

Partitur

Happy Junior's "SWISS"

1. s'Oberland
2. Der alte Bernermarsch
3. s'Vreneli ab em Guggisbärg
4. Il cucù
5. Es Burebüebli
6. Gang rüef de Bruune

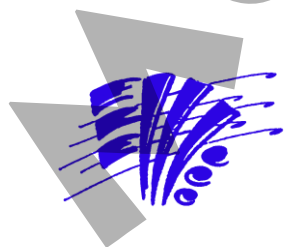
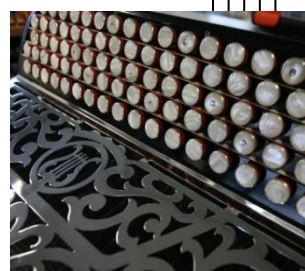
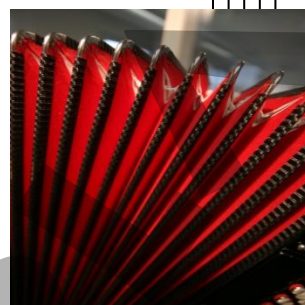
arr. Gottfried Hummel

Besetzung:

Easy-Stimme

Akkordeon 1, 2, 3, 4, Keyboard, Basso, Drums

Handharmonika 1, 2, 3, 4 ad lib.



Happy Junior's "SWISS"

1. s'Oberland

(Wenn i nume wüsst wo s'Vogellisi wär)

Volkswaise
arr. Gottfried Hummel

♩ = ca. 150

The musical score is arranged for a band. It includes parts for:

- Easy**: Treble clef, starting with a forte (*f*) dynamic and a tempo marking of ca. 150.
- Akk. 1, 2, 3, 4**: Four accordion parts, each with a circled '1' in the top left corner. They play in a D major key signature.
- Keyboard**: Treble clef, labeled 'Posaune' (Trumpet) in the first measure. It starts with a forte (*f*) dynamic.
- Basso**: Bass clef, playing a rhythmic accompaniment.
- Drums**: Standard drum notation with a snare drum.

Dynamics are marked as *f* (forte) and *mf* (mezzo-forte) throughout the score.

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2. Der alte Bernermarsch

Volkswaise
arr. Gottfried Hummel

$\text{♩} = \text{ca. } 75$

The musical score is arranged for a band. It includes parts for:

- Easy**: Treble clef, starting with a forte (*f*) dynamic and moving to mezzo-forte (*mf*).
- Akk. 1, 2, 3**: Treble clef, playing accompaniment with *f* and *mf* dynamics.
- Trompete**: Treble clef, playing a melodic line with *f* and *mf* dynamics.
- Keyboard**: Treble clef, playing accompaniment with *f* and *mf* dynamics.
- Akk. 4**: Treble clef, playing chords with *f* and *mf* dynamics.
- Basso**: Bass clef, playing a bass line with *f* and *mf* dynamics.
- Drums**: Drum set notation with *f* and *mf* dynamics.

The score features a repeat sign with first and second endings. A large watermark 'EXEMPLAR' is overlaid diagonally across the page.

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3. s'Vreneli ab em Guggisbärg

Volkswaise
arr. Gottfried Hummel

• = ca. 110

The musical score is arranged for a band. It includes parts for:

- Easy:** Treble clef, starting with a *mf* dynamic and a *p* dynamic later.
- Akk. 1, 2, 3, 4:** Treble clef, playing chords and melodic lines. Dynamics range from *mf* to *p*.
- Flöte:** Treble clef, playing a melodic line with *mf* and *p* dynamics.
- Keyboard:** Treble clef, playing a melodic line with *mf* and *p* dynamics.
- Basso:** Bass clef, playing a bass line with *mf* and *p* dynamics.
- Drums:** Drum set notation with *mf* and *p* dynamics.

The score features a tempo marking of *ca. 110* and various dynamic markings (*mf*, *p*) throughout. A large watermark 'STUDIENBEISPIEL' is visible across the page.

Happy Junior's "SWISS"

4. Il cucù (aus dem Tessin)

Volkswaise
arr. Gottfried Hummel

$\text{♩} = \text{ca. } 80-100$

The musical score is arranged for multiple instruments. It begins with a tempo marking of quarter note = ca. 80-100. The key signature is one sharp (F#) and the time signature is 2/4. The score is divided into two systems, each with a repeat sign. Dynamics are marked as *f* (forte) and *mf* (mezzo-forte). The instruments and their parts are:

- Easy:** Treble clef, melodic line with accents.
- Akk. 1, 2, 3:** Treble clef, accompaniment with chords and moving lines.
- Keyboard:** Treble clef, accompaniment with chords and moving lines.
- Akk. 4:** Treble clef, accompaniment with chords.
- Basso:** Bass clef, accompaniment with a steady bass line.
- Drums:** Snare drum and bass drum patterns.

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5. Es Burebüebli

Volkswaise
arr. Gottfried Hummel

• = ca. 63

The musical score is arranged for multiple instruments. It begins with a tempo marking of a quarter note equal to approximately 63 beats per minute. The score is divided into systems for different instruments: Easy (melody), Akk. 1, 2, and 3 (accompaniment), Keyboard, Flöte (flute), Akk. 4 (accompaniment), Basso (bass), and Drums. Dynamics are indicated by *f* (forte) and *mf* (mezzo-forte). The piece concludes with a double bar line and repeat dots.

Happy Junior's "SWISS"

6. Gang rüef de Bruune

Volkswaise
arr. Gottfried Hummel

$\text{♩} = \text{ca. } 80-100$

Easy

Akk. 1

Akk. 2

Akk. 3

Brass

Keyboard

Akk. 4

Basso

Drums

f

The musical score is arranged for a band. It includes parts for Easy (melody), four Accordion (Akk.) parts, Brass, Keyboard, Basso (Bass), and Drums. The tempo is marked as ca. 80-100. The score is in 2/4 time and features a variety of rhythmic patterns and dynamics, including accents and slurs. A large watermark 'EXEMPLAR' is visible across the score.