

Hot Cross Buns & Variations

* For soprano recorder, unless otherwise specified.

Tali Rubinstein

Original



Classical



13



17 Jazz



21



25 Celtic



29



33



37



2

41 Middle Eastern (tenor recorder)



45



49 Techno



51



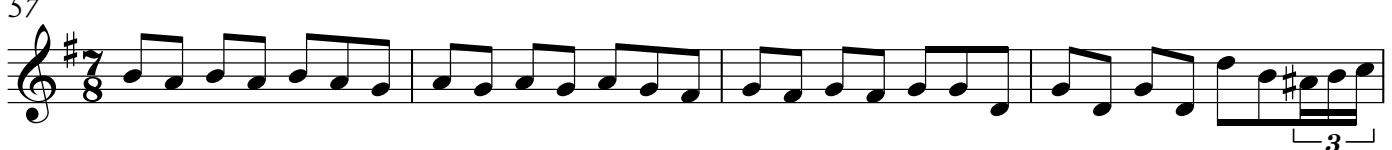
53



55



57



61



65



69



Neo-Soul (alto recorder)

3

The sheet music consists of ten staves of music for alto recorder, arranged in three sections: Neo-Soul, Brazilian, and Cuban. The music is in common time (indicated by '4') and uses a treble clef. The key signature changes between staves, starting with one sharp at the beginning of the first section, then no sharps or flats in the second section, and finally two sharps in the third section.

- Neo-Soul (alto recorder):** Measures 73-79. The music features eighth-note patterns with grace notes and sixteenth-note figures. Measure 79 concludes with a fermata over the last note.
- Brazilian:** Measures 81-87. The music consists of eighth-note patterns with some sixteenth-note figures and grace notes.
- Cuban:** Measures 89-97. The music features eighth-note patterns with some sixteenth-note figures and grace notes.
- Final Measures:** Measures 97-101. These measures conclude the piece, showing a return to the eighth-note patterns established in the earlier sections.

4 Reggaeton (sopranino recorder)

Musical score for Reggaeton (sopranino recorder). The score consists of three staves of music. The first staff starts at measure 105 with a treble clef, a key signature of one sharp, and a tempo of 105 BPM. It features eighth-note patterns with various slurs and grace notes. The second staff begins at measure 109 with a treble clef, a key signature of one sharp, and a tempo of 109 BPM. The third staff begins at measure 111 with a treble clef, a key signature of one sharp, and a tempo of 111 BPM. The music includes dynamic markings like 'tr.' (trill) over specific notes.

Continuation of the musical score for Reggaeton (sopranino recorder) from measure 109. The score continues with three staves of music. The first staff starts at measure 109 with a treble clef, a key signature of one sharp, and a tempo of 109 BPM. It features eighth-note patterns with various slurs and grace notes. The second staff begins at measure 111 with a treble clef, a key signature of one sharp, and a tempo of 111 BPM. The third staff begins at measure 113 with a treble clef, a key signature of one sharp, and a tempo of 113 BPM. The music includes dynamic markings like 'tr.' (trill) over specific notes.

Continuation of the musical score for Reggaeton (sopranino recorder) from measure 111. The score continues with three staves of music. The first staff starts at measure 111 with a treble clef, a key signature of one sharp, and a tempo of 111 BPM. It features eighth-note patterns with various slurs and grace notes. The second staff begins at measure 113 with a treble clef, a key signature of one sharp, and a tempo of 113 BPM. The third staff begins at measure 115 with a treble clef, a key signature of one sharp, and a tempo of 115 BPM. The music includes dynamic markings like 'tr.' (trill) over specific notes.

Video Game (sopranino recorder)

Musical score for Video Game (sopranino recorder). The score consists of three staves of music. The first staff starts at measure 113 with a treble clef, a key signature of one sharp, and a tempo of 113 BPM. It features eighth-note patterns with various slurs and grace notes. The second staff begins at measure 115 with a treble clef, a key signature of one sharp, and a tempo of 115 BPM. The third staff begins at measure 117 with a treble clef, a key signature of one sharp, and a tempo of 117 BPM. The music includes dynamic markings like 'tr.' (trill) over specific notes.

Continuation of the musical score for Video Game (sopranino recorder) from measure 115. The score continues with three staves of music. The first staff starts at measure 115 with a treble clef, a key signature of one sharp, and a tempo of 115 BPM. It features eighth-note patterns with various slurs and grace notes. The second staff begins at measure 117 with a treble clef, a key signature of one sharp, and a tempo of 117 BPM. The third staff begins at measure 119 with a treble clef, a key signature of one sharp, and a tempo of 119 BPM. The music includes dynamic markings like 'tr.' (trill) over specific notes.

Continuation of the musical score for Video Game (sopranino recorder) from measure 117. The score continues with three staves of music. The first staff starts at measure 117 with a treble clef, a key signature of one sharp, and a tempo of 117 BPM. It features eighth-note patterns with various slurs and grace notes. The second staff begins at measure 119 with a treble clef, a key signature of one sharp, and a tempo of 119 BPM. The third staff begins at measure 121 with a treble clef, a key signature of one sharp, and a tempo of 121 BPM. The music includes dynamic markings like 'tr.' (trill) over specific notes.

Continuation of the musical score for Video Game (sopranino recorder) from measure 119. The score continues with three staves of music. The first staff starts at measure 119 with a treble clef, a key signature of one sharp, and a tempo of 119 BPM. It features eighth-note patterns with various slurs and grace notes. The second staff begins at measure 121 with a treble clef, a key signature of one sharp, and a tempo of 121 BPM. The third staff begins at measure 123 with a treble clef, a key signature of one sharp, and a tempo of 123 BPM. The music includes dynamic markings like 'tr.' (trill) over specific notes.

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