

3. Island's dance

Giocoso (♩ = 96)

This musical score is for the piece "3. Island's dance" in 2/4 time, marked "Giacoso" with a tempo of 96 beats per minute. The score is arranged for a full orchestra and includes the following parts:

- Fl. 1**: Flute 1, starting with a forte (*f*) dynamic and transitioning to mezzo-forte (*mf*).
- Ob. / Fl. 2**: Oboe / Flute 2, mirroring the dynamics of Fl. 1.
- Bsn.**: Bassoon, playing a steady accompaniment with *f* and *mf* dynamics.
- Cl. 1**: Clarinet 1, playing a rhythmic pattern with *f* and *mf* dynamics.
- Cl. 2**: Clarinet 2, mirroring the dynamics of Cl. 1.
- B. Cl.**: Bass Clarinet, playing a steady accompaniment with *f* and *mf* dynamics.
- A. Sax. 1**: Alto Saxophone 1, playing a rhythmic pattern with *f* and *mf* dynamics.
- A. Sax. 2**: Alto Saxophone 2, mirroring the dynamics of A. Sax. 1.
- T. Sax.**: Tenor Saxophone, playing a rhythmic pattern with *f* and *mf* dynamics.
- Bar. Sax.**: Baritone Saxophone, playing a steady accompaniment with *f* and *mf* dynamics.
- Tpt. 1**: Trumpet 1, playing a rhythmic pattern with *f* and *mf* dynamics.
- Tpt. 2**: Trumpet 2, mirroring the dynamics of Tpt. 1.
- Hn. 1 + 2**: Horns 1 and 2, playing a rhythmic pattern with *f* and *mf* dynamics.
- Tbn. 1**: Trombone 1, playing a rhythmic pattern with *f* and *mf* dynamics.
- Tbn. 2**: Trombone 2, mirroring the dynamics of Tbn. 1.
- Euph.**: Euphonium, playing a steady accompaniment with *f* and *mf* dynamics.
- Tuba**: Tuba, playing a steady accompaniment with *f* and *mf* dynamics.
- Timp.**: Timpani, playing a solo part with *f* and *mf* dynamics.
- Mallets**: Mallets playing a xylophone part with *f* and *mf* dynamics.
- Perc. 1**: Percussion 1, playing maracas and cue toms with *f* dynamics.
- Perc. 2**: Percussion 2, playing S. D. (Shaker Drum), B. D. (Bongos), and a pair of cymbals with *f* dynamics.
- Perc. 3**: Percussion 3, playing a triangle with *f* and *mf* dynamics.
- Perc. 4**: Percussion 4, playing maracas with *f* and *mf* dynamics.
- Perc. 5**: Percussion 5, playing maracas with *f* and *mf* dynamics.