

Strawberry Butterflies

Score in C

$\text{♩} = 96$

Lyrics and Music
by Robin Gilmore

The musical score is arranged in a standard orchestral format with the following parts from top to bottom:

- Piccolo
- 1st Flute
- 2nd Flute
- 1st Oboe
- 2nd Oboe
- Cor Anglais
- 1st Clarinet in B \flat
- 2nd Clarinet in B \flat
- Bass Clarinet in B \flat
- 1st Bassoon
- 2nd Bassoon
- Contrabassoon
- 1st Horn in F
- 2nd Horn in F
- 3rd Horn in F
- 4th Horn in F
- 1st Trumpet in B \flat
- 2nd Trumpet in B \flat
- Trombone 1
- Trombone 2
- Bass Trombone
- Tuba
- Timpani (with tuning notes: 32" A, 29" C, 26" B, 23" E)
- Percussion (Triangle, Triangle beater)
- Percussion (Thunder sheet - best if suspended from a frame to shake and hit with mallet simultaneously; use a medium yarn mallet)
- Harp (D, C, B \flat , E, F \sharp , G, A)
- Voice
- Piano
- Violin I
- Violin II
- Viola
- Violoncello
- Double bass

Dynamic markings include *mf*, *mp*, *p*, *ff*, *f*, *morendo*, *arco*, and *pizz.* The score includes a large watermark: "(c) 2000 ROBIN GILMORE All Rights Reserved Do Not Copy!"

Picc. 7 8 9 10 11 12

1st Fl. *f* *p*

2nd Fl. *f* *p* *f*

1st Ob.

2nd Ob.

C. A.

1st Cl.

2nd Cl.

B. Cl.

1st Bsn.

2nd Bsn.

Cbsn.

1st Hn.

2nd Hn.

3rd Hn.

4th Hn.

1st Tpt.

2nd Tpt.

Tbn.

Tbn.

B. Tbn.

Tba.

Timp. *pp* *mf* *pp* *mf*

Perc. Triangle

Perc. thunder sheet

Hp. *gliss.* *gliss.* *gliss.* *gliss.* *gliss.* *gliss.*

Voice *f*
she was on - ly nine head - ed out to play in the cool - ness of the

Pno. *mf* *p* *mf* *f*

Vln I.

Vln II.

Vla.

Vc. *mf* *p* *pp* *pp*

Db. *p*

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13 14 15 16 17 18

Picc. *mp*

1st Fl. *mp*

2nd Fl. *mp*

1st Ob. *mp*

2nd Ob. *mp*

C. A. *mp*

1st Cl. *mp*

2nd Cl. *mp*

B. Cl. *mp*

1st Bsn. *mp*

2nd Bsn. *mp*

Cbsn. *mp*

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1st Hn. *p*

2nd Hn. *p*

3rd Hn. *p*

4th Hn. *p*

1st Tpt. *p*

2nd Tpt. *p*

Tbn. *p*

Tbn. *p*

B. Tbn. *mf*

Tba. *p*

Timp. *mf* *f* *p* *f*

Perc. Triangle

Perc. woodblock

Change from thunder sheet to medium wood block
use a hard rubber-headed stick

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Hp. *mf*

Voice *ff* *mf* *p*

day. Hur-rid-ly o-ver the wood-en fence in-to the dist-ance.

Pno. *ff* *mf* *p*

Vln I

Vln II

Vla. *mf*

Vc. *mf*

Db. *mf*

19 20 21 22 23A 24

Picc. *f* *p*

1st Fl. *p*

2nd Fl. *f* *p*

1st Ob. *f* *p*

2nd Ob. *f* *p*

C. A. *f* *p*

1st Cl. *f* *p*

2nd Cl. *f* *p*

B. Cl. *f* *p*

1st Bsn. *p*

2nd Bsn. *p*

Cbsn. *f* *p*

1st Hn. *f* *mp*

2nd Hn. *f* *mp*

3rd Hn. *f* *mp*

4th Hn. *f* *mp*

1st Tpt. *mp* *f* *mp*

2nd Tpt. *mf* *p* *mp*

Tbn. *f* *mp*

Tbn. *f* *mp*

B. Tbn. *f* *mp*

Tba. *f* *mp*

Timp. *f* *mp*

Perc. *triangle* *l.v.* *change back to thunder sheet* *Change from Triangle to Tubular Bells* *Use a Chime Hammer*

Perc. *woodblock*

Hp. *ff* *(D, C/B/ E, F, G, A)*

Voice *ff*
eag-er to en-ter red-green field.

