

DON CARLOS' DREAM

EWAN DIVITT

♩ = 150

The musical score is arranged in a standard orchestral layout. It features 13 staves for woodwinds and brass, 2 staves for piano and upright bass, and 1 staff for drums. The woodwinds (Alto 1 & 2, Tenor 1 & 2, Baritone Saxophone) and brass (Trumpet 1-4, Trombone 1-3, Bass Trombone) sections play a rhythmic pattern of eighth notes. The piano and upright bass parts are silent. The drum part consists of a series of rhythmic fills with dynamic markings: *ff*, *f*, *mf*, and *p*.

ALTO 1

ALTO 2

TENOR 1

TENOR 2

BARITONE SAXOPHONE

TRUMPET 1

TRUMPET 2

TRUMPET 3

TRUMPET 4

TROMBONE 1

TROMBONE 2

TROMBONE 3

BASS TROMBONE

PIANO

UPRIGHT BASS

DRUMS

♩ = 150 FILL

ff *f* *mf* *p*

9

ALTO 1

ALTO 2

TENOR 1

TENOR 1

BAR. SAX.

TRPT. 1

TRPT. 2

TRPT. 3

TRPT. 4

TBN. 1

TBN. 2

TBN. 3

B. TBN.

PNO.

U. BASS

DR.

mp

mp
PLAY

mp

17

ALTO 1
ALTO 2
TENOR 1
TENOR 1
BAR. SAX.
TRPT. 1
TRPT. 2
TRPT. 3
TRPT. 4
TBN. 1
TBN. 2
TBN. 3
B. TBN.
PNO.
U. BASS
DR.

mf
mf
PLAY
mf

Detailed description: This page of a musical score, marked with rehearsal number 17, contains parts for various instruments. The vocal parts (Alto 1, Alto 2, Tenor 1, Tenor 1, Baritone Sax) and brass parts (Trumpets 1-4, Trombones 1-3, Baritone) feature melodic lines with long, sustained notes, some of which are held across multiple measures. The piano part (PNO.) and upright bass (U. BASS) play a rhythmic accompaniment of eighth notes with a dynamic marking of *mf*. The drum part (DR.) is marked with a *mf* dynamic and contains rests throughout the section. The score is written in a key signature of one flat and a 4/4 time signature.

25 **A**

ALTO 1
ALTO 2
TENOR 1
TENOR 1
BAR. SAX.
TRPT. 1
TRPT. 2
TRPT. 3
TRPT. 4
TBN. 1
TBN. 2
TBN. 3
B. TBN.
PNO.
U. BASS
DR.

2ND X ONLY
mf
2ND X ONLY
mf
MELODY SOLO
mp-mf
2ND X ONLY
mf
2ND X ONLY
mf
mf
PLAY
mf

32

ALTO 1

ALTO 2

TENOR 1

TENOR 1

BARL. SAX.

TPT. 1

TPT. 2

TPT. 3

TPT. 4

TBN. 1

TBN. 2

TBN. 3

B. TBN.

PNO.

U. BASS

DR.

A7(b9) A7(b9)/Bb A7(b9) A7(b9)/Bb

PLAY