



Molenaar Edition

Kinder Serenade

Droom

M. Max

Art.Nr: 010804050
Difficulty: B

Concert Band

Original Pieces

Colofon

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Mini - Score

www.molenaar.com

Molenaar Edition

KINDER - SERENADE

SERENADE DES ENFANTS

Directie Bb

Harmonie - Fanfare

MATHIEU MAX

1. Droom (Rêve)

Andante (♩ = 63)

Cor, Alto. I, Alt-Sax, Ten.-Sax.

Musical score for '1. Droom (Rêve)' in 3/4 time, Andante (♩ = 63). The score is for Concert Band and includes parts for Tuba, Euphonium, Clarinet in Bb, and various woodwinds. It features dynamic markings like *p*, *mf*, and *pp*, and includes a section marked 'al Coda'. A large 'Mini Score' watermark is overlaid on the score.

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Musical score for 'CODA 2' in 3/4 time. It includes dynamic markings like *ppp* and *con sord.* and a 'D.C.' marking.

2. Eerste stapjes (Premiers Pas)

Moderato ♩ = 92

Musical score for '2. Eerste stapjes (Premiers Pas)' in 3/4 time, Moderato (♩ = 92). It includes parts for Clarinet, Cornet, and Trumpet, with dynamic markings like *p*, *mf*, and *pp*.

Musical score for '2. Eerste stapjes (Premiers Pas)' in 3/4 time, Moderato (♩ = 92). It includes parts for Cornet, Trumpet, Triangle, and Trombone, with dynamic markings like *p*, *mf*, and *pp*.

Musical score for '2. Eerste stapjes (Premiers Pas)' in 3/4 time, Moderato (♩ = 92). It includes parts for Clarinet, Cornet, and Trumpet, with dynamic markings like *p*, *mf*, and *pp*.

Musical score for '2. Eerste stapjes (Premiers Pas)' in 3/4 time, Moderato (♩ = 92). It includes parts for Clarinet, Cornet, and Trumpet, with dynamic markings like *p*, *mf*, and *pp*.

Musical score for '2. Eerste stapjes (Premiers Pas)' in 3/4 time, Moderato (♩ = 92). It includes parts for Clarinet, Cornet, and Trumpet, with dynamic markings like *p*, *mf*, and *pp*.

Musical score for '3. Spel (Jeu)' in 3/4 time. It includes dynamic markings like *poco rit.*, *à tempo*, and *mf*.

Musical score for '3. Spel (Jeu)' in 3/4 time. It includes dynamic markings like *poco rit.*, *mf*, and *D.S. al Fine*.

3. Spel (Jeu)

♩ = 120

Musical score for '3. Spel (Jeu)' in 3/4 time, ♩ = 120. It includes parts for Flute, Clarinet, and Trumpet, with dynamic markings like *mf* and *p*.

Musical score for '3. Spel (Jeu)' in 3/4 time, ♩ = 120. It includes parts for Clarinet, Alto Saxophone, Tenor Saxophone, and Triangle, with dynamic markings like *p* and *mf*.

Musical score for '3. Spel (Jeu)' in 3/4 time, ♩ = 120. It includes parts for Clarinet, Flute, Cornet, and Trumpet, with dynamic markings like *mf* and *p*.

al Coda

Andante $\text{♩} = 60$

Gr. Trom

D Allegretto $\text{♩} = 104$

mp

E

Cornet, Trompet

Corn. Trib.

[U17]

Fluit

Alt. Sax

D.S.

CODA

mf

rall.