Pno. *ff* *mf*

Vln I *f* *morendo mp*

Vln II *f* *morendo mp*

Vla. *f* *morendo mp*

Vc. *f* *morendo mp*

Db. *f* *morendo mp*

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25 26 27 28 29 30 31 **B** 32

Picc. *p*

1st Fl. *p*

2nd Fl. *p*

1st Ob. *p*

2nd Ob. *p*

C. A.

1st Cl. *p*

2nd Cl. *p*

B. Cl. *p*

1st Bsn. *p*

2nd Bsn. *p*

Cbsn.

1st Hn. *mf* *mp* *mf*

2nd Hn. *mf* *mp* *mf*

3rd Hn. *mf* *mp* *mf*

4th Hn. *mf* *mp* *mf*

1st Tpt. *mf* *mp* *mf*

2nd Tpt. *mf* *mp* *mf*

Tbn. *mf* *p*

Tbn. *mf* *p*

B. Tbn. *mf* *p*

Tba. *mf* *p*

Timp. *pp*

Perc. *ff* *lv.*

Hp. *ff*

Voice

Pno. *p*

Vln I. *p*

Vln II. *p*

Vla. *p*

Vc. *mp*

Db. *mp*

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Tubular Bells

Thunder sheet

Change from Tubular B. back to Triangle
Use triangle beater

Change from Thunder sheet back to Wood block
Use medium rubber stick

Picc. 33 34 35 **C** 36 37 38
1st Fl. *f*
2nd Fl. *f*
1st Ob. *f*
2nd Ob. *f*
C. A.
1st Cl. *ff* *mf*
2nd Cl. *ff* *mf*
B. Cl. *ff* *mf*
1st Bsn. *ff* *mf*
2nd Bsn. *ff* *mf*
Cbsn. *ff* *mf*
1st Hn. *mf* *p*
2nd Hn. *mf* *p*
3rd Hn. *mf* *p*
4th Hn. *mf* *p*
1st Tpt. *mf*
2nd Tpt. *mf*
Tbn. *f* *p* *f*
Tbn. *f* *p* *f*
B. Tbn. *p* *f*
Tba. *f*
Timp. *mf* *p* *f*
Perc. *mf* *mf*
Hp. *mf*
Voice
Pno. *mf* *mf*
Vin I. *mf* *mf* **C**
Vin II. *mf*
Vla. *mf*
Vc. *mf* *mf* *pizz.*
Db. *mf* *mf* *ff*

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Picc. *pp* *p*

1st Fl. *pp* *p*

2nd Fl. *pp* *p*

1st Ob. *pp* *p*

2nd Ob. *pp* *p*

C. A. *pp* *p*

1st Cl. *mp* *p*

2nd Cl. *mp* *p*

B. Cl. *mp* *p*

1st Bsn. *mp*

2nd Bsn. *mp*

Cbsn. *mp*

1st Hn. *pp* *mf*

2nd Hn. *pp* *mf*

3rd Hn. *pp* *mf*

4th Hn. *pp* *mf*

1st Tpt. *pp* *mf*

2nd Tpt. *pp* *mf*

Tbn. *p* *mf*

Tbn. *p* *mf*

B. Tbn. *p* *mf*

Tba. *p* *mf*

Timp. *p* *mf*

Perc. Triangle *mf*

Perc. woodblock *ff*

Hp. *mf*

Voice

Pno. *mf*

Vln I *mf*

Vln II *mf*

Vla. *mf*

Vc. *mf* arco

Db. *mf* arco pizz arco

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D

D

46 47 48 49 50 51 52

Picc.

