

Concert d'harmonie militaire.

Il faut [au] 1^{er} Clavier : Prestant, Bourdon, flûtes, Cromorne et hautbois.

Au 2^d Clavier : Prestant, Bourdon, Bourdon de 16 pieds, flûtes et Clairon.

Les 1^{er} et 2^d Claviers ensemble. Les Pedales de flûtes; pour imiter le Trombone, on y joindra la Pedale de Trompette. Il faut encore au 4^e Clavier, le Bourdon et la Trompette; pour y ménager des nuances par Echo, à volonté.

§ II. Mélange des Jeux, art. 17.

No. 16 Marche

The musical score for "No. 16 Marche" is presented in three systems. Each system consists of three staves: a grand staff (treble and bass clef) for the 2^e Clavier and a single bass staff for the Pédale. The key signature is one flat (B-flat), and the time signature is 2/4. The first system includes a repeat sign. The second system begins with a measure number of 5. The third system begins with a measure number of 10. The notation includes various musical symbols such as notes, rests, accidentals, and dynamic markings like *2^e Clav.* and *Pédale*.

14

tr

Echo

2^e Clav.

18

Echo

2^e Clav.

1.

2.

22

*

27

* Original : sol.

32



Echo *2e Clav.* *Echo*

36



2e Clav. *1er Clav.*

41



2e Clav. *Echo*

46



2e Clav. *Echo* *2e Clav.*