

Tambourine
 Stones or Claves
 Maracas
 Guiro
 Vibraslap
 Ratchet
 Referee's Whistle
 Vibraphone/ keyboard
 Suspended Cymbal
 Thunder Sheet/ Bass Drum

MAGIC from STORM

BBC Ten Pieces
 Grade 1- 4

Judith Weir
 arr. Sarah Freestone

Vibraphone/Keyboard + 3-6 Percussion Players

♩=66

This system of the musical score is for measures 1 through 5. It features four staves: Tambourine (Tamb.), Stones/Claves, Maracas, and Vibraphone/Keyboard. The time signature is 2/4. The tempo is marked as ♩=66. The key signature has one sharp (F#).
 - **Tambourine:** Measures 1 and 3 have a half note F# with a 'Shake' instruction. Measures 2, 4, and 5 have a half note F# with a 'Hit' instruction.
 - **Stones/Claves:** Measures 1, 3, and 5 have a quarter rest followed by a quarter note F# with a 'mp' (mezzo-piano) dynamic. Measures 2 and 4 have a quarter rest.
 - **Maracas:** Measures 1 and 3 have a quarter rest. Measures 2, 4, and 5 have a half note F# with a 'p' (piano) dynamic. A 'Shake' instruction is above measure 2, and a 'Stop' instruction is above measure 4.
 - **Vibraphone/Keyboard:** Measures 1 and 3 have a quarter note F# with a 'mp' dynamic. Measures 2, 4, and 5 have a quarter note F# with a 'p' dynamic.

This system of the musical score is for measures 6 through 9. It features the same four staves as the first system. The time signature changes to 3/4 at measure 6 and back to 2/4 at measure 9.
 - **Tambourine:** Measures 6 and 8 have a half note F# with a 'mp' dynamic. Measures 7 and 9 have a half note F# with a 'mp' dynamic.
 - **Stones/Claves:** Measures 6 and 8 have a quarter rest followed by a quarter note F# with a 'mp' dynamic. Measures 7 and 9 have a quarter rest.
 - **Maracas:** Measures 6 and 8 have a half note F# with a 'mp' dynamic. Measures 7 and 9 have a half note F# with a 'mp' dynamic.
 - **Vibraphone/Keyboard:** Measures 6 and 8 have a quarter note F# with a 'mp' dynamic. Measures 7 and 9 have a quarter note F# with a 'mp' dynamic.

STORM

Music by Judith Weir

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10

Tamb.

Stones/
Claves

Maracas

Vibes/
Keyboard

mf

mp

mp

p

mp



14

p

18

The musical score is arranged in a system with seven staves. The first six staves are for percussion instruments: Tamb., Stones/Claves, Maracas, Guiro, Vibraslap, and Ratchet. The seventh staff is for Vibes/Keyboard. The score is divided into four measures by vertical bar lines. The time signature changes from 2/4 to 3/4 in the second measure and back to 2/4 in the third measure. The key signature has one sharp (F#). The percussion parts are written in a simplified notation with stems, beams, and flags. The Vibes/Keyboard part is written in a standard musical notation with a treble clef and a key signature of one sharp. The score ends with the instruction 'V.S.'.

Tamb.

Stones/
Claves

Maracas

Guiro

Vibraslap

Ratchet

Vibes/
Keyboard

V.S.

29

Guero

Vibraslap

Stop

Ratchet

Vibes/
Keyboard

mp

mf

f

3

mf

mf

40

Guero

Vibraslap

Ratchet

Vibes/
Keyboard

f *mf* *f* *mf*



51

Ratchet

Referee's Whistle

Vibes/
Keyboard

ff *ff* *f* *mf*

Gliss (slide stick/finger)

Gliss between notes



62

Vibes/
Keyboard

Susp. Cym.

mf *mf*

76

Vibes/
KeyboardSusp.
Cym.Thunder-
sheet/
Bass
DrumThundersheet/
Bass Drum*ff**mp**mf**f**mf**p*

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