

La Gran Vía

Suite for Brass Ensemble

Chueca & Valverde
transcribed by
Miguel Etchegoncelay

Introducción y Calles Allegro

The musical score is for the 'Introducción y Calles' section of 'La Gran Vía', transcribed by Miguel Etchegoncelay. It is an Allegro piece in 2/4 time. The score is written for a brass ensemble and includes percussion. The instruments and their parts are as follows:

- B♭ Trumpet 1 / Piccolo Trumpet B♭:** Enters in the fifth measure with a melodic line marked *mf*.
- B♭ Trumpet 2:** Enters in the fifth measure with a melodic line marked *mf*.
- B♭ Trumpet 3:** Enters in the third measure with a melodic line marked *mp*, followed by a *cresc. poco a poco* section.
- Bugle:** Plays a rhythmic pattern from the first measure, marked *p*, followed by a *cresc. poco a poco* section.
- Horn 1 F:** Plays a rhythmic pattern from the first measure, marked *p*, followed by a *cresc. poco a poco* section.
- Horn 2 F:** Plays a rhythmic pattern from the first measure, marked *p*, followed by a *cresc. poco a poco* section.
- Horn 3 F:** Plays a rhythmic pattern from the first measure, marked *p*, followed by a *cresc. poco a poco* section.
- Horn 4 F:** Plays a rhythmic pattern from the first measure, marked *p*, followed by a *cresc. poco a poco* section.
- Trombone 1:** Plays a melodic line from the first measure, marked *p*, followed by a *cresc. poco a poco* section.
- Trombone 2:** Plays a melodic line from the first measure, marked *p*, followed by a *cresc. poco a poco* section.
- Trombone 3:** Plays a melodic line from the first measure, marked *p*, followed by a *cresc. poco a poco* section.
- Bass Trombone:** Plays a melodic line from the first measure, marked *p*, followed by a *cresc. poco a poco* section.
- Tuba C:** Remains silent throughout the section.
- Glockenspiel:** Remains silent throughout the section.
- Timpani:** Plays a rhythmic pattern from the first measure, marked *p*, followed by a *cresc. poco a poco* section.
- Percussion:** Remains silent throughout the section.