

New Soul

FULL SCORE

Words and Music by
Yael Naïm and David Donatien

Moderately ♩ = 100

Flute

Oboe

Bassoon

1
B♭ Clarinets

2

B♭ Bass Clarinet

E♭ Alto
Saxophone

B♭ Tenor
Saxophone

E♭ Baritone
Saxophone

1
B♭ Trumpets

2

F Horn

Trombone

Baritone

Tuba

Mallet Percussion
(Bells)

Timpani

Percussion 1
(Drumset)

Percussion 2
(Tambourine, Triangle)

The musical score is written for a full orchestra and includes the following instruments and parts:

- Flute**: Rest throughout the section.
- Oboe**: Rest throughout the section.
- Bassoon**: Plays a rhythmic pattern of eighth notes, starting with a *mf* dynamic.
- B♭ Clarinets (1 & 2)**: Rest until the end of the section, then play a short melodic phrase with a *mf* dynamic.
- B♭ Bass Clarinet**: Plays a rhythmic pattern of eighth notes, starting with a *mf* dynamic.
- E♭ Alto Saxophone**: Plays a rhythmic pattern of quarter notes, starting with a *mf* dynamic.
- B♭ Tenor Saxophone**: Plays a rhythmic pattern of quarter notes, starting with a *mf* dynamic.
- E♭ Baritone Saxophone**: Plays a rhythmic pattern of eighth notes, starting with a *mf* dynamic.
- B♭ Trumpets (1 & 2)**: Rest until the end of the section, then play a short melodic phrase with a *mf* dynamic.
- F Horn**: Plays a rhythmic pattern of quarter notes, starting with a *mf* dynamic.
- Trombone**: Plays a rhythmic pattern of quarter notes, starting with a *mf* dynamic.
- Baritone**: Plays a rhythmic pattern of quarter notes, starting with a *mf* dynamic.
- Tuba**: Plays a rhythmic pattern of eighth notes, starting with a *mf* dynamic.
- Mallet Percussion (Bells)**: Rest throughout the section.
- Timpani**: Plays a single note on the first beat, with a *mf* dynamic. The tune is specified as B♭, F.
- Percussion 1 (Drumset)**: Rest throughout the section.
- Percussion 2 (Tambourine, Triangle)**: Rest throughout the section.

1 2 3 4

5

Fl.

Ob.

Bsn.

1

Cl. 1

2

Cl. 2

B. Cl.

A. Sax.

T. Sax.

Bar. Sax.

5

1

Tpts. 1

2

Tpts. 2

Hn.

Trb.

Bar.

Tuba

Mlt. Perc.

Timp.

Perc. 1

Perc. 2

p

mf