

Paul Copeland

Composer for the Internet

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A little biographical information

Paul has been the past recipient from the Australian Council of the Arts for a composition grant. His music has been broadcast over the National radio in Australia and has been performed overseas in Germany and in Italy.

Paul has also been the recipient of a commendation for a computer print which was entered in what was referred to as the world's first international computer art competition.

Interface Publications have published 3 of Paul's computer books.

Paul composes music in many different styles such as neoclassical, jazz, experimental and avant-garde.

Paul enjoys computer programming, chess, keeping fit and bush walking with his family.

About "The Cuckoo."

This piece was written for students of a primary school where I teach. The first flute part is harder than the second flute and can be played by the teacher.

You may make copies of this piece provided that this page is included with all copies.

I hope that you enjoy playing "The Cuckoo".

Best wishes for a great day.

Paul Copeland

Paul Copeland (August 1996)
emarket@c031.aone.net.au

About Paul's WWW site

This music is made available on the WWW through the kind sponsorship by Geocities of a WWW page.

Geocities can be found at <http://www.geocities.com/cgi-bin/main/BHI/about.html> where you can apply for a free WWW page.

Paul's WWW page is at <http://www.geocities.com/Vienna/1153>

Here you will find many of his compositions for solo and ensemble instruments. The music is available as GIF files, midi files, movies (music sequences) and pdf files for high resolution printing.

SCORE

The Cuckoo

(for 2 Flutes and Piano)

Paul Copeland
emarket@c031.aone.net.au

$\text{♩} = 126$

Flute I

Flute II

Piano

The first system of the score is in 3/4 time with a key signature of one sharp (F#). It features three staves: Flute I, Flute II, and Piano. The Flute I part begins with a *mp* dynamic and a quarter rest, followed by a series of quarter notes. The Flute II part also starts with a quarter rest, then plays a sequence of notes including a sharp sign. The Piano part consists of a rhythmic accompaniment of quarter notes in the right hand and quarter notes in the left hand. Dynamics range from *mp* to *mf* and back to *mp*. A first ending bracket spans the final two measures of the system.

1st time

2nd time

The second system continues the piece and includes a first and second ending. The Flute I part has a *mf* dynamic for the first ending and returns to *mp* for the second ending. The Flute II part follows a similar pattern. The Piano part features a *mf* dynamic for the first ending and *mp* for the second ending. The first ending is marked with a repeat sign and a first ending bracket. The second ending is marked with a repeat sign and a second ending bracket. The system concludes with a double bar line.

The third system continues the piece. The Flute I part has a *mf* dynamic for the first ending and *f* for the second ending. The Flute II part follows a similar pattern. The Piano part features a *mf* dynamic for the first ending and *f* for the second ending. The first ending is marked with a repeat sign and a first ending bracket. The second ending is marked with a repeat sign and a second ending bracket. The system concludes with a double bar line.

SCORE

The musical score is divided into three systems. The first system includes a first ending and a second ending, both marked with a *mp* dynamic. The second system features a *mf* dynamic in the first measure, transitioning to *mp* in the second measure. The third system shows a dynamic progression from *mf* to *f*, then *p*, and finally *f* again. The score is written for piano and violin, with a key signature of one sharp (F#) and a common time signature (C). The piano part consists of a steady eighth-note accompaniment, while the violin part features a melodic line with various articulations and dynamics.

Other musical pieces are available from
Please visit.

The Cuckoo

(for 2 Flutes and Piano)

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♩ = 126

Flute I

mp *mf* *mp*

1st time 2nd time

mf *mf* *mp*

1st time 2nd time

mf *f*

mp *mf* *mp*

mf *f* *p* *f*

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Flute II

mp *mf* *mp*

1st time 2nd time

mf *mf* *mp*

1st time 2nd time

mf *f*

mp *mf* *mp*

mf *f* *p* *f*

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Piano

The first system of the piano score is in 3/4 time with a key signature of one sharp (F#). It begins with a repeat sign. The right hand plays a melody of quarter notes, while the left hand provides a steady accompaniment of quarter notes. Dynamics include *mp* (mezzo-piano), *mf* (mezzo-forte), and *mp* again. A large slur covers the right hand's melody across several measures.

The second system continues the piano accompaniment. It features a first ending bracket labeled "1st time" and a second ending bracket labeled "2nd time". The right hand has a melodic line with some chords, and the left hand continues with quarter notes. Dynamics include *mf* and *mp*. A fermata is placed over a note in the right hand at the end of the system.

The third system shows the piano accompaniment with more complex rhythmic patterns. The right hand has a melodic line with some chords, and the left hand continues with quarter notes. Dynamics include *mf* and *f* (forte). A fermata is placed over a note in the right hand at the end of the system.

The fourth system continues the piano accompaniment. It features a first ending bracket labeled "1st time" and a second ending bracket labeled "2nd time". The right hand has a melodic line with some chords, and the left hand continues with quarter notes. Dynamics include *mp* and *mf*.

The fifth system is the final system of the piano accompaniment. It features a melodic line in the right hand and a steady accompaniment in the left hand. Dynamics include *mp*, *f*, and *f*. A fermata is placed over a note in the right hand at the end of the system.