



FUN FOR YOUNG PEOPLE

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Jean-Pierre Hartmann

BB

Concert Pieces

difem

éditions musicales

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Fun for young people

Prelude - Rock - Interlude - Final

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INSTRUMENTATION VARIABLE

		<i>harmonie</i>	<i>brass band</i>
Part 1 C (8va)	piccolo	1	-
Part 1 C (8va)	flute	5	-
Part 1 C	oboe	2	-
Part 1 Eb (8va)	clarinet	1	-
Part 1 Eb	soprano cornet	-	1
Part 1 Bb	1st clarinet / soprano sax. / 1st trumpet	9	-
	solo cornet / repiano cornet	-	5
Part 2 Bb	2nd clarinet / 2nd flugelhorn / 2nd trumpet	9	-
	2nd Bb cornet / flugelhorn (b.b.)	-	3
Part 2 Eb	1st alto sax. / horn (ad lib.)	2	1
Part 2 F	english horn / horn (ad lib.)	2	-
Part 3 Bb	3rd clarinet / 3rd flugelhorn / 3rd trumpet	9	-
	3rd cornet	-	2
Part 3 Eb	2nd alto sax. / horn (ad lib.)	2	2
Part 3 F	horn (ad lib.)	2	-
Part 4 Bb (T.C.*)	tenor sax. / 1st trombone / baritone (ad lib.)	5	2
Part 4 Bb (B.C.*)	1st trombone / baritone (ad lib.)	2	-
Part 4 C (B.C.*)	1st trombone	2	1
Part 4 Eb	horns / alto clarinet	4	-
Part 4 Eb	horns (b.b.)	-	3
Part 4 F	horns	3	-
Part 5 Bb (T.C.*)	2nd trombone / 1st tenor tuba	3	-
	euphonium / 1st baritone (b.b.)	-	3
Part 5 Bb (B.C.*)	2nd trombone / 1st tenor tuba	3	-
Part 5 C (B.C.*)	2nd trombone / baritone / 1st bassoon (ad lib.)	2	1
Part 6 Bb (T.C.*)	3rd trombone / 2nd tenor tuba / bass	4	3
Part 6 Eb (T.C.*)	bass	3	2
Part 6 Eb (T.C.*)	baritone sax.	1	-
Part 6 Eb (B.C.*)	bass	2	2
Part 6 C 8va (B.C.*)	bassoon / baritone / contra bass		
	bass trombone	3	1
Part 6 C (B.C.*)	bass tuba (8va bassa)	2	-
Percussion	timpani	1	1
	drumset	2	2
Full score		1	1

* T.C. = treble clef (clé de sol) B.C. = bass clef (clé de fa)

FUN FOR YOUNG PEOPLE

1. Prélude

Andante maestoso (♩ = 84)

The first system of the musical score consists of six staves for strings (I-VI), a timpani staff, and a percussion staff. The key signature has two flats (B-flat and E-flat), and the time signature is common time (C). The tempo is marked *Andante maestoso* with a quarter note equal to 84 beats per minute. The string parts (I-VI) are marked with a forte (*f*) dynamic. The timpani part is marked with a forte (*f*) dynamic and includes the instruction *F-Bb*. The percussion part is marked with a forte (*f*) dynamic and includes the instruction *sus. cym.*. The percussion staff shows a dynamic change from *p* to *ff* over the course of the system.

The second system of the musical score continues the first system. It consists of six staves for strings (I-VI), a timpani staff, and a percussion staff. The string parts (I-VI) are marked with a dynamic change from *fp* to *f*. The timpani part is marked with a forte (*f*) dynamic and includes the instruction *5*. The percussion part is marked with a forte (*f*) dynamic and includes the instruction *sus. cym.*. The percussion staff shows a dynamic change from *p* to *ff* over the course of the system.

I

II

III

IV

V

VI

Timp

Perc.

f

sus. cym.

p ∇ *ff*

10

rall. - - -

I

II

III

IV

V

VI

Timp

Perc.

f

sus. cym.

f s.D.

2. Rock

Vivace (♩ = 160)

The musical score is arranged in two systems. The first system includes staves for I, II, III, IV, V, VI, Timp, and Perc. The second system includes staves for I, II, III, IV, V, VI, Timp, and Perc. The score is in 2/4 time with a key signature of one flat (B-flat). The tempo is marked 'Vivace' with a quarter note equal to 160 beats per minute. The first system features a strong rhythmic pattern in the strings and percussion, with dynamics ranging from *f* to *mf*. The second system continues the pattern, with a *mf* dynamic in the upper strings and a *f* dynamic in the lower strings and percussion. The percussion part includes a 'crash' and 'B.D.' (Bass Drum) notation.

Musical score for measures 8-15. The score includes staves for strings I through VI, Timpani (Timp), and Percussion (Perc).

- Measures 8-15:** The music begins with a repeat sign and a fermata. The first string (I) has a measure rest in measure 9, labeled "1st time tacet".
- Dynamic Markings:** *mf* (mezzo-forte) is indicated for the Percussion part and the first string in measure 10.
- Rehearsal Markers:** A circled "8" is at the beginning of the first system, and a circled "10" is above the first string staff in measure 9.
- Instrumentation:** Percussion includes a snare drum part (H.H.) and a bass drum part.

Musical score for measures 16-18. The score includes staves for strings I through VI, Timpani (Timp), and Percussion (Perc).

- Measures 16-18:** The music continues with dynamic markings of *f* (forte) and *mf* (mezzo-forte).
- Dynamic Markings:** *f* is marked for strings I, II, III, V, and VI. *mf* is marked for strings I, II, III, and Percussion. *pl* (pianissimo) is marked for the fifth string in measure 17.
- Rehearsal Marker:** A circled "15" with a "1." below it is placed above the first string staff in measure 16.
- Instrumentation:** Percussion continues with a snare drum part (H.H.) and a bass drum part.

2. 80

I

II

III

IV

V *mp*

VI *mp*

Timp

Perc. *f* *p* *t.t.* *H.H.*

I *mp*

II *mp*

III *mp*

IV

V

VI

Timp

Perc.

25

I *mf*

II *mf*

III *mf*

IV *mf*

V *mf*

VI *mf*

Timp *mf*

Perc. *mf* t.t. crash

30

II

III

IV

V

VI

Timp

Perc.

♩ D.S. al $\text{\textcircled{D}}$ con repr.

Musical score for measures 31-34. The score includes staves for I, II, III, IV, V, VI, Timp, and Perc. The key signature has two flats. Dynamics include *f* and *mf*. The Percussion part includes a *t.t.* (tam-tam) section.

Musical score for measures 35-38. The score includes staves for I, II, III, IV, V, VI, Timp, and Perc. The key signature has two flats. Dynamics include *f* and *ff*. The Percussion part includes a *crash* section. The tempo marking *molto ritardando* is indicated above the staves.

3. Interlude

Andante (♩=72)

I *p*

II *p*

III

IV *p*

V *p*

VI

Timp *p* G-D

Perc.

I *mp*

II *mp*

III

IV *mp*

V *mp*

VI *mp*

Timp *p*

Perc.

10

15

I

II

III

IV

V

VI

Timp

Perc.

mf

mf

mf

mp

sub. cym.

change $D \rightarrow B^b/G \rightarrow F$

20

I

II

III

IV

V

VI

Timp

Perc.

mf

mp

mf

25 30

I

II

III

IV

V

VI

Timp

Perc.

95

I

II

III

IV

V

VI

Timp

Perc.

f

f

f

mf *f*

f

f

mf *f*

mf *f*

glock

char

40

I

II

III

IV

V

VI

Timp

Perc.

45

I

II

III

IV

V

VI

Timp

Perc.

mf

mf

mf

mf

mf

mf

mf

50 55 rit. - - -

I *mf* *f*

II *mf* *f*

III *mf* *f*

IV *mf* *f*

V *mf* *f*

VI *mf* *f*

Timp *f*

Perc. *mf* *f*

sub. cym.

4. Final

Presto (♩ = 176)

I *f* *fp*

II *f* *fp*

III *f* *fp*

IV *f*

V *f*

VI *f*

Timp *f* *fp*

Perc. *f* *H.H.* *t.t.*

I *f*

II *f*

III *f*

IV

V

VI

Timp

Perc.

I
II
III
IV
V
VI
Timp
Perc.

mf

mf

mf

mf

I
II
III
IV
V
VI
Timp
Perc.

15

f

p

f

f

f

f

f

Cantabile

I

II

III

IV

V

VI

Timp

Perc.

p

p

p

pp

I

II

III

IV

V

VI

Timp

Perc.

pp

p

p

mf

mp

mf

mf

mf

25

I

II *mp*

III *mp*

IV *mp*

V *mp*

VI *mp*

Timp *change Bb → D/F → G*

Perc. *ride mp*

30

I *cresc.* *mf*

II *cresc.* *mf*

III *cresc.* *mf*

IV *cresc.* *mf*

V *cresc.* *mf*

VI *cresc.*

Timp

Perc. *cresc.*

I *f* *mf*

II *f* *mf*

III *f* *mf*

IV

V *f* *mf*

VI

Timp *f* *mf*

Perc. *f* *mf* *pp*

crash *t.t.* *S.D.*

I *f* *fp*

II *f* *fp*

III *f* *fp*

IV *f* *fp*

V *f* *fp*

VI

Timp *f*

Perc. *f*

Perc. ossia *f*

change D -> Bb/G -> F

I
II
III
IV
V
VI
Timp
Perc.
Perc. ossia

I
II
III
IV
V
VI
Timp
Perc.
Perc. ossia

I *mp* *f*

II *mp* *f*

III *mp* *f*

IV *mp* *f*

V *mp* *f*

VI *mp* *f*

Timp

Perc. *H.H.* *mp* *f* *t.t.*

I

II

III

IV

V

VI

Timp

Perc.

Andante maestoso

rit. - - - - -

♩ = 84

I
II
III
IV
V
VI
Timp
Perc.

I
II
III
IV
V
VI
Timp
Perc.

molto rall. - - -

pp < ff