

