

Seven Flute Pieces on a Forest Theme

By Daniel Gall

1. Fox at Play
2. The Noble Rabbit
3. Little Bird in the Trees
4. Temple of Sky
5. Under the Maple Tree
6. Through a Painted Valley
7. The Oak's Last Words

Fox at Play

Dancing ♩ = 124

Flute

The musical score for Flute is written in treble clef with a 4/4 time signature. It consists of ten staves of music. The piece is marked 'Dancing' with a tempo of ♩ = 124. The score features a variety of rhythmic patterns, including eighth and sixteenth notes, and rests. The dynamics range from piano (p) to mezzo-forte (mf) and mezzo-piano (mp). The key signature is one flat (B-flat major or D minor). The score includes several dynamic markings: p, mp, mf, and >mp. The piece concludes with a double bar line.

p *mp* *p*
mf *>mp*
p *mp* *p*
mf
mp
mf *mp*
mf *>mp* *p*
mf *mp*
mf *>mp* *p* *mp*

The Noble Rabbit

Light and Sure ♩ = 116

Flute

The musical score is written for a flute in treble clef, 3/4 time signature. It consists of six staves of music. The tempo is marked 'Light and Sure' with a quarter note equal to 116 beats per minute. The key signature has one sharp (F#). The score includes various dynamics: *mp* (mezzo-piano), *mf* (mezzo-forte), and *p* (piano). There are several slurs and hairpins indicating phrasing and dynamics. The piece features several triplet patterns, particularly in the first and fifth staves. The time signature changes from 3/4 to 4/4 in the second staff and back to 3/4 in the fifth staff. The final staff ends with a key signature change to one sharp (F#).

mp *mf* *p*

mp *mf* *mp* *p*

mp *mf* *mp*

mf *mp* *mf*

p *mp* *mf*

mp *mf* *mp* *mf*

First system of musical notation, treble clef. It contains two measures of music. The first measure has a piano (*p*) dynamic marking and a slur over a triplet of eighth notes. The second measure has a slur over a triplet of eighth notes. The notes are: G4, A4, Bb4, C5, D5, E5, F5, G5.

Second system of musical notation, treble clef. It contains two measures of music. The first measure has a slur over a triplet of eighth notes. The second measure has a slur over a triplet of eighth notes. The notes are: G4, A4, Bb4, C5, D5, E5, F5, G5.

Third system of musical notation, treble clef. It contains two measures of music. The first measure has a slur over a triplet of eighth notes. The second measure has a slur over a triplet of eighth notes. The notes are: G4, A4, Bb4, C5, D5, E5, F5, G5.

Fourth system of musical notation, treble clef. It contains two measures of music. The first measure has a slur over a triplet of eighth notes. The second measure has a slur over a triplet of eighth notes. The notes are: G4, A4, Bb4, C5, D5, E5, F5, G5.

Little Bird in the Trees

Fly! ♩ = 100

Flute

mp 5 5 5 5 5 5

5 5 5 5 5 5 5 *mf*

mp 5 5 5 5 5

mf 5 5 5 5 5 5

mp 5 5 *mf* 5 5 5 5

5 5 5 5 5 5 5

mp

Temple of Sky

Boundless ♩ = 88

Flute

The musical score for Flute is written in treble clef and consists of six staves. The first staff is in 4/4 time, with dynamics *mp* and *mf*, and includes a triplet. The second staff continues in 4/4 time with dynamics *>mp*, *mf*, *mp*, *mf*, *mp*, and *mf*, also featuring a triplet. The third staff changes to 3/4 time, with dynamics *mp* and *mf*, and a triplet. The fourth staff changes to 3/4 time, with dynamics *p* and *mp*. The fifth staff is in 4/4 time with a dynamic of *mf* and a triplet. The sixth staff is in 4/4 time with a dynamic of *p*. The piece concludes with a double bar line.

Under the Maple Tree

Mischievous ♩ = 140
with a pop pop and a tickle

Flute

p *mp* *mf* *p* *mp*

mf *p* *mp* *mf* *p* *mp*

mf *p* *mp* *mf* *p*

mp *mf* *p*

mf *p* *mp* *mf*

mp *mf* *mp* *mf* *mp*

mf *mp* *mf* *mp*

p *pp*

Through a Painted Valley

Heroic ♩ = 124

Flute

p *mf*

mp *mf* *mp*

mf *mp* *mf* *mp*

mf *mp* *mf* *mp* *mf* *5*

f *mf* *f* *mf* *ff* *mf*

mp

The Oak's Last Words

Somber ♩ = 92

Flute

mf *p* *mf* *p* *mf*

p *mf* *p* *mp*

p *f* *p* *mf*

>mp *p* *mp* *p* *mf* *p* *mp* *p* *mf*

p *mp* *p* *mf* *mp* *mf*

>mp *p* *mp* *mf* *mp* *p* *mp* *mf*

p *mp* *mf* *p*

last dying gasp