

Alma Nao Tem Cor

for Percussion Ensemble

By Andre Abujamra
Arranged by William h. Smith

Score

The score is written for a percussion ensemble and includes the following parts:

- Bells:** Treble clef, 4/4 time. Starts with a rest, then plays a series of notes with a *mf* dynamic.
- Castles (bells optional):** Treble clef, 4/4 time. Starts with a rest, then plays a series of notes with a *mf* dynamic.
- Vibraphone 1:** Treble clef, 4/4 time. Starts with a rest, then plays a series of notes with a *f* dynamic.
- Vibraphone 2:** Treble clef, 4/4 time. Starts with a rest, then plays a series of notes with a *f* dynamic.
- Chimes:** Treble clef, 4/4 time. Starts with a rest, then plays a series of notes with a *mf* dynamic.
- Tam Tam (optional):** Treble clef, 4/4 time. Starts with a rest, then plays a series of notes with a *mp* dynamic.
- Double Second (optional):** Treble clef, 4/4 time. Starts with a rest, then plays a series of notes with a *mp* dynamic.
- Xylophone:** Treble clef, 4/4 time. Starts with a rest, then plays a series of notes with a *f* dynamic.
- Maraca 1:** Treble clef, 4/4 time. Starts with a rest, then plays a series of notes with a *f* dynamic.
- Maraca 2:** Bass clef, 4/4 time. Starts with a rest, then plays a series of notes with a *f* dynamic.
- Maraca 3:** Treble clef, 4/4 time. Starts with a rest, then plays a series of notes with a *mf* dynamic.
- Maraca 4:** Bass clef, 4/4 time. Starts with a rest, then plays a series of notes with a *mf* dynamic.
- Bass:** Bass clef, 4/4 time. Starts with a rest, then plays a series of notes with a *f* dynamic.
- Tomtom:** Bass clef, 4/4 time. Starts with a rest, then plays a series of notes with a *mf* dynamic.
- Drumset:** Treble clef, 4/4 time. Starts with a rest, then plays a series of notes with a *mf* dynamic. Includes markings for *crash*, *open hi-hat*, and *snare*.
- Percussion:** Treble clef, 4/4 time. Starts with a rest, then plays a series of notes with a *f* dynamic. Includes markings for *snare*, *crash*, *open hi-hat*, and *snare*.