

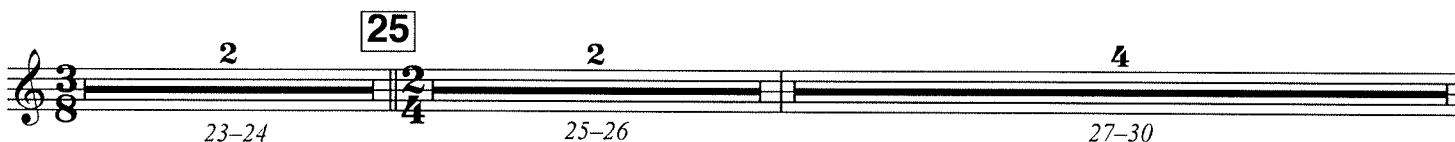
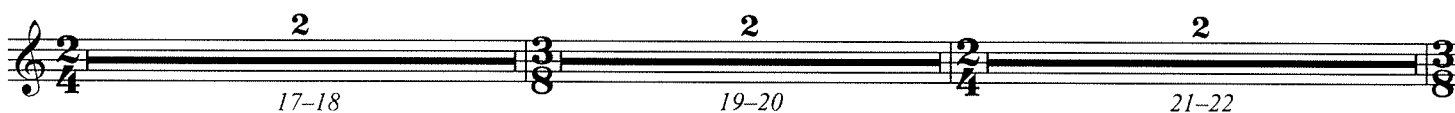
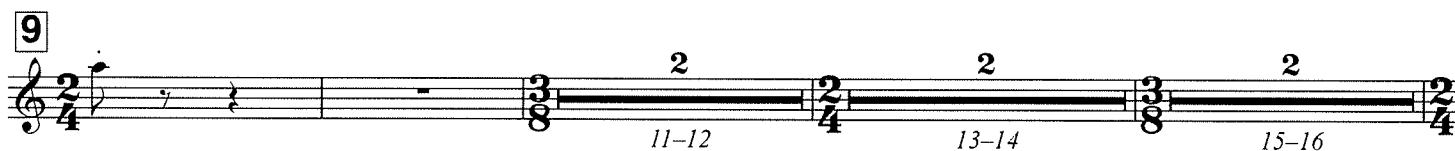
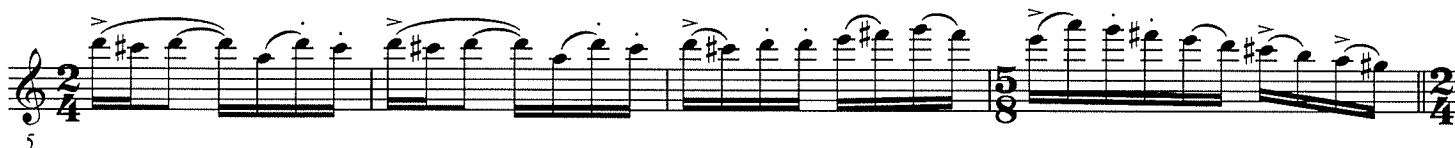
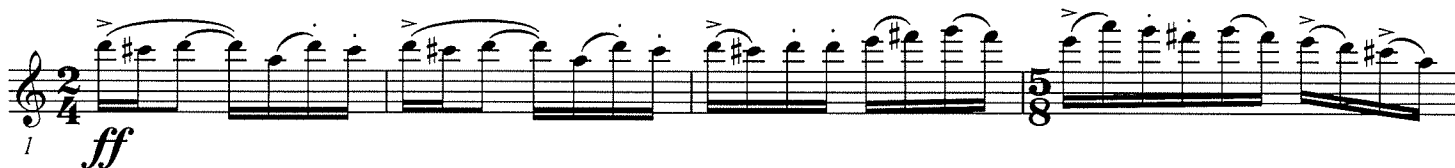
Divertissement

(extrait de "Chapeau de paille d'Italie" – Musique de scène)

VTAMU Band Library
Catalog Number 2270Composed by Jacques Ibert
Transcribed for Band by Mark E. Wolfram

