

CHILDREN'S MARCH: "OVER THE HILLS AND FAR AWAY"

Percy Grainger

$\text{♩} = 112-126$ Solo **(69)**

mf

This block contains the first line of musical notation, measures 69 through 74. It is written on a bass clef staff in 6/8 time. Measure 69 starts with a quarter rest followed by a quarter note G4. Measures 70-74 continue with eighth notes and quarter notes, featuring accents and slurs. A red bracket on the left side of the page encompasses this line.

cresc. poco a poco

This block contains the second line of musical notation, measures 75 through 80. It continues the melody from the previous line with eighth notes and quarter notes, including accents and slurs.

f

This block contains the third line of musical notation, measures 81 through 84. It features a crescendo leading to a fortissimo (f) dynamic. The notation includes eighth notes, quarter notes, and a final quarter rest.

(153)

mf

This block contains the fourth line of musical notation, starting with measure 153. The notation is partially obscured by a black redaction box. It begins with a fortissimo (f) dynamic, followed by a mezzo-forte (mf) dynamic. The notation includes eighth notes and quarter notes with slurs.

Jubilee Overture - Sparke

quarter = 136

EUPHONIUM (♭)

The musical score is written for Euphonium (B-flat) and consists of several systems of staves. The first system includes staves E and F. Staff E contains a melodic line with a key signature of one flat and a common time signature. It features a dynamic marking of *ff* and a *sf* (sforzando) marking. Fingerings 6, 12, 14, and 5 are indicated. Staff F contains a bass line with dynamics *ff*, *p* (piano), and *ff*. The second system includes staves G and H. Staff G contains a melodic line with dynamics *f* and *ff*, and includes the instruction "to Coda" with a Coda symbol. Staff H contains a bass line with the instruction "cantabile" and a dynamic marking of *mf*. The score concludes with a final system containing a bass line with a dynamic marking of *f* and a Coda symbol.