

BEDOUIN ADVENTURE

Composed by Donald Hill (ASCAP)

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Grade: Medium

Total Duration: 8 Minutes 28 Seconds

I. THE JOURNEY BEGINS

II. NIGHT IN THE DESERT

III. DESERT STORM

IV. OASIS

INSTRUMENTATION

Flute 1

Flute 2

Bb Clarinet 1

Bb Clarinet 2

Bb Bass Clarinet

Eb Alto Saxophone

Bb Tenor Saxophone

Bb Trumpet 1

Bb Trumpet 2

Horns in F 1 (Mellophone)

Low Brass 1

Low Brass 2

Tuba

Piano/Reference

Rhythmic Reference

Oud

**SUNSET
SCORES**

BEDOUIN ADVENTURE

I. THE JOURNEY BEGINS

Mysteriously

♩ = 84

Flute 1

Flute 2

Bb Clarinet 1

Bb Clarinet 2

Eb Alto Saxophone

Bb Tenor Saxophone

Bb Trumpet 1

Bb Trumpet 2

Mellophone

Baritone 1

Baritone 2

Tuba

Oud

Piano/Synth

Rhythm

Taiko Drum

1 2 3 4 5 6 7 8 9 10

mf

mf

mp

p

mp

E **F**

FL. 1
FL. 2
Cl. 1
Cl. 2
A. Sax
T. Sax
Trpt. 1
Trpt. 2
Mello
Bari. 1
Bari. 2
Tb.
Oud
Pa./Synth
Rhythm
Taiko D.

26 27 28 29 30 31 32 33 34 35 36 37 38 39

FOR DEMONSTRATION USE ONLY

BEDOUIN ADVENTURE

II. NIGHT IN THE DESERT

COMPOSED BY
DONALD HILL (ASCAP)

Mysteriously

♩ = 84

A

B

C

Musical score for "Bedouin Adventure II. Night in the Desert". The score is for a conductor and includes parts for various instruments: Flute 1 & 2, B♭ Clarinet 1 & 2, E♭ Alto Saxophone, B♭ Tenor Saxophone, B♭ Trumpet 1 & 2, Mellophone, Baritone 1 & 2, Tuba, Oud, Piano/Synth, Rhythm, and Taiko Drum. The score is in 4/4 time and begins with a tempo marking of "Mysteriously" and a metronome setting of ♩ = 84. The score is divided into three sections: A (measures 1-7), B (measures 8-10), and C (measures 11-14). The Oud part includes a "solo" marking in measure 1 and measure 14. The score features dynamic markings such as *mf* and *f*. A large watermark "SUNSET FOR DEMONSTRATION SCORES" is overlaid on the score.

F

Musical score for "Bedouin Adventure" by Donald Hill, page 3. The score includes parts for Flute 1 & 2, Clarinet 1 & 2, Alto Saxophone, Tenor Saxophone, Trumpet 1 & 2, Mellophone, Baritone 1 & 2, Trombone, Oud, Percussion/Synth 1, Rhythm, and Taiko Drum. The score is marked with dynamics like *f*, *cresc.*, and *ff*, and includes a rehearsal mark **F** at the beginning of the section. A large watermark "FOR DEMONSTRATION USE ONLY" is overlaid on the score.

BEDOUIN ADVENTURE

III. DESERT STORM

COMPOSED BY
DONALD HILL (ASCAP)

Mysteriously

♩ = 84

A

♩ = 152

Musical score for "Bedouin Adventure, III. Desert Storm" by Donald Hill. The score is for a conductor and includes parts for the following instruments: Flute 1, Flute 2, B♭ Clarinet 1, B♭ Clarinet 2, E♭ Alto Saxophone 1, B♭ Tenor Saxophone, B♭ Trumpet 1, B♭ Trumpet 2, Mellophone, Baritone 1, Baritone 2, Tuba, Oud, Piano/Synth, Rhythm, and Taiko Drum. The score is in 4/4 time and begins with a tempo marking of 84 beats per minute. A section marked 'A' begins at measure 10 with a tempo change to 152 beats per minute. The score includes dynamic markings such as *mf* and *pp*. A large watermark reading "SUNSET SCORES FOR DEMONSTRATION USE ONLY" is overlaid diagonally across the page. The score is numbered 1 through 13 at the bottom.

F **G** **H**

FL. 1
FL. 2
Cl. 1
Cl. 2
A. Sax 1
T. Sax
Trpt. 1
Trpt. 2
Mello
Bari. 1
Bari. 2
Tb.
Oud
27 28 29 30 31 32 33 34 35 36 37 38
Pn./Synth
Rhythm
Taiko D.

BEDOUIN ADVENTURE

IV. OASIS

COMPOSED BY
DONALD HILL (ASCAP)

♩ = 84

A

Flute 1

Flute 2

Bb Clarinet 1

Bb Clarinet 2

Eb Alto Saxophone

Bb Tenor Saxophone

Bb Trumpet 1

Bb Trumpet 2

Mellophone

Baritone 1

Baritone 2

Tuba

Rhythm

solo

mf

f

tutti

1 2 3 4 5 6 7 8 9 10 11 12 13

E

FL. 1

FL. 2

CL. 1

CL. 2

A. Sax

T. Sax

Trpt. 1

Trpt. 2

Mello

Bari. 1

Bari. 2

Tb.

Rhythm

25 26 27 28 29 30 31 32 33 34 35