

Total Duration: 1'20"

Take Two

Tenors

Mississippi Lions Band 2014 Audition Piece

Brian Blume

Confidently ♩ = 100

rim shot Δ

ff **p** **ff** **p**

3 (crossover)

stick click

f

6 **A**

p **f** **ff** **p**

8 **f**

10

12

13

The musical score is written for Tenors in 4/4 time with a tempo of 100 beats per minute. It consists of 13 measures of music. The notation includes various rhythmic patterns, dynamics (ff, p, f, ff), and performance instructions like 'rim shot', 'stick click', and 'crossover'. The score is written for Tenors and includes a key signature of one flat (Bb).

Take Two - Blume
Tenors

B

15 *f* *p* *f* *p* *f* *p* *f* *p*

17 *f* *p* *f* *p* *f* *p* *f*

19 *f* *p*

21 *f* *p*

23 *f* *p* *mf*

25 *p* *f* **C**

27

Take Two - Blume
Tenors

28

Measures 28-29 of the Tenors part. Measure 28 contains a series of eighth-note patterns with accents. Measure 29 features a sustained bass note (B) with a dynamic marking of *ff* (fortissimo) and a crescendo leading to a *p* (piano) dynamic. The notation includes a double bar line at the end of measure 29.

R R L L R R L L R | L r R | L r R B *ff* *p* r |

30

Measures 30-31 of the Tenors part. Measure 30 continues with eighth-note patterns, marked with a *f* (forte) dynamic. Measure 31 features a series of bass notes (B, B, b, B, B, b) followed by eighth-note patterns, marked with a *ff* (fortissimo) dynamic and a crescendo leading to a *mf* (mezzo-forte) dynamic. The notation includes a double bar line at the end of measure 31.

R | r L r | R | r L r | R L R L R L B B b B B b R | r | r R | r | *f* *ff* *mf* *ff*

32

Measures 32-33 of the Tenors part. Measure 32 continues with eighth-note patterns, marked with a *f* (forte) dynamic. Measure 33 features a series of eighth-note patterns, marked with a *mp* (mezzo-piano) dynamic, followed by a series of eighth-note patterns, marked with a *ff* (fortissimo) dynamic. The notation includes a double bar line at the end of measure 33.

R R L L R L R L R rim r | r | r R L R L R *f* *mp* *ff*