

# En avant Belle-Ile

David DELOURME

$\text{♩} = 80$

The musical score is arranged in nine staves, all in 3/4 time. The key signature has two flats (B-flat and E-flat). The instruments and their parts are as follows:

- Trompette Mi♭:** Rests throughout the piece.
- Clairon Si♭:** Rests throughout the piece.
- Cor Mi♭:** Plays a series of chords in the right hand, starting with a forte (*mf*) dynamic.
- Clairon Basse Si♭:** Plays a series of chords in the right hand, starting with a forte (*mf*) dynamic.
- Trompette Basse Mi♭:** Plays a series of chords in the right hand, starting with a forte (*mf*) dynamic.
- Euphonium Si♭:** Plays a series of chords in the right hand, starting with a forte (*mf*) dynamic.
- Sousaphone Si♭:** Plays a series of chords in the right hand, starting with a forte (*mf*) dynamic.
- Glockenspiel:** Plays a rhythmic melody in the right hand, starting with a forte (*mf*) dynamic.
- Batterie:** Plays a rhythmic pattern in the right hand, starting with a forte (*mf*) dynamic.

En avant Belle Ile

5

Trp. *mf*

Cl. *mf*

Cor *mp*

Cl. B. *mp*

Tpt. B. *mp*

Eupho. *mp*

Sousa. *mp*

Glock. *mp*

Bat. *mp*

Detailed description: This is a page of a musical score for a brass and woodwind ensemble. The score is for measures 5 through 9. The instruments are arranged vertically: Trp. (Trumpet), Cl. (Clarinet), Cor (Cor Anglais), Cl. B. (Bass Clarinet), Tpt. B. (Baritone Trumpet), Eupho. (Euphonium), Sousa. (Sousaphone), Glock. (Glockenspiel), and Bat. (Bass Drum). The key signature has two flats (B-flat and E-flat), and the time signature is 4/4. The Trp. part starts with a *mf* dynamic and plays a series of chords. The Cl. part plays a simple melodic line. The Cor, Cl. B., Tpt. B., and Eupho. parts play chords with some melodic movement. The Sousa. part plays a steady bass line. The Glock. part plays a rhythmic pattern of eighth notes. The Bat. part plays a complex rhythmic pattern with many sixteenth notes. The score includes repeat signs at the beginning of each instrument's part.