

# Nocturne

Chimes used: 12

*mp* John C. Dare

*mf*

*p*  
*mp*

*f*

*mf*

*mf*

*f*

## Common Patterns in 6/8 Meter

Chimes used: 12

Practice 1-A and 1-B separately; then divide the ringers into two groups and play both patterns together. Switch parts so that all ringers experience how each pattern fits with the other.

*J. = 50* C.R.D.

1-A

1 2 3 4 5 6 1 2 3 4 5 6 1-2-3-4-5-6  
Swing-ing high, swing-ing low. Swing-ing high, swing-ing low. Wheel!

*J. = 50*

1-B

1-2-3 4-5-6 1-2-3 4-5-6 1-2-3-4-5-6  
Swing, swing, Swing, swing, Wheel!

Practice 2-A and 2-B separately; then divide the ringers into two groups and play both patterns together. Switch parts so that all ringers experience how each pattern fits with the other. Finally, divide the ringers into 3 groups and play 1-A, 1-B and 2-B simultaneously. Switch parts until each group has played each pattern in combination with the other two patterns.

*J. = 50*

2-A

1 2 3 4 5 6 1 2 3 4 5 6 1-2-3-4-5-6  
Swing-ing high, swing-ing low. Swing-ing high, swing-ing low. Wheel!

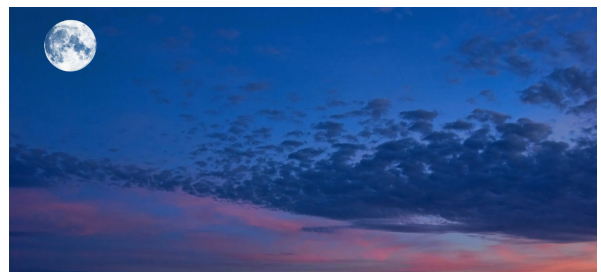
*J. = 50*

2-B

1-2 3 4-5 6 1-2 3 4-5 6 1-2-3-4-5-6  
Swing high, swing low. Swing high, swing low. Wheel!

The title page is placed at the end of this miniature score so that the layout will show the page turns accurately.

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6 Ringers (D5—A6)  
Chimes or Handbells

by  
John C. Dare

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