1st Fl.

2nd Fl.

1st Ob.

2nd Ob.

C. A.

1st Cl.

2nd Cl.

B. Cl.

1st Bsn

2nd Bsn

Cbsn

1st Hn

2nd Hn

3rd Hn

4th Hn

1st Tpt

2nd Tpt

Tbn.

Tbn.

B. Tbn.

Tba

Timp.

Perc. Triangle

Perc. woodblock

Hp

Voice

Pno

Vln I

Vln II

Vla

Vc.

Db.

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Add Plunger Mute

p *f*

mf

f

arco

Picc. 53 54 55 56 57

1st Fl.

2nd Fl.

1st Ob.

2nd Ob.

C. A.

1st Cl.

2nd Cl.

B. Cl.

1st Bsn.

2nd Bsn.

Cbsn.

1st Hn.

2nd Hn.

3rd Hn.

4th Hn.

1st Tpt.

2nd Tpt.

Tbn.

Tbn.

B. Tbn.

Tba.

Timp. *fff* *p* *f* *mf* *f* *f* *mp* *lv.*

Perc. Triangle

Perc. woodblock

Hp.

Voice *mp*
Yet on this

Pno. *ff*

Vln I *ff* *p*

Vln II *ff* *mf*

Vla. *ff* *pizz.* *arco* *p*

Ve. *ff* *pizz.* *arco* *p*

Db. *ff* *pizz.* *arco* *ff* *p* *mf*

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58 59 60 61 62 63 64

Picc.

1st Fl.

2nd Fl.

1st Ob.

2nd Ob.

C. A.

1st Cl.

2nd Cl.

B. Cl.

1st Bsn.

2nd Bsn.

Cbsn.

1st Hn.

2nd Hn.

3rd Hn.

4th Hn.

1st Tpt.

2nd Tpt.

Tbn.

Tbn.

B. Tbn.

Tba.

Timp.

Perc.

Perc.

Hp.

Voice

Pno.

Vln I.

Vln II.

Vla.

Vc.

Db.

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day there a - wait - ed skulking stran - gers the gruff kids on the block,

65 66 67 68 69 70 71

Picc. -
 1st Fl. -
 2nd Fl. -
 1st Ob. -
 2nd Ob. -
 C. A. -
 1st Cl. -
 2nd Cl. -
 B. Cl. -
 1st Bsn. -
 2nd Bsn. -
 Cbsn. -
 1st Hn. -
 2nd Hn. -
 3rd Hn. -
 4th Hn. -
 1st Tpt. -
 2nd Tpt. -
 Tbn. -
 Tbn. -
 B. Tbn. -
 Tba. -

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Change back to Tubular Bells
 [Use a Chime Hammer covered with cloth] *pp*

Change back to Thunder Sheet
 [Use a medium yarn mallet] *p*

Make the sound as close to real thunder as possible. (May experiment) and have the thunder build as does the rain.

(Shake the sheet with one hand where there is a note and strike the sheet with yarn mallet where there isn't) *pp* *mf* *f*

l.v. l.v.

ff

Hp

Voice
 who'd soon take no - tice of Sun shine's long gold - en locks.

Pno

Vln I *pp*
 Vln II *pp*
 Vla *p*
 Vc. *pp*
 Db *p*

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72 73 74 F $\text{♩} = 70$ 75 76

Picc.

1st Fl. *pp*

2nd Fl. *pp*

1st Ob.

2nd Ob.

C. A.

1st Cl.

2nd Cl.

B. Cl.

1st Bsn.

2nd Bsn.

Cbsn.

1st Hn.

2nd Hn.

3rd Hn.

4th Hn.

1st Tpt.

2nd Tpt.

Tbn.

Tbn.

B. Tbn.

Tba.

Timp. *l.v.* *ff*

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Perc. *Rainsticks*
Change to 2 Rainsticks

(Start off tipping 1 Rainstick-indicating light rainfall through 3mm and then start getting louder by using both Rainsticks.)

