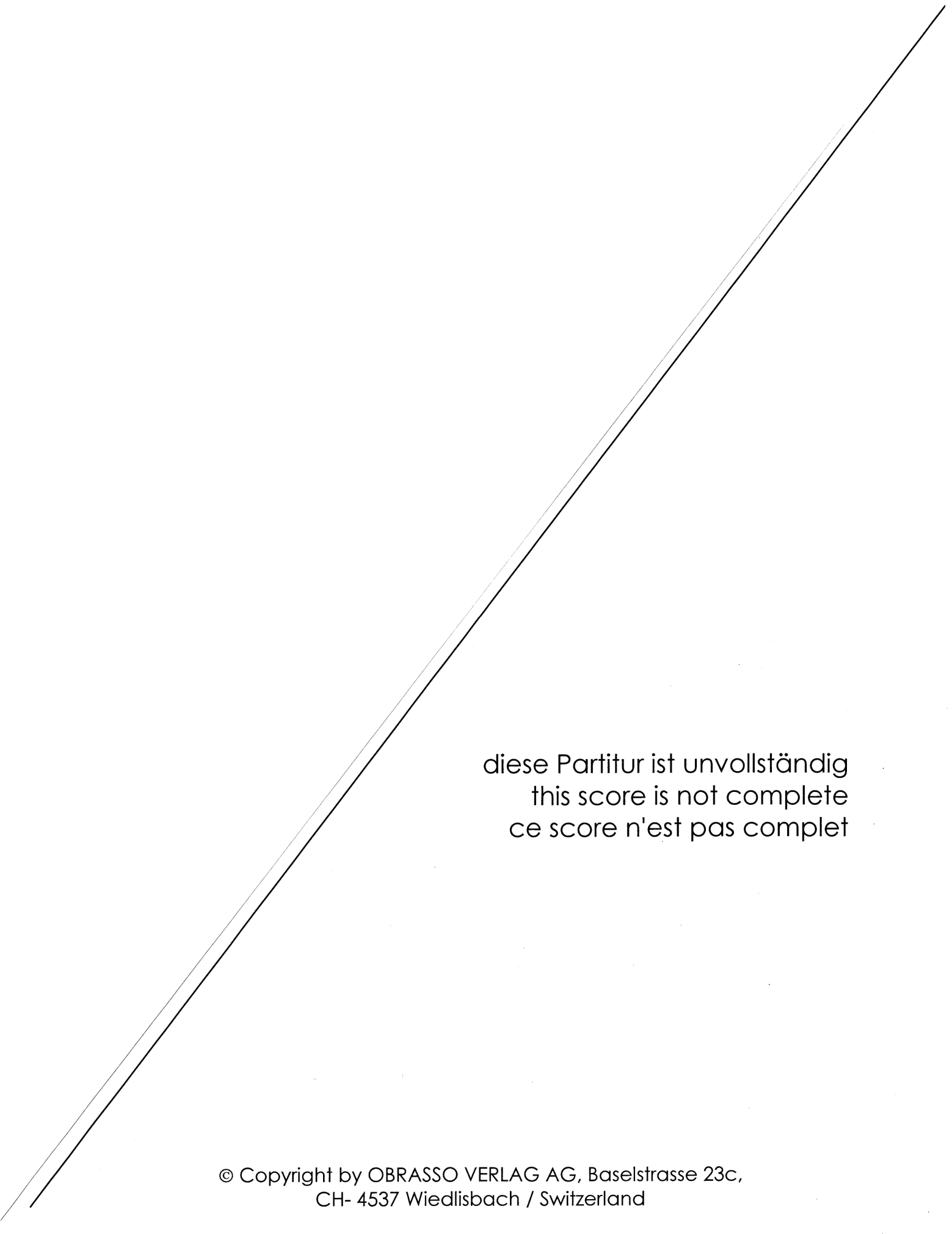
p *p* *p* *p*

p *p* *p* *p*

p *p* *p* *p*

W.B. *S.C.* *S.C.*

mp *p* *poco* *mp* *p* *poco*



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this score is not complete
ce score n'est pas complet

3. Good Evening, Mr Shoebill!

Polite! ♩ = 120

Part 1
mp

Part 2
mp

Part 3
mp

Part 4
mp

Drum Kit
mp Tri. *p* S.C.

Percussion
mp W.B.

5 [A]

Part 1
mf *mp*

Part 2
mf *mp*

Part 3
mf *mp*

Part 4
mf *mp*

Drum Kit
mf *mp* S.D. *mp* Tri.

Perc.
mf *mp* Timp. W.B.

