

COLONEL BOGEY

MARCH

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PARTITURA in SUONI REALI

arr. **Francesco Leone**

$\text{♩} = 100$

PARTE A

Flauto/Tastiera/Violino
Clarinetto Sib (opt.8)
Clarinetto Mib

PARTE B

Flauto/Tastiera/Violino
Clarinetto Sib
Sax Alto Mib

PARTE C

Violino/Tastiera
Chitarra
Clarinetto Sib
Sax Alto Mib

PARTE D

Violino/Tastiera
Chitarra
Clarinetto Sib
Sax Alto Mib

Pianoforte 1

Pianoforte 2

Basso

Chitarra
Violoncello C.B.
Clarinetto basso Sib

Glockenspiel
Tastiere

Percussioni

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5

A *mf*

B *mf*

C pizz. *mp*

D pizz. *mp*

Pf. 1 *p*

Pf. 2 *p*

Chit. *p*

Glk.S. *p*

Perc. *p*

The musical score for 'Colonel Bogey' is presented in a multi-staff format. The staves are labeled A, B, C, D, Pf. 1, Pf. 2, Chit., Glk.S., and Perc. The key signature is one sharp (F#), and the time signature is 4/4. The score begins with a measure marked '5'. The first four staves (A, B, C, D) are for woodwinds, with A and B marked *mf* and C and D marked *mp* and 'pizz.'. The next two staves (Pf. 1, 2) are for piano, marked *p*. The Chit. staff is for guitar, marked *p*. The Glk.S. staff is for glockenspiel, marked *p*. The Perc. staff is for percussion, marked *p*. The score includes various musical notations such as notes, rests, beams, and dynamic markings.

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10

A

B

C

D

Pf. 1

Pf. 2

Chit.

Glk.S.

Perc.

The musical score is arranged in a system of staves. The top four staves are for voices A, B, C, and D. Below them are two staves for Piano 1 (Pf. 1), followed by two staves for Piano 2 (Pf. 2). The next staff is for Chitarra (Chit.), followed by a staff for Glockenspiel (Glk.S.), and finally a staff for Percussion (Perc.). The score begins at measure 10. The vocal parts (A, B, C, D) have a melody that starts with a half note, followed by a quarter note, and then a half note. The piano parts (Pf. 1 and Pf. 2) have a similar melody. The Chitarra part has a melody that starts with a half note, followed by a quarter note, and then a half note. The Glockenspiel part has a melody that starts with a half note, followed by a quarter note, and then a half note. The Percussion part has a melody that starts with a half note, followed by a quarter note, and then a half note. The score is written in 4/4 time and features a variety of musical notation, including notes, rests, and dynamic markings.

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