(Shake the sheet with one hand where there is a role and strike the sheet with your mallet where there isn't)

pp *l.v.* *mf* *f* *l.v.*

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Hp. (DCBB/EBFGA) *p* *Bb* *Eb*

Voice *p*
Oh Sun - shine list - en turn back while you can! I'm fu - tile un - a - ble to pro - tect you

Pno. *mp*

F $\text{♩} = 70$

Vln I *mp* *morendo* *pp*

Vln II *mp* *morendo* *pp*

Vla. *mp* *morendo* *pp* *pizz*

Vc. *mp* *morendo* *p* *mf* *ff*

Db. *mp* *morendo* *arco* *mf* *pizz* *ff*

77 78 79 80 81

Picc. *p mp*

1st Fl. *p mp*

2nd Fl. *p*

1st Ob. *p*

2nd Ob. *p mp*

C. A.

1st Cl. *p mp*

2nd Cl. *p mp*

B. Cl.

1st Bsn. *p*

2nd Bsn.

Cbsn.

1st Hn. *p*

2nd Hn.

3rd Hn.

4th Hn.

1st Tpt. *p*

2nd Tpt.

Tbn. *p*

Tbn. *p*

B. Tbn. *p*

Tba.

Timp.

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(It should sound like a thunderstorm with the sound of rain becoming louder and louder (so experiment) and make it as close to the real thing as it is a full down spout.)

2 Rainsticks

Thundersheet

(Shake the sheet with one hand where there is a role and strike the sheet with the yarn mallet where there isn't)

p *mf* *f*

ppp *pp* *mf* *p* *f* *mp*

Hp

Voice

don't vi - sit not to - day. I wel - come you not! Sun - shine go! go home_ where you be -

Vln I

Vln II

Vla. arco

Vc. *p* *ppp* *mp* *pp* *mf* *p* *f* *mp*

Db. *p* *ppp* *mp* *pp* *mf* *p* *f* *mp*

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82 $\text{♩} = 70$ 83 84 85 86

Picc.

1st Fl.

2nd Fl.

1st Ob.

2nd Ob.

C. A. *mp*

1st Cl. *Morendo* *mf*

2nd Cl.

B. Cl.

1st Bsn.

2nd Bsn.

Cbsn.

1st Hn.

2nd Hn.

3rd Hn.

4th Hn.

1st Tpt.

2nd Tpt.

Tbn.

Tbn.

B. Tbn.

Tba.

Timp.

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Perc. *fff*

Perc. *p* *mf* *f* *p* *mf* *f*

Hp.

Voice *long!*

Pno. *p* *mf*

Vln I *pp* *mp* *pp*

Vln II *pp* *mp* *pp*

Vla. *pp* *p* *mp*

Vc. *pp*

Db. *pp*

(Shake the sheet with one hand where there is a role and strike the sheet with the yarn mallet where there isn't) *l.v.*

(Shake the sheet with one hand where there is a role and strike the sheet with the yarn mallet where there isn't) *l.v.*

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87 88 89 90 91

Picc.

1st Fl.

2nd Fl.

1st Ob.

2nd Ob.

C. A.

1st Cl.

2nd Cl.

B. Cl.

1st Bsn.

2nd Bsn.

Cbsn.

1st Hn.

2nd Hn.

3rd Hn.

4th Hn.

1st Tpt.

2nd Tpt.

Tbn.

Tbn.

B. Tbn.

Tba.

Timp.

Perc.

Perc.

Hp.

Voice

Pno.

Vln I.

Vln II.

Vla.

Vc.

Db.

Plunger Mute

(Have the storm start to die down. Indicate this by going to just 1 Rainstick and slowly get softer through the end.)

(Strike the thundersheet with the soft yarn mallet as indicated and must sound like it is thunder dying down in the distance.)

p *mf* On role, keep shaking the sheet gently while hitting it one more time at end of mm

p *p* *p* *p* *p*

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