

Bob the Builder

Byggmester Bob

Music: Paul K. Joyce
 Arr.: Bjørn M Kjærnes

♩=132

Knock on Wood

5



Part 1

Musical staff for Part 1. Dynamics: *mf* Foot? *f*



Part 2

Musical staff for Part 2. Dynamics: *mf* Foot? *f*



Part 3

Musical staff for Part 3. Dynamics: *mf* *f*



Part 4

Musical staff for Part 4. Dynamics: *mf* Foot? *f*

Percussion 1

Musical staff for Percussion 1. Dynamics: *mf* On Rim Toms H.H. *f*

Percussion 2 (opt.)

Musical staff for Percussion 2 (opt.). Dynamics: *mf* Claves Scrape *f*

9

Part 1

Musical staff for Part 1. Dynamics: *mf*

Part 2

Musical staff for Part 2. Dynamics: *mf* sim.

Part 3

Musical staff for Part 3. Dynamics: *mf* sim.

Part 4

Musical staff for Part 4. Dynamics: *mf*

Perc. 1

Musical staff for Perc. 1. Dynamics: *mf* Hammer?

Perc. 2

Musical staff for Perc. 2. Dynamics: *mf*

Part 1

Part 2

Part 3

Part 4

Perc. 1

Perc. 2

Detailed description: This block contains the first five measures of a musical score. It features six staves. The top four staves are labeled Part 1, Part 2, Part 3, and Part 4. Part 1 is in the treble clef, while Parts 2, 3, and 4 are in the bass clef. The bottom two staves are labeled Perc. 1 and Perc. 2, both in the bass clef. The music consists of various rhythmic patterns, including eighth and sixteenth notes, rests, and dynamic markings.

17

Part 1

Part 2

Part 3

Part 4

Perc. 1

Perc. 2

f

f

f

f

f

f

sim.

sim.

Detailed description: This block contains measures 17 through 21 of the musical score. A box containing the number '17' is positioned above the first measure of Part 1. The staves are labeled Part 1, Part 2, Part 3, Part 4, Perc. 1, and Perc. 2. Dynamic markings include *f* (forte) and *sim.* (sforzando). Part 1 has a fermata over the first measure of measure 17. Percussion parts (Perc. 1 and Perc. 2) show complex rhythmic patterns with accents and dynamic markings.

21

25

Part 1 *p* *ff* Can we fix it?
Kan det fiks-es?

Part 2 *p* *ff* Can we fix it?
Kan det fiks-es?

Part 3 *p* *ff* Can we fix it?
Kan det fiks-es?

Part 4 *p* *ff* Can we fix it?
Kan det fiks-es?

Perc. 1 *p* *ff*

Perc. 2 *p* *ff*

29

Part 1 Yes, we can.
Klart det kan.

Part 2 Yes, we can.
Klart det kan.

Part 3 Yes, we can.
Klart det kan. *mf* On Music Stand? or a Saw?

Part 4 *mf* Knock on Wood
Foot?

Perc. 1 *mf*

Perc. 2 *mf*

Wooden stics?

37

Part 1

Part 2

Part 3

Part 4

Perc. 1

Perc. 2

Use a hammer?

mf

mf

Improvise solo?

f

41 Stamp your foot

Part 1

Part 2

Part 3

Part 4

Perc. 1

Perc. 2

Stamp your foot

Stamp your foot

Stamp your foot

45

Musical score for measures 45-48. The score is arranged in six staves: Part 1 (Treble), Part 2 (Treble), Part 3 (Bass), Part 4 (Bass), Perc. 1 (Drum set), and Perc. 2 (Drum set). The key signature is one flat (B-flat major/D minor). The score begins with a dynamic marking of *f* (forte) at measure 45. Part 1 and Part 2 have slurs over measures 45-46 and 47-48. Part 3 and Part 4 also have slurs over measures 45-46. Perc. 1 and Perc. 2 have slurs over measures 45-46. The dynamic marking *f* is repeated at the start of measure 47. The word *sim.* (simile) is written above Part 2 and Part 3 in measure 48. The Perc. 1 staff contains a series of eighth notes with 'x' marks above them, indicating cymbal hits.

49

Musical score for measures 49-52. The score is arranged in six staves: Part 1 (Treble), Part 2 (Treble), Part 3 (Bass), Part 4 (Bass), Perc. 1 (Drum set), and Perc. 2 (Drum set). The key signature is one flat (B-flat major/D minor). The score begins with a dynamic marking of *mf* (mezzo-forte) at measure 49. Part 1, Part 2, Part 3, and Part 4 all have slurs over measures 49-52. Perc. 1 and Perc. 2 have slurs over measures 49-52. The dynamic marking *mf* is repeated at the start of measure 50. The Perc. 1 staff contains a series of eighth notes with 'x' marks above them, indicating cymbal hits.

Part 1

Part 2

Part 3

Part 4

Perc. 1

Perc. 2

57

Part 1

Part 2

Part 3

Part 4

Perc. 1

Perc. 2

f

f

f

f

f

f

sim.

sim.

61

Part 1

Part 2

Part 3

Part 4

Perc. 1

Perc. 2

ff

ff

ff

ff

ff

ff