

CADET 2

Only the selections listed are to be used from these books!

NOTE: * UNDER PUBLISHER INDICATED THAT SELECTION IS ALSO AVAILABLE AS SHEET MUSIC

SELECTION	PAGE #	COMPOSER	PUBLISHER
(BOOK) ALFRED'S BASIC PIANO COURSE BOOK 1B			
PALMER/MANUS/LETHCO			
ALF			
1. MAGIC MAN	32		
2. SONATINA	44		
(BOOK) BASTIEN FAVORITES LEVEL 1			
BASTIEN			
KJOS			
3. CARNIVAL CHA CHA	26		*
4. CAT AT NIGHT	10		*
5. CHINATOWN	8		*
6. HAVE YOU SEEN	18		*
7. TURTLE AT THE ZOO	22		*
(BOOK) PIANO ADVENTURES PERFORMANCE LEVEL 2A (2ND Edition)			
FABER			
FJH			
8. THE HORSEMAN'S NIGHT RIDE	28		
9. THE LOCHNESS MONSTER	14		
10. THE ROCKY MOUNTAIN TRAIN	20		
11. MR. MCGILL	12		
12. THE COCONUT SHUFFLE	18		
13. DANCE THEME AND VARIATION	6		
(BOOK) PIANO ADVENTURES PERFORMANCE LEVEL 2B (2ND Edition)			
FABER			
FJH			
14. PAGODA IN THE PURPLE MIST	6		
15. A DAY AT THE CARNIVAL	8		
(BOOK) PIANO RECITAL SOLOS LEVEL 1			
BASTIEN			
KJOS			
16. ALL SCHOOL PARADE	2		*
17. HALLOWEEN WITCHES	6		*
18. MARCHING BAND	12		*
19. MIDNIGHT DANCE	8		*
20. TACO JOE	4		*
(BOOK) POP PIANO STYLES LEVEL 1			
BASTIEN			
KJOS			
21. DISCO DANCING	22		
22. BOOGIE BLUES	8		*
23. LONELY	18		*
24. MAIN STREET BLUES	12		*
25. SUPER BOOGIE	14		*
(BOOK) FANTASTIC FINGERS BOOK 2			
C. GOLDSTON			
FJH			
26. COOL CAT STRUT	4		
27. LONDON CHIMES	12		
28. TEMPLE BREEZES	14		
29. LUCK OF THE IRISH	8		
(BOOK) SIMPLY CLASSICS BK. 1			
GOLDSTON			
ALF			
30. PRELUDE NO. 2 FROM WTC VOL. 1	6	BACH	
31. SONATINA OP. 36 NO. 1	10	CLEMENTI	
32. CLAIRE DE LUNE	20	DEBUSSY	
(BOOK) PIANO ADVENTURES LESSON LEVEL 2A (2ND EDITION)			
FABER			
FJH			
33. PIRATE OF THE NORTH SEA	38		

SHEET MUSIC ONLY:

34. A PIRATE SONG	NOONA	HMP
35.. LITTLE CABELLERO	STECHE#HOROWITZ	GS
36. LOOK WHAT I CAN DO	FABER	FJH#A2009
37. MY FIRST WALTZ	ROLSETH	GS
38. PROCESSION OF THE SEVEN DWARFS	L. LONG	WLS
39. (THE) SHARK	ROLLIN	ALF#18181
40. SLUMBER PARTY	STECKER/SCHAUM	SCHA
41. SWAYING SILVER BIRCHES	C. LESLIE	WLS
42. ASTRONAUT ADVENTURE	W. SCHAUM	* SCHA
47. PLAYFUL POODLE	M. REICH	* SCHA
48. SPACE WALK	W. SCHAUM	* SCHA