10

Part 1

Part 2

Part 3

Part 4

Drum Kit

Perc.

mf

mf

mf

mf

p *mf* *mp*

mf

S.C.

S.D.

15

Part 1

Part 2

Part 3

Part 4

Drum Kit

Perc.

p

p

p

p

p *mp* *p*

mp

B

S.C.

20

Part 1

Part 2

Part 3

Part 4

Drum Kit

Perc.

25 C

Part 1

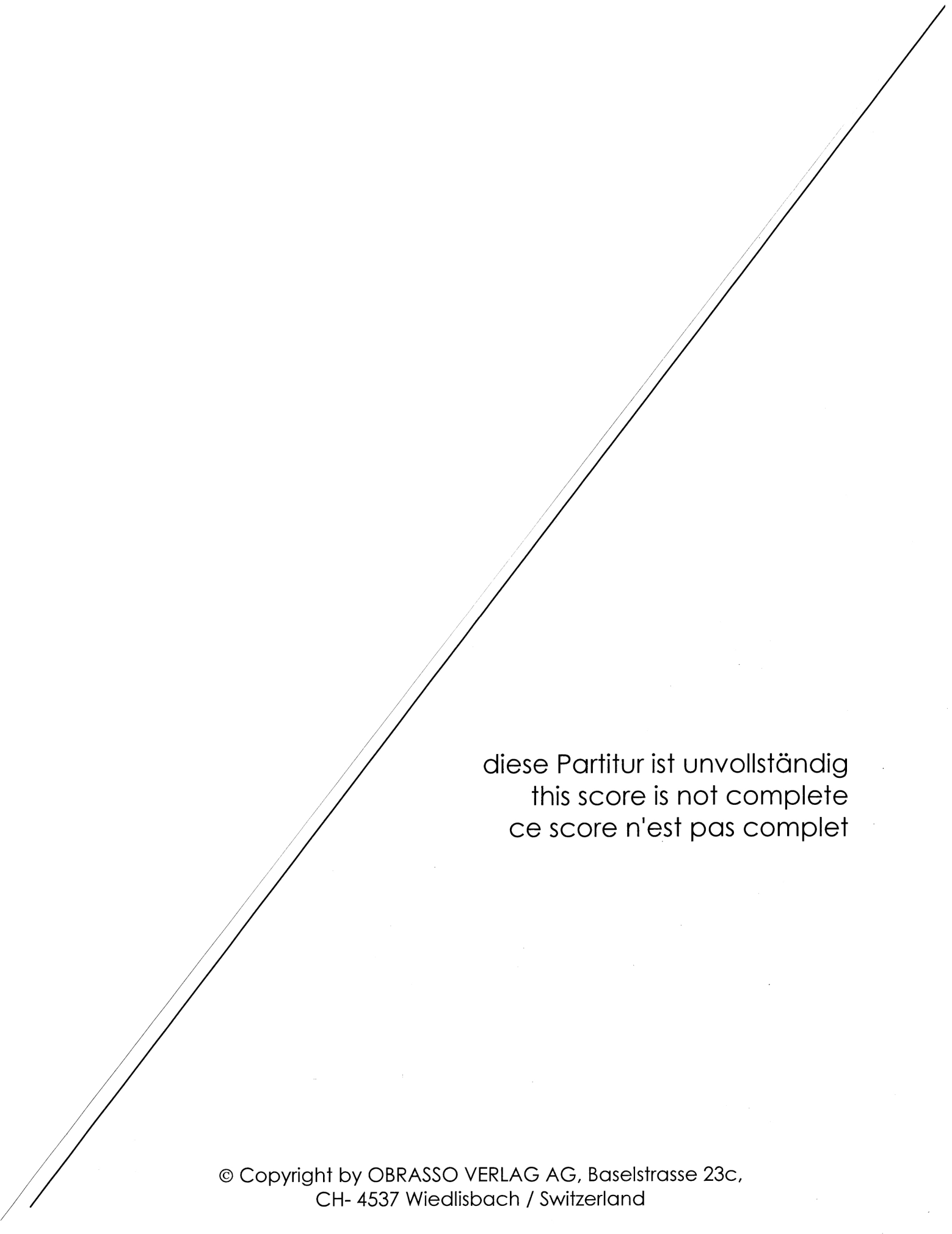
Part 2

Part 3

Part 4

Drum Kit

Perc.



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40 E

Part 1 *mp* *p* *pp*

Part 2 *mp* *p* *pp*

Part 3 *p* *p* *pp*

Part 4 *mp* *p* *pp*

Drum Kit *mp* *p* *pp*

Perc. *mf* *p* *pp*

Tri.

