

Snake Charmer

G Minor 5-Finger Scale

For a special effect, the R.H. 4th finger is raised to C# in this piece.



Moderato *Play 3 times!*

1 on —?
 3 4 5
 3

p *mf*

(The snake rises up and down.)

4
 3 4
 3 1

(He does this motion again.) (The snake's motion changes.)

7
 2
 2 4 3
 prepare
 p

(He sinks back down.)

10
 8va —
 ①
 5 4 3

mf

(The flute plays higher.) (The melody falls and rises.)

Detailed description of the musical score: The score is for a piano in 4/4 time, marked Moderato. It consists of four systems of music. The first system starts with a piano (p) dynamic and a first ending marked 'Play 3 times!'. The right hand plays a G minor 5-finger scale (G4, A4, Bb4, C#4, D4) with fingerings 1, 3, 4, 5, 3. The left hand plays a bass line (G3, F3, E3, D3). A dynamic change to mezzo-forte (mf) occurs. The second system has a first ending with fingerings 3, 4 and a second ending with fingerings 3, 1. The third system has a first ending with fingerings 2, 2, 4, 3 and a second ending with a piano (p) dynamic and the instruction 'prepare'. The fourth system has a first ending with an 8va (octave up) marking and a circled 1, and a second ending with fingerings 5, 4, 3. Dynamics include p, mf, and prepare.

13 (8va)

(The snake twists to the tones.)

16 (8va)

(He sinks back down.) *p* (prepare R.H.)

19 as written

mp (The snake rises to strike!) *f* (Will he strike?)

23

mf Whew! He sinks back down.) *p* 8va - 5

DISCOVERY



Find three measures in the R.H. with this rhythm:



measure _____, _____, and _____.