

PIANO SOLOS / PIANO BENCHER'S OPEN REQUIRED LIST

PS -O-1 INDEX

PDF PAGE NUMBER

Basking In The Sun

2 - 4

Snow Leopard

5 - 7

Basking In The Sun

by Tish

Andantino

The musical score is written for piano in 4/4 time, marked Andantino. It consists of four systems of two staves each (treble and bass clef).
- **System 1:** Treble clef starts with a chord of G4, B4, D5, and E5. Bass clef starts with a chord of G2, B1, and D2. Dynamics: *mp*. Fingerings: Treble (5, 3, 1), Bass (6, 2, 1).
- **System 2:** Treble clef continues with a similar chordal pattern. Bass clef continues with a similar pattern. Dynamics: *mp*. Fingerings: Treble (5, 2), Bass (5, 2).
- **System 3:** Treble clef continues with a similar chordal pattern. Bass clef continues with a similar pattern. Dynamics: *mf*. Fingerings: Treble (5, 3, 1), Bass (5, 2).
- **System 4:** Treble clef continues with a similar chordal pattern. Bass clef continues with a similar pattern. Dynamics: *mf*. Fingerings: Treble (5, 2), Bass (2, 1, 3).

9

mp

11

3 1 4 1 5 1 5 3 1

13

mf

15

1 5 2 1 3

Basking In The Sun 3 - 2

17

mp

19

5 1 3 2 1

21

mf

23

rit. *p*

5 2 1 3 1

Basking In The Sun 3 - 3

Snow Leopard

by Tish

Andantino

The musical score is written for piano and bass. It consists of four systems of music, each with a measure number in a box at the beginning of the first staff. The tempo is marked 'Andantino' and the time signature is 3/4. The first system starts with a mezzo-piano (*mp*) dynamic. The second system includes a mezzo-forte (*mf*) dynamic. The third system includes a mezzo-forte (*mf*) dynamic. The fourth system includes a mezzo-forte (*mf*) dynamic. Fingerings are indicated by numbers 1-5 above or below notes. A large 'Sample Copy' watermark is overlaid on the score.

5 3 1
5 2 1
5 1

4 2 1 3 1 5 1

7 3 1 4 1 3 1 5 3 1 4 1 3 1

10 5 3 1 4 1 3 1 5 3 1 5 3 1

mp
mf
mf

13

5 2 1 4 1 3 1

16

5 3 1 5 1 5 2 1

19

22

5 2 1 2

Snow Leopard 3 - 2

25 **Coda**

f *mf*

27

mp *rit.* *p*

5 2 1

30

pp

3 2 1 2

Snow Leopard 3 - 3