

Solo B \flat Cornet. THE MUSICIAN'S CIRCUS.

D. L. FERRAZZI

Molto Modto. Clar. Enter Solo Alto.

245. *ppp* Bar. *dr*

Ent. Solo Cor. & E \flat Bass. Alto. Bass. Solo. Ent. 1st Alto & 1st Ten.

Ent. E \flat Cor. & Drums. *pp* *pp* *dr*

Drums. ha ha Laughing.

Dr. zim, boom, zim, boom. Ent. 2d Alto, 2d Ten. & B \flat Bass. ha ha ha ha

Ent. 1st & 2d Cor's. *mf*

Ent. Leader. *cresc.* *fz* Cor. Duett

Cl. Al's. Bass. Cl. Al's. Bass.

dr *Lento.* Rise up & look at Bass playin' ha ha

Tempo I. Bass solo: Laughing.

fff Bass. Exit gradually 1. & 2. Altos, E \flat , 1. & 2. B \flat Cor's.,

Solo Alto, 1. Ten., B \flat Bass. Exit Picc. & E \flat Cl. Exit

B \flat Cl. Dr. ha ha Dr. Dr. Laughing.

ha ha ha ha Exit Bar Dr. Exit Solo B \flat C. Bass.

ha ha Dr. ha ha ha ha

Exit 2d Ten. & E \flat Bass. Exit Drums.

Piccolo.

THE MUSICIAN'S CIRCUS.

FERRAZZI.

Molto Mod^{to}.

ppp Bar. *ppp 2d pp*

p

ha ha ha ha *3va ad lib.*

Laughing. *mf*

16

fz *ff*

Rise up & look at Bass player. *Lento.* 2

ha ha *Tempo I.* Be seated.

Laughing. *fff*

p

Exit.

The Musician's Circus.

Oboe.

FERRAZZI.

Molto mod^{to}.

16 Enter. 32 15

ff

Rise up & look at Bass player.

ha ha

Laughing.

Tempo I.

fff

Exit.

The Musician's Circus.

Bassoon.

FERRAZZI.

Molto mod^{to}.

Solo.

ppp

pp

p

mf

ff

f

16

Rise up & look at Bass player.

Lento.

2

Tempo I.

Be seated.

ppp

p

pp

ppp

ppp

ha ha

Laughing.

ha ha ha na

ha ha

Laughing.

ha ha ha ha

Exit.

E♭ Clarinet. THE MUSICIAN'S CIRCUS.

FERRAZZI.

Molto Mod^{to}.

1
 ppp Bar. ppp 2d pp
 1 2

p

ha ha ha ha
 Laughing. mf

ff 16 ff

Rise up & look at Bass player. ha ha
 Lento. 2 Be seated. *Tempo I.*
 fff

3 3 3

p

Exit.

B \flat Clarinets. THE MUSICIAN'S CIRCUS.

FERRAZZI.

Molto Modto.

ppp Bar. *ppp 2d pp*

dr

p

ha ha ha ha
Laughing. *mf*

fz *ff* 16

1

1 *dr*

Lento.
Rise up & look at Bassplayer. ha ha Be seated. *Tempo I.*

2 Laughing. *JJJ*

p *pp*

Exit.

THE MUSICIAN'S CIRCUS.

Soprano Saxophone.

FERRAZZI.

Molto molto. 16 Enter. 32 15

ff

Rise up & look at Bass player. ha ha

Laughing. *fff*

Exit.

Pub. by J.W.PEPPER, Phila. Pa

THE MUSICIAN'S CIRCUS.

Alto Saxophone.

FERRAZZI.

16 Enter. 32 15

ff

Rise up & look at Bass player. ha ha

Laughing. *fff*

Exit.

Pub. by J.W.PEPPER, Phila. Pa

THE MUSICIAN'S CIRCUS.

Tenor Saxophone.

FERRAZZI.

16 Enter. 32 15 *ff*

Rise up & look at Bass player. ha ha Laughing.

Exit.

Detailed description: This is a musical score for Tenor Saxophone. It consists of six staves of music. The first staff begins with a treble clef, a key signature of one flat (B-flat), and a 2/4 time signature. It features a first ending bracketed section starting at measure 16 and ending at measure 32, followed by a second ending starting at measure 33 and ending at measure 48. The dynamic marking *ff* (fortissimo) is placed below the first ending. The second staff contains the first ending melody. The third staff contains the second ending melody. The fourth staff includes performance instructions: "Rise up & look at Bass player." above the first measure, and "ha ha" above the next two measures, with "Laughing." written below. The fifth staff continues the melodic line. The sixth staff concludes with an "Exit." instruction.

Pub. by J.W.PEPPER, Phila. Pa.

THE MUSICIAN'S CIRCUS.

Baritone Saxophone.

FERRAZZI.

16 Enter. 32 15 *ff*

Rise up & look at Bass player. ha ha Laughing.

Exit.

Detailed description: This is a musical score for Baritone Saxophone. It consists of six staves of music. The first staff begins with a treble clef, a key signature of one flat (B-flat), and a 2/4 time signature. It features a first ending bracketed section starting at measure 16 and ending at measure 32, followed by a second ending starting at measure 33 and ending at measure 48. The dynamic marking *ff* (fortissimo) is placed below the first ending. The second staff contains the first ending melody. The third staff contains the second ending melody. The fourth staff includes performance instructions: "Rise up & look at Bass player." above the first measure, and "ha ha" above the next two measures, with "Laughing." written below. The fifth staff continues the melodic line. The sixth staff concludes with an "Exit." instruction.

Pub. by J.W.PEPPER, Phila. Pa.

E♭ Cornet.

THE MUSICIAN'S CIRCUS.

D. L. FERRAZZI.

*) When no Clar's nor Picc. present play all small notes, same as the Solo B♭ Cor.

245. *Molto Modto.*

Clar. Enter Solo Alto. *tr*

Bar. *ppp*

*) Ent. Solo B♭ Cor. & E♭ Bass. Solo B♭

Bass. *pp*

Alto. *pp*

Ent. 1. Alto & 1. Ten. Ent. E♭ Cor. & Drums. *pp*

Play. Drums. *tr*

ha ha *pp* *p*

Laughig. Dr. Ent. 2. Alto, 2. Ten. & B♭ Bass. ha ha ha ha *mf*

Ent. 1. & 2. B♭ Cor. *fz*

Ent. Leader. *f*

Alt's. Bass. Bass. *ff* Clar.

Cl. Alt's. *Lento.* Cl. Alt's. Bass. ha ha

Rise up & look at Bass player. Laughig.

Tempo I. Be seated. *ppp*

Bass. Exit gradually 1. & 2. Alt's, E♭ Cor. 1. & 2. B♭ Cor's, Solo Alto, 1. Ten. & B♭ Bass. Exit Picc. & E♭ Cl. *p*

Exit B♭ Clar's. Dr. ha ha

ha ha ha ha Laughig. Dr.

Exit Bar. ha ha ha ha

* Exit Solo B♭ Cor. ha ha Drums. ha ha ha ha

Bass. *ff* Exit E♭ Bass & 2. Ten. Exit Drums.

*) When no Solo B♭ Cornet present, enter at sign * and play all notes marked Solo B♭ Cor. to sign * than Exit. When no Clar. & Picc. present, observe same Rule.

1st Bb Cornet. THE MUSICIAN'S CIRCUS.

FERRAZZI.

Molto Modto.
Instr's present.

2d Bb Cornet. THE MUSICIAN'S CIRCUS.

FERRAZZI.

Molto Modto.
Instr's present.

1st Eb Alto. THE MUSICIAN'S CIRCUS.

Molto Modto.

Instr's present.

FERRAZZI.

The first two staves of the musical score. The first staff begins with a treble clef, a key signature of one flat (Bb), and a 2/4 time signature. The music consists of a series of eighth and sixteenth notes, with some rests. The second staff continues the melodic line with similar rhythmic patterns.

The third staff of the score, beginning with the instruction "Enter." The musical notation continues with eighth and sixteenth notes, maintaining the established rhythmic and melodic style.

The fourth staff of the score, beginning with the instruction "Play." and the dynamic marking "pp" (pianissimo). The notation features a steady stream of eighth notes.

The fifth staff of the score, starting with the dynamic marking "p" (piano). It includes the vocalization "ha ha" above the notes and the instruction "Laughing." below the staff.

The sixth staff of the score, featuring the vocalization "ha ha ha ha" above the notes. The musical notation continues with eighth notes.

The seventh staff of the score, featuring the dynamic marking "fz" (forzando) below the staff. The notation includes some slurs and accents.

The eighth staff of the score, beginning with the measure number "15" and the dynamic marking "ff" (fortissimo). The notation continues with eighth notes.

The ninth staff of the score, continuing the melodic line with eighth notes.

The tenth staff of the score, featuring the instruction "Rise up & look at Bass player." above the staff, the tempo marking "Lento." below, and the instruction "Laughing." at the end. It includes the vocalization "ha ha" above the notes.

The eleventh and final staff of the score, beginning with the tempo marking "Tempo I." and the instruction "Be seated." above the staff. It ends with the instruction "Exit." below the staff. The notation features eighth notes and a final cadence.

2d Eb Alto. THE MUSICIAN'S CIRCUS.

FERRAZZI.

Molto Modto.
Instr's present.

Enter.

Play.

mf

fz

15

ff

Rise up & look at Bass player.

Lento. 2

ha ha

Laugh'g.

Tempo I.

Be seated.

fff

Exit.

1st Bb Tenor.

THE MUSICIAN'S CIRCUS.

FERRAZZI.

Molto Mod^{to}.
Instr's present.

First system of musical notation, starting with a bass clef and 2/4 time signature. It includes dynamic markings such as *pp* and *p*, and articulation marks like *tr*.

Enter.

Second system of musical notation, continuing the piece with similar rhythmic and dynamic elements.

Play.

Third system of musical notation, featuring a piano (*pp*) dynamic marking.

Fourth system of musical notation, including the vocalization "ha ha" and a "Laughing." instruction.

Fifth system of musical notation, including the vocalization "ha ha ha ha" and a *mf* dynamic marking.

Sixth system of musical notation, featuring a forte (*fz*) dynamic marking and a fermata.

Seventh system of musical notation, including a first ending bracket.

Eighth system of musical notation, including a fortissimo (*ff*) dynamic marking.

Ninth system of musical notation, continuing the instrumental accompaniment.

Tenth system of musical notation, including the instruction "Rise up & look at Bass player." and "Tempo I. Be seated." It also features a *fff* dynamic marking and the word "Laughing."

Eleventh system of musical notation, continuing the piece.

Twelfth system of musical notation, ending with a piano (*p*) dynamic marking.

Exit.

2d Bb Tenor. THE MUSICIAN'S CIRCUS.

FERRAZZI.

Molto Modto.
Instr's present.

Enter.

Rise up & look at Bass player.

Tempo I.

Be seated.

Exit.

1st B \flat Tenor THE MUSICIAN'S CIRCUS.

FERRAZZI.

Molto Mod^{to}.
Instr's present.

Enter.

Play.

ha ha
Laughing.

ha ha ha ha

Rise up & look at Bass player. ha ha *Tempo I.*
Lento. 2 Be seated.
Laugh *fff*

Exit.

Baritone

THE MUSICIAN'S CIRCUS.

FERRAZZI.

Molto Modto.
Solo.

ppp

pp

p

ha ha

Laughing.

ha ha ha ha

mf

fz

16

ff

Rise up & look at Bass player. ha ha

Lento. 2

Tempo I.

Be seated.

Laugh'g.

fff

p

ppp

ha ha

Laugh.

ha ha ha ha

Exit.

Baritone. THE MUSICIAN'S CIRCUS.

FERRAZZI.

Molto Modto.
Solo.

ppp

pp

ha ha

ha ha ha ha

Laughing.

mf

ff

16

Rise up & look at Bass player.

Lento. 2

ha ha

Laughg.

Tempo I.

Be seated.

fff

pp

ha ha ppp

Laughing.

ha ha ha ha

Exit.

E♭ Bass.

THE MUSICIAN'S CIRCUS.

FERRAZZI.

Molto Modto.
Instruments present.

Enter. Play.

ha ha
Laughing!

ha ha ha ha
mf

Ten's.

1 2 E♭ Bass. Solo.
ff

Lento.
Solo. Remain seated. Tempo I.
ff

p pp

ha ha
ppp

Laughing.

ha ha ha ha ha ha
Exit.

THE MUSICIAN'S CIRCUS.

Drums.

FERRAZZI.

Molto Modto.
Instr's present.

Enter. *ff*

Play. *pp* *f* *pp* *both.* *pp* *Laughing.* ha ha

Cymb. Cymb. *f* *pp* *both.* *mf* ha ha ha ha

Cy. Cy. *f* *pp* *both.* ha ha ha ha

16 *ff*

Lento. 2 ha ha

Laughing

Tempo I.

ff

Triangle. *p* 1 1 1 1 1 1 1 1 8

Dr. *ppp* *f* *ppp* *both.* *ppp* *Laughing.* ha ha

Cy. Cy. *f* *ppp* *both.* ha ha ha ha

Dr. Dr. *f* *ppp* *both.* ha ha ha ha

Cy. Cy. *f* *ppp* *both.* ha ha ha ha

without Cymb. ha ha ha ha

ff with Cymb. Exit.