Lively! ♩ = 108

4. Monkey Business!

A

Part 1 *f* *sempre marc.*

Part 2

Part 3

Part 4

Drum Kit *f* **2** **2**

Percussion *f* **2** **2**

Cow-bell

7

Part 1

Part 2

Part 3

Part 4

Drum Kit

Perc.

13 B

Part 1

Part 2

Part 3

Part 4

Drum Kit

Perc.

f sempre marc.

f sempre marc.

f sempre marc.

19 C

Part 1

Part 2

Part 3

Part 4

Drum Kit

Perc.

ff

f *ff*

ff

ff

2

2

2

2

ff

ff

25 D *sempre giocoso e marc.*

Part 1

Part 2

Part 3

Part 4

Drum Kit

Perc.

mf

mf

mf

f lead

mf

mf

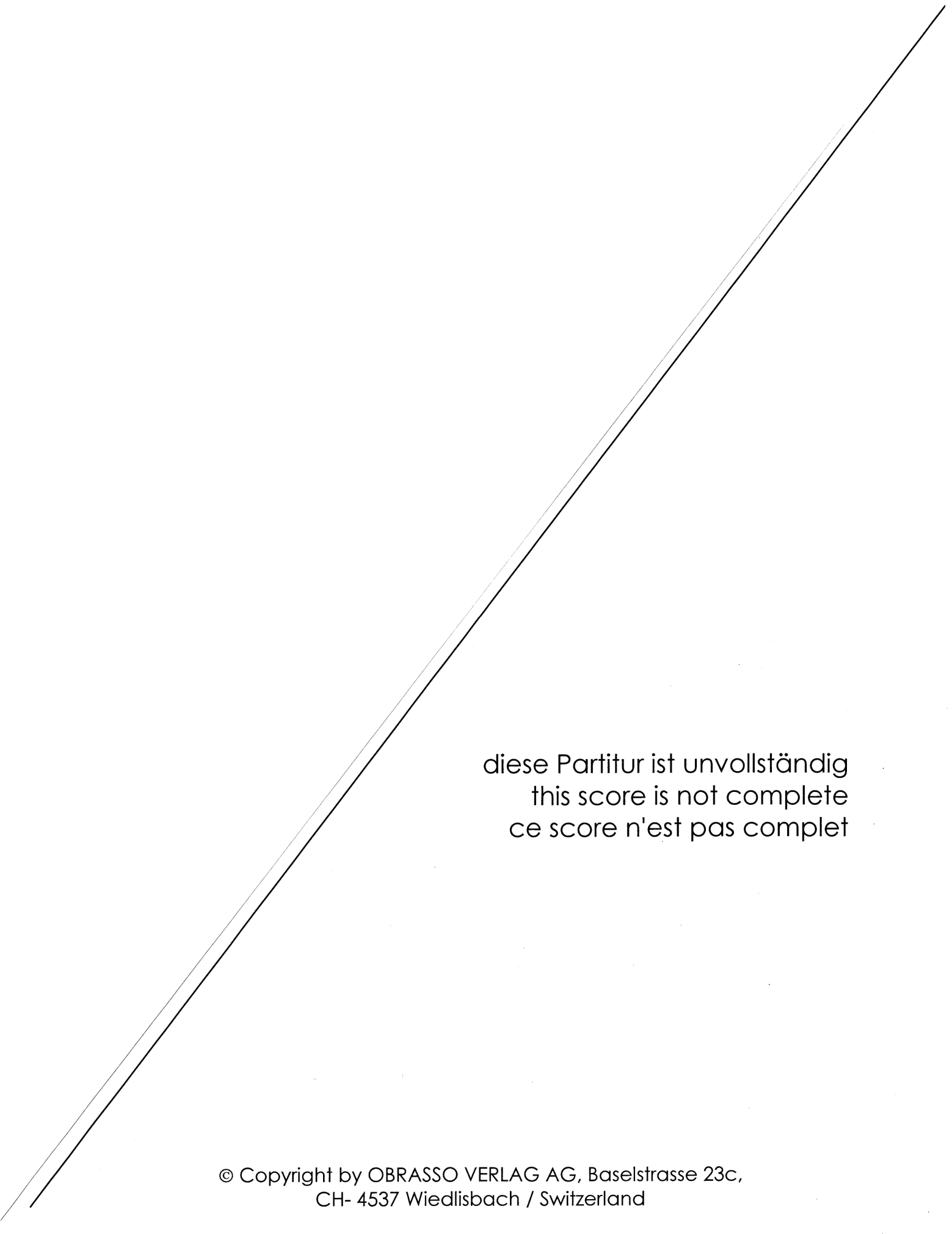
2

2

2

Vibra-Slap

mf



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