

Song of the Wind

- An Aztec Legend -

Shirley Mier

FULL SCORE
Duration - 5:15

"The Sky God calls to the Wind God"

Boldly ♩ = 92

div.

rit.

The musical score is arranged in a standard orchestral format with multiple staves for each instrument family. The key signature is B-flat major (two flats) and the time signature is 3/4. The score begins with a **Boldly** dynamic marking and a tempo of ♩ = 92. A *div.* (divisi) marking is present at the start of the woodwind and brass sections. The score includes various dynamics such as *f* (forte), *ff* (fortissimo), and *mf* (mezzo-forte). A *rit.* (ritardando) marking is placed at the end of the piece. The percussion section includes Rattle, B.D. (Bass Drum), Claves, H.D. (Hand Drum), and Sus. Cym. (Suspended Cymbal) with dynamic markings of *mf* and *ff*. The score is numbered 1 through 6 at the bottom.

A tempo ♩ = 92 9 "The Sky God and the Wind God meet"

The score is divided into two systems. The first system includes:

- Fl.**: Flute part, mostly rests with a *p* dynamic marking.
- Ob.**: Oboe part, starting with a *p* dynamic and moving to *mf*.
- Bsn.**: Bassoon part, starting with a *p* dynamic and moving to *mf*.
- Cl.**: Clarinet section (1 and 2), starting with a *p* dynamic and moving to *f* for the first part.
- B. Cl.**: Bass Clarinet part, starting with a *p* dynamic and moving to *mf*.
- A. Saxes**: Alto Saxophone section (1 and 2), starting with a *p* dynamic and moving to *f* for the first part.
- T. Sax.**: Tenor Saxophone part, starting with a *p* dynamic and moving to *mf*.
- Bar. Sax.**: Baritone Saxophone part, starting with a *p* dynamic and moving to *mf*.

The second system includes:

- Tpts.**: Trumpet section (1 and 2), starting with a *p* dynamic.
- Hn.**: Horn part, starting with a *p* dynamic and moving to *mf*.
- Trbs.**: Trombone section (1 and 2), starting with a *p* dynamic and moving to *mf*.
- Euph.**: Euphonium part, starting with a *p* dynamic and moving to *mf*.
- Tuba**: Tuba part, starting with a *p* dynamic and moving to *mf*.
- Pno.**: Piano part, playing chords with a *mf* dynamic.
- Bells**: Bells part, mostly rests.
- Perc. 1**: Percussion 1 part, playing a steady rhythm with a *mf* dynamic.
- Perc. 2**: Percussion 2 part, playing a steady rhythm with a *mf* dynamic.
- Perc. 3**: Percussion 3 part, mostly rests.