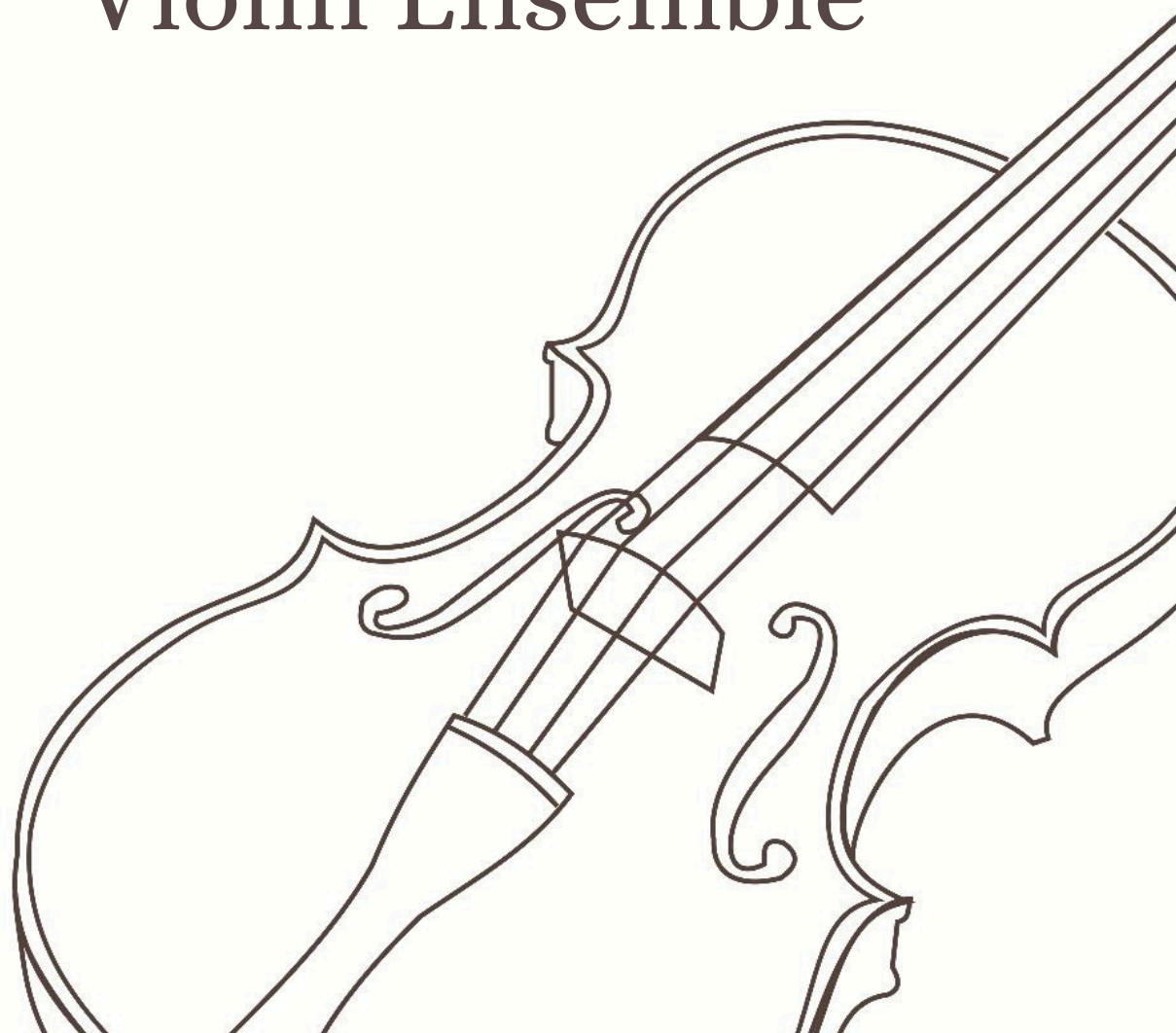


Peter Martin's
Halloweenies

For multi-level
Violin Ensemble



Halloweenies

1. Creepy!

Peter Martin,
Arr. Duo Klier

$\text{♩} = 90$

Violin 1

Violin 2

Violin 3
(sul pont./harmonics) (normal) (sul pont./harmonics)

Violin 4
(pizz.)

5

(normal) (sul pont./harmonics)

8

(normal)

11

f *mp* *mp* *f*

(arco)

15

f *f* *f* *f*

(sul pont./harmonics) (normal)

(pizz.)

19

f *f* *f* *f*

(sul pont./harmonics) (normal)

2. Valse Macabre

♩ = 130

The first system of the musical score consists of four staves. The top staff is the melody, starting with a *mf* dynamic and a first fingering (1) on the first note. It features a crescendo to *f* in the second measure, followed by a decrescendo back to *mf* in the fourth measure. The second staff is a piano accompaniment with a similar dynamic contour. The third staff contains a rhythmic accompaniment of eighth notes with accents. The bottom staff is a bass line with a few notes. The system concludes with a *mf* dynamic marking.

The second system of the musical score consists of four staves. It begins with a measure rest marked with a '7'. The melody in the top staff features a long slur over the first two measures and a first fingering (1) on the final note. The piano accompaniment in the second staff has a long slur over the first two measures. The rhythmic accompaniment in the third staff continues with eighth notes and accents. The bottom staff provides a steady bass line.

The third system of the musical score consists of four staves. It begins with a measure rest marked with a '14'. The melody in the top staff includes a second fingering (2) on the first note, a fourth fingering (4) on the second note, and a first fingering (1) on the final note. The piano accompaniment in the second staff features a long slur over the first two measures. The rhythmic accompaniment in the third staff continues with eighth notes and accents. The bottom staff provides a steady bass line.

20

Musical score for measures 20-26. The system consists of four staves. The top staff is in treble clef with a key signature of one sharp (F#). It features a melodic line with slurs and accents. The second staff is in treble clef with a key signature of one sharp, mirroring the top staff. The third staff is in treble clef with a key signature of one sharp, containing a rhythmic accompaniment with slurs and accents. The bottom staff is in treble clef with a key signature of one sharp, providing a bass line with slurs and accents.

27

Musical score for measures 27-31. The system consists of four staves. The top staff is in treble clef with a key signature of one sharp, featuring a melodic line with slurs and accents, including first and second endings. The second staff is in treble clef with a key signature of one sharp, mirroring the top staff. The third staff is in treble clef with a key signature of one sharp, containing a rhythmic accompaniment with slurs and accents. The bottom staff is in treble clef with a key signature of one sharp, providing a bass line with slurs and accents.

32

Musical score for measures 32-35. The system consists of four staves. The top staff is in treble clef with a key signature of one sharp, featuring a melodic line with slurs and accents, including first and second endings. The second staff is in treble clef with a key signature of one sharp, mirroring the top staff. The third staff is in treble clef with a key signature of one sharp, containing a rhythmic accompaniment with slurs and accents. The bottom staff is in treble clef with a key signature of one sharp, providing a bass line with slurs and accents.

3. Chasing Ghouls!

♩ = 110

Musical score for measures 1-4. The score is in 2/4 time with a key signature of one flat (B-flat). The tempo is marked as ♩ = 110. The first two staves (treble clef) feature a melody with various ornaments (v) and a dynamic marking of *f*. The third and fourth staves (bass clef) provide a bass line with similar ornaments. Measure 1 includes a ⁴/_v ornament and a triplet of eighth notes. Measure 4 ends with a ⁴/_v ornament.

Musical score for measures 5-8. The score continues in 2/4 time with a key signature of one flat. Measure 5 is marked with a '5' above the staff. The melody in the first two staves features a triplet of eighth notes and a dynamic marking of *f*. The bass line in the third and fourth staves includes a ⁴/_v ornament. Measure 8 ends with a ⁴/_v ornament.

Musical score for measures 9-12. The score continues in 2/4 time with a key signature of one flat. Measure 9 is marked with a '9' above the staff. The melody in the first two staves features a triplet of eighth notes and a dynamic marking of *f*. The bass line in the third and fourth staves includes a ⁴/_v ornament. Measure 12 ends with a ⁴/_v ornament.

Halloweenies

1. Creepy!

Peter Martin,
Arr. Duo Klier

$\text{♩} = 90$

Violin 1 score for '1. Creepy!'. The piece is in 4/4 time with a tempo of 90 beats per minute. It begins with a dynamic marking of *f* (forte). The score consists of six staves of music. The first staff contains measures 1-4, the second staff measures 5-7, the third staff measures 8-10, the fourth staff measures 11-14, the fifth staff measures 15-18, and the sixth staff measures 19-22. The key signature has two flats (B-flat and E-flat). The music features a variety of rhythmic patterns, including eighth and sixteenth notes, and rests. There are several dynamic markings: *f* at the beginning, *mp* (mezzo-piano) at measure 11, and *f* again at measure 15. The score includes various articulation marks such as accents, slurs, and hairpins. The piece concludes with a double bar line at the end of the sixth staff.

2. Valse Macabre

$\text{♩} = 130$

Violin 1 score for '2. Valse Macabre'. The piece is in 3/4 time with a tempo of 130 beats per minute. It begins with a dynamic marking of *mf* (mezzo-forte). The score consists of two staves of music. The first staff contains measures 1-4, and the second staff contains measures 5-8. The key signature has two flats (B-flat and E-flat). The music features a variety of rhythmic patterns, including eighth and sixteenth notes, and rests. There are several dynamic markings: *mf* at the beginning, *f* (forte) at measure 4, and *mf* at measure 5. The score includes various articulation marks such as accents, slurs, and hairpins. The piece concludes with a double bar line at the end of the second staff.

13

19

27

32

3. Chasing Ghouls!

$\text{♩} = 110$

4

5

9

13

20

25

1.

2.

Halloweenies

1. Creepy!

Peter Martin,
Arr. Duo Klier

♩ = 90

Musical score for '1. Creepy!' in 4/4 time, key of B-flat major. The score consists of six staves of music. The first staff begins with a dynamic marking of *f* and a tempo marking of ♩ = 90. The music features a series of eighth and sixteenth notes with accents. The second staff starts at measure 5. The third staff starts at measure 8. The fourth staff starts at measure 11 and includes a dynamic marking of *mp* and a plus sign (+) above the notes. The fifth staff starts at measure 15. The sixth staff starts at measure 19 and ends with a double bar line.

2. Valse Macabre

♩ = 130

Musical score for '2. Valse Macabre' in 3/4 time, key of B-flat major. The score consists of two staves of music. The first staff begins with a dynamic marking of *mf* and a tempo marking of ♩ = 130. The music features a series of eighth and sixteenth notes with accents. The second staff starts at measure 5 and includes a dynamic marking of *mf* and a plus sign (+) above the notes.

13

19

27

32

3. Chasing Ghouls!

$\text{♩} = 110$

1

5

9

13

20

26

Halloweenies

1. Creepy!

Peter Martin,
Arr. Duo Klier

$\text{♩} = 90$
(sul pont./harmonics)(normal) (sul pont./harmonics)

6 (normal) (sul pont./harmonics) (normal)

11 *f* *mp*

15 (sul pont./harmonics) (normal)

19 (sul pont./harmonics) (normal)

2. Valse Macabre

$\text{♩} = 130$

5 *mf* *f*

9 *mf*

13

19

25

31

3. Chasing Ghouls!

$\text{♩} = 110$

7

13

21

26

Halloweenies

1. Creepy!

Peter Martin,
Arr. Duo Klier

♩ = 90
2 (pizz.)

f

7

f

11 (arco)

f *mp*

15 (pizz.)

f

19

f

2. Valse Macabre

♩ = 130

4

mf

13

21

29

3. Chasing Ghouls!

♩ = 110

4

2

13

mf

21

2

1.

2.

f

ff