

ADAM BERNDT

Dream Casting

FOR ORCHESTRA

PREVIEW

$\text{♩} = 160$ (132-160)
Sequenza 2: Four Scherzando,
Playfully, shy of wit

Fl. 1
Fl. 2
Fl. 3
picc.
Ob. 1
Ob. 2
Cl. 1
Cl. 2
Cl. 3
B. Cl.
Ban. 1
Ban. 2
Cbn.

Musical score for woodwinds and brass instruments. The score includes parts for Flute 1, 2, and 3 (piccolo), Oboe 1 and 2, Clarinet 1, 2, and 3, Bass Clarinet, Banjo 1 and 2, and Contrabass. The music is in 2/4 time with a tempo of 160. It features various dynamics such as *f* and *flz* (flautando). A large red watermark 'PREVIEW' is overlaid across the score.

Hn. 1
Hn. 2
Hn. 3
Hn. 4
Tpt. 1
Tpt. 2
Tpt. 3
Tbn. 1
Tbn. 2
Tbn. 3
Tba.

Musical score for horns, trumpets, and trombones. The score includes parts for Horn 1, 2, 3, and 4, Trumpet 1, 2, and 3, and Trombone 1, 2, 3, and Tuba. The music is in 2/4 time with a tempo of 160. It features dynamics such as *pp*, *f*, and *mf*. Performance instructions like *mf*, *open*, and *mf* are present. A large red watermark 'PREVIEW' is overlaid across the score.

Timp.
T-t.
Glock.
Vib.
Chim.
Mar.

Musical score for percussion instruments. The score includes parts for Timpani, Tom-tom, Glockenspiel, Vibraphone, Chimes, and Maracas. The music is in 2/4 time with a tempo of 160. It features dynamics such as *mf*. Performance instructions like *To Tri.* and *To S. D.* are present. A large red watermark 'PREVIEW' is overlaid across the score.

Vin. I.
Vin. II.
Vla.
Vcl.
Cb.

Musical score for string instruments. The score includes parts for Violin I, Violin II, Viola, Violoncello, and Contrabass. The music is in 2/4 time with a tempo of 160. It features dynamics such as *f*, *mf*, and *p*. Performance instructions like *pizz.*, *div.*, *unis.*, and *arco* are present. A large red watermark 'PREVIEW' is overlaid across the score.

48 49 50 51 52 53 54 55 56 57 58

Fl. 1 *mp*

Fl. 2 *f* *flowing*

Fl. 3 *f* *flowing*

Ob. 1 *f* *flowing*

Ob. 2

Cl. 1 *mf*

Cl. 2 *mf*

Cl. 3 *mf*

B. Cl.

Ban. 1 *mf*

Ban. 2 *mf*

Cbsn. *mf* To Bsn. To Bsn.

Hr. 1 *f* *flowing*

Hr. 2 *f*

Hr. 3 *mf*

Hr. 4

Tpt. 1 *sim*

Tpt. 2 *sim*

Tpt. 3 *sim*

Tbn. 1 *f* *flowing* *mf*

Tbn. 2

Tbn. 3

Tbn. 4

Timp. **G**

T. c. *mf* Wind Chimes To B. D.

Glock.

Vib. *p* Triangle *p* To Vib.

Chim.

Mar.

Vln. I

Vln. II

Vla.

Vc. *unis.*

Cb. *pizz.*

48 49 50 51 52 53 54 55 56 57 58

PREVIEW

PREVIEW

PREVIEW

PREVIEW

PREVIEW

END