

Flute

СЕРЕНАДА ТРУБАДУРА

из мультфильма "По следам Бременских музыкантов"

Г. Гладков

инстр. А. Школяр

♩ = 80

2 1 10 2

f

1.

2.

mf *p*

pp *ppp*

Clarinet in B \flat 1

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$\text{♩} = 80$

mf

1

mf

2

f

1.

f

2.

mf *p*

pp *ppp*

Clarinet in B \flat 2

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$\text{♩} = 80$

mf

1

mf

f

2

f

mf

p *pp* *ppp*

Alto Saxophone 1

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♩ = 80

The musical score is written for Alto Saxophone 1 in G major (one sharp) and common time (C). It consists of four staves of music. The first staff begins with a tempo marking of ♩ = 80 and a 2-measure rest. It features a first ending bracketed with '1' and a 10-measure rest, followed by a second ending bracketed with '2'. The music starts with a forte (*f*) dynamic. The second staff continues the melody with a first ending bracketed with '1.' and a forte (*f*) dynamic. The third staff has a second ending bracketed with '2.' and dynamics of mezzo-forte (*mf*) and piano (*p*). The fourth staff concludes the piece with dynamics of pianissimo (*pp*) and pianissimo-pianissimo (*ppp*).

Alto Saxophone 2

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♩ = 80

2 1 10 2

f

1.

2.

mf *p*

pp *ppp*

The musical score is written for Alto Saxophone 2 in G major (one sharp) and common time (C). It begins with a tempo marking of quarter note = 80. The first line contains a 2-measure rest, followed by a first ending bracket over a 10-measure rest, and then a second ending bracket over a 2-measure rest. The first ending leads to the start of the piece, which begins with a forte (*f*) dynamic. The second ending leads to a first ending bracket over a 4-measure phrase. The second ending leads to a second ending bracket over a 4-measure phrase. The piece concludes with a piano (*pp*) dynamic, followed by a pianissimo (*ppp*) dynamic.

Trumpet in B \flat

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$\text{♩} = 80$

2 1 10 2

f

2 1.

2. *mf* *p*

pp *ppp*

Trombone

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Г. Гладков

инстр. А. Школяр

♩ = 80

2

1

mf

3

3

3

3

2

f

1.

2.

f

f

mf

p

pp

Percussion

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♩ = 80

1

mf *mf*

4

2 *f* 4 8

1. 2. *mf*

p *pp*

Marching Bass Drum

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♩ = 80

The musical score is written for a marching bass drum in common time (C). It consists of four staves of music. The first staff begins with a dynamic marking of *mf* and a first ending bracket labeled '1' above it. The second staff continues the piece with a dynamic marking of *mf* and a '4' above it. The third staff starts with a dynamic marking of *f* and contains a first ending bracket labeled '1.' above it. The fourth staff begins with a dynamic marking of *mf* and a second ending bracket labeled '2.' above it, which concludes with a *pp* dynamic marking and an accent mark.

Cornet in B \flat 1

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$\text{♩} = 80$

The musical score is written on three staves in treble clef with a key signature of one sharp (F#) and a common time signature (C). The tempo is marked as quarter note = 80. The first staff begins with a 2-measure rest, followed by a first ending bracket (1) over a 10-measure rest, and a second ending bracket (2) over a 2-measure rest. The music then begins with a dynamic marking of *f*. The second staff contains a 2-measure rest followed by a first ending bracket (1.) over a 4-measure phrase. The third staff contains a second ending bracket (2.) over a 4-measure phrase, with dynamic markings *mf*, *p*, *pp*, and *ppp* indicated below the notes. The score concludes with a double bar line.

Cornet in B \flat 2

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$\text{♩} = 80$

2 1 10 2

f

2 1. 2. *mf*

p *pp* *ppp*

Horn in E \flat 1

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Г. Гладков

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$\text{♩} = 80$

mf *mf*

f

mf *p*

pp *ppp*

1.

2.

Horn in E \flat 2

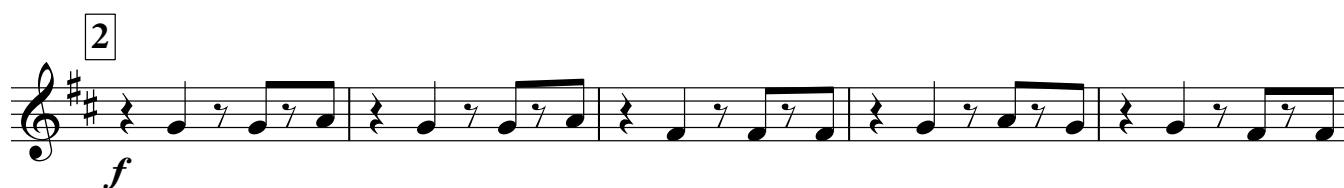
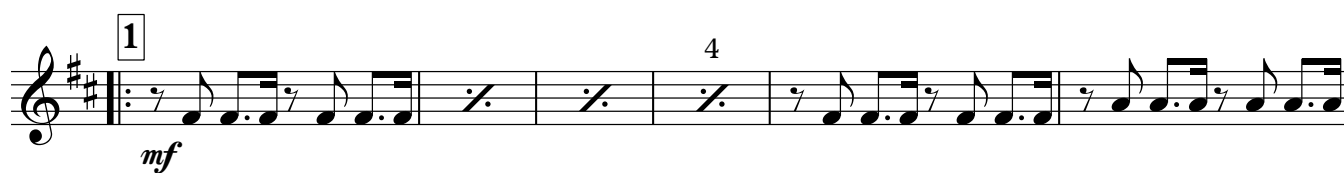
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♩ = 80



Euphonium 1

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$\text{♩} = 80$

mf

f

f

mf *p* *pp*

Euphonium 2

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$\text{♩} = 80$

mf **1** *mf*

f **2**

1.

2. *mf* *p*

pp *ppp*

Baritone

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$\text{♩} = 80$

The musical score is written for Baritone in G major and common time. It consists of five staves of music. The tempo is marked as quarter note = 80. The score includes various dynamics: *mf*, *f*, *p*, and *pp*. There are also articulations such as accents and slurs. Fingerings are indicated by numbers 1, 2, and 3. The piece features several triplet patterns and a first/second ending section.

Bass in C 1

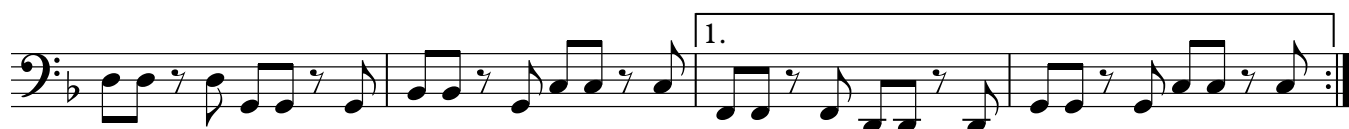
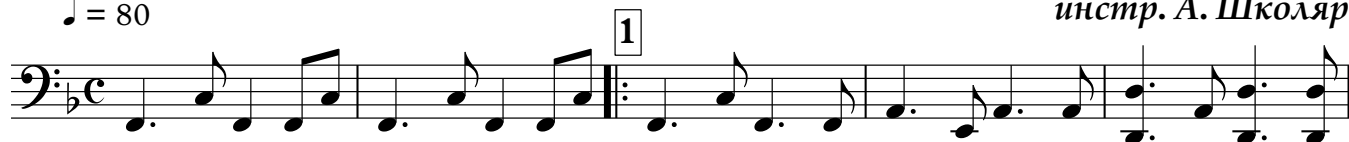
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♩ = 80



Bass in C 2

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♩ = 80

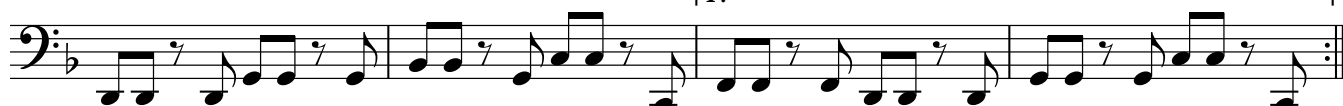
1



2



1.



2.

