

# “Shepherd’s Hey”

## English Morris Dance Tune

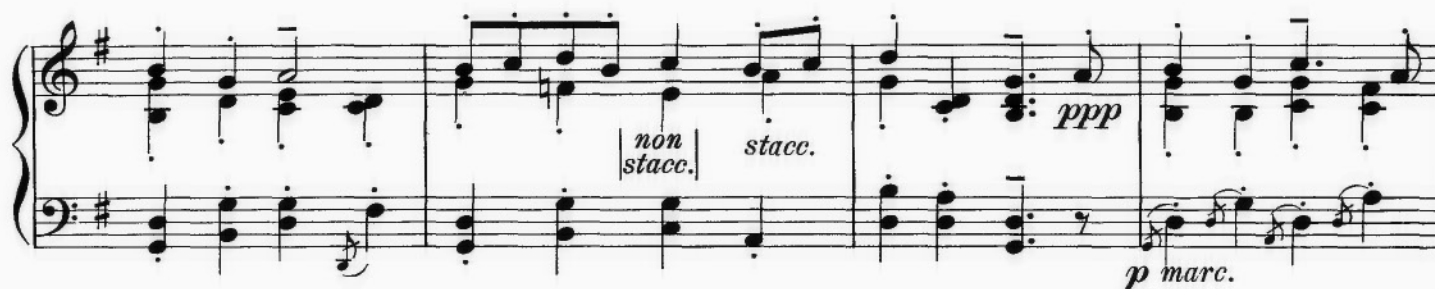
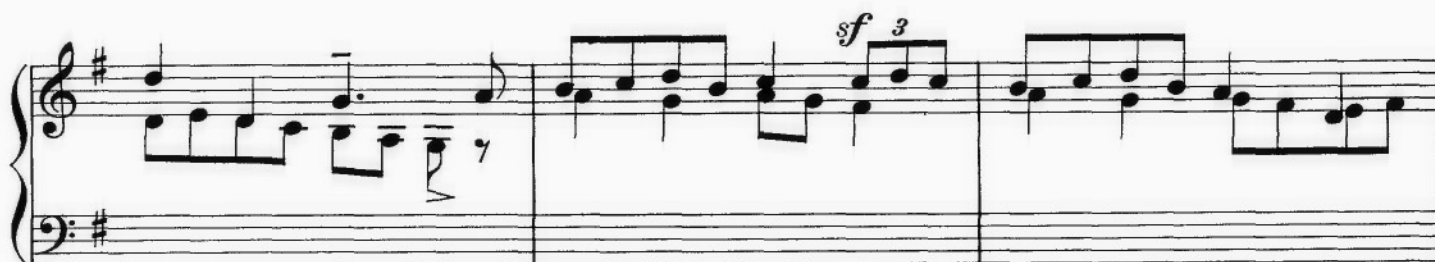
*N.B.* This setting is not suitable to dance Morris Dances to.  
All big stretches may be played broken (harped).

Set for piano by  
Percy Aldridge Grainger

FAST. M.M. ♩ = between 96 and 116



*No pedal until marked*



Stranger — Shepherd's Hey

First system of musical notation. The treble clef staff contains a melody with slurs and fingerings (3, 5 1, 3, 4 1). The bass clef staff provides harmonic support. Dynamics include *stacc.* and *fff*. A *Ted.* mark with an asterisk is present at the end of the system.

Second system of musical notation. The treble clef staff features chords and melodic lines with dynamics *p*, *mf*, and *p*. The bass clef staff has a melody with dynamics *mf merrily* and *f*. A text instruction reads: "The bigger printed notes should". *Ted.* marks with asterisks are at the end of the system.

Third system of musical notation. The treble clef staff includes an alternative melody marked "or". Dynamics include *mf* and *mf cresc.*. A text instruction reads: "be heard well above the others". *Ted.* marks with asterisks are at the end of the system.

Fourth system of musical notation. The treble clef staff includes an alternative melody marked "or". Dynamics include *f* and *chippy mf*. *Ted.* marks with asterisks are at the end of the system.

The top notes as piercing as possible

*ff*

*stacc.*

*legato*

Ped. \*

*p stacc.*

*p*

Ped. \*

*mf*

*pp*

*stacc.*

*(pp)*

*(mf) (legato)*

*(p)*

*pp stacc.*

The bigger printed notes well to the fore and very clingingly

*senza Pedale*

Ped. \*

*p*

*pp*

*pp legato*

Ped. \*

\*) \* below a note means that the last pedal is to be raised just at the moment of striking the keys and pressed down again as fast as possible.

*cresc.* *sonore* *cresc. subito*

*Bumpingly*

Ted. \* Ted. \* Ted. \* Ted. \* Ted. \* Ted. \* Ted. \* Ted. \*

don't break these

*f* *ff stacc.*

or

Ted. \* Ted. \* Ted. \* Ted. \* Ted. \* Ted. \* Ted. \* Ted. \*

*fff*

*glissando (with thumb nail)*

Ted. \* Ted. \* Ted. \* Ted. \* Ted. \* Ted. \* Ted. \* Ted. \*

*stacc.* *fff* *ff*

*hold back*

Ted. \* Ted. \* Ted. \* Ted. \* Ted. \* Ted. \* Ted. \* Ted. \*

\*) It doesn't matter exactly what note the glissando ends on.



*f* bright  
clangingly *sfff* *sfff*

\* Ped. \* Ped. \* Ped. \*

*lots* *sfff* *sfff* *sfff*

\* Ped. \* Ped. \* Ped. \* Ped. \*

Quicken to the end  
*f* *mp* *fff*

\* Ped. \* Ped. \* Ped. \* Ped. \* Ped. \*

*huge* *sfff*

\* Ped. \* Ped. \* Ped. \* Ped. \* Ped. \*

*f*

*mp*

\* Ped. \* Ped. \* Ped. \* Ped. \* Ped. \* Ped. \* Ped. \*

or

8

3 2 4 1 4 1 5 2 3 1 5 2

*fff*

Ped. \* Ped. \* Ped. \* Ped. \*

8

or

5 1 3 2 4 1 1 4 1 5 2 3 1 5 2

hold back slightly

Fast

*fff*

Ped. \* Ped. \* Ped. \* Ped. \* Ped. \* Ped. \* Ped. \*

or

long

5 3 3 1

Very fast

or

hold back

gliss. not too fast on any white keys

lots

*fff*

*ffff*

(top note)

\* Ped. \* Ped. \* Ped. \*