I. Introduction

Allegro Vivo ♩ = 126 bpm



45 *ff* *sub.mp* *ff*

51 *ff* *Accel.* *Slightly Faster* ♩ = 130 bpm

55

61 *f* *ff* *sub.mp* *fff*

II. Cortège

Moderato Molto ♩ = 60 bpm

2 5

1-2 3-7

5

8-12

14 18 8

13 18-25

ff

Animato Subito ♩ = 126 bpm

26 35 8

ff

32 35 8

35-42

43 *ff* 4 47-50

51 *p* *pp* One Player

Tutti *f* *ff* 56

Rall. Molto A Tempo ♩ = 126 bpm 61 *sub.mp* 63 *ff*

67

72 75

One Player *p* *Finé Rit. . . .* 78

83 **ff** 5 85-89 91 **ff** 7 92-98

5 99-103

105 5 110 **ff** 5 112-116

117 118 **ff** 16 119-134 *Rall. ... assai ...* //

137 **Animato Subito** ♩ = 126 bpm 8 145 **p**

147

151 *D.S. al Fine*

III. Nocturne

Lento ♩ = 63 bpm

3 19
1-3 4-22

(Piano Cadenza) Fl. 1 **SOLO** - No Vibrato
23 *pp*

IV. Valse

Animato assai ♩ = 82 bpm

4 2
1-4 5-6

7 *f* *ff*

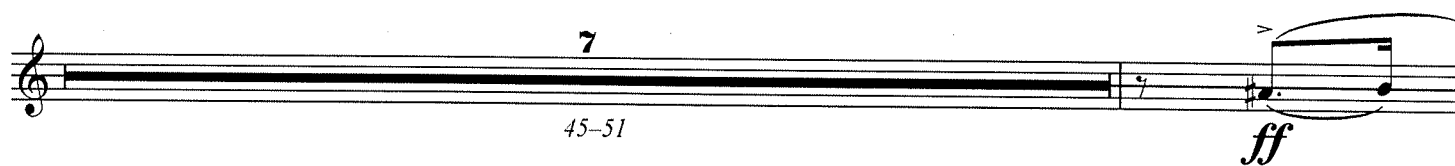
15 *sub.mp* 21 *ff*

23

30 *Allargando assai* 4 *pp*

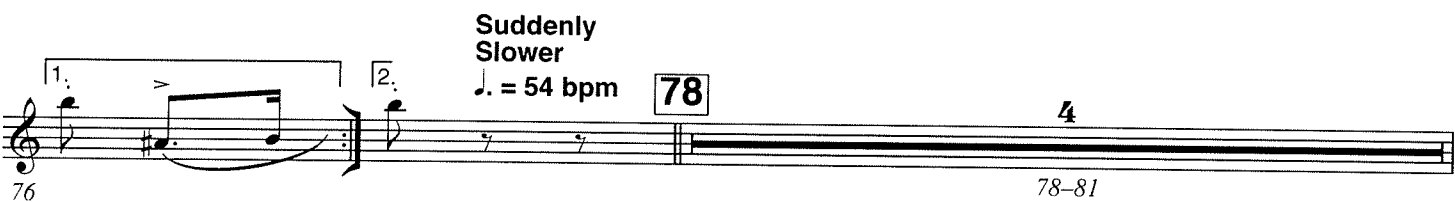
37 Tempo di Valze ♩ = 60 bpm

8
37-44



Poco più animato ♩. = 72 bpm

(*accelerando . . . poco . . . a . . . poco . . . through the repeat . . . to downbeat of Ms. 77*)



Accelerando ♩ = 62 bpm

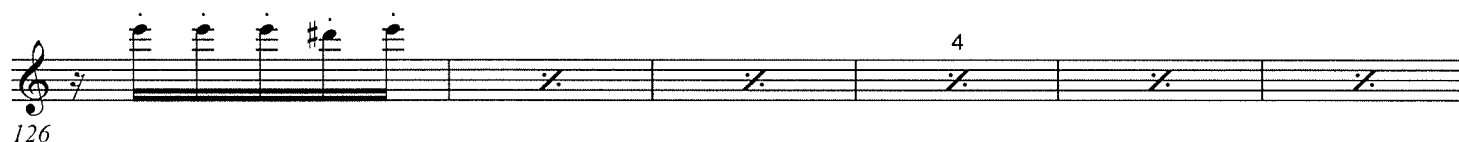


Accelerando



Molto Rit.

Tempo di Valze ♩ = 62 bpm



Allegro Moderato

138 = 110 bpm

ff

144

150

156

Vivo Molto ♩ = 144 bpm

162

166

170

sffz

V. Parade

Tempo di marcia ♩ = 110 bpm

4 5

1-4 5-9

10 17 8

10-16 17-24

Accelerando . . poco . . a . . poco . .

Faster ♩ = 124 bpm

25 4 3 33

25-28 29-31

9

34-42

8

43-50

51

f

59

66

67

ff

71

79

Slower ♩ = 110 bpm

82

8

82-89

90-91

92

92-100

2 9

VI. Finale

Quasi Cadenza (♩ = 110 - 112 bpm)

(Fr. Horns, Trombones)

Stringendo molto

3 3 3 3

A-C D-F G H

Vivo (Tempo di galop) ♩ = 168 bpm

1 *ff*

*Molto riten.**A Tempo*

8

17

14 *mf*

21

26

31 *ff*

37

44 *Rall.* //

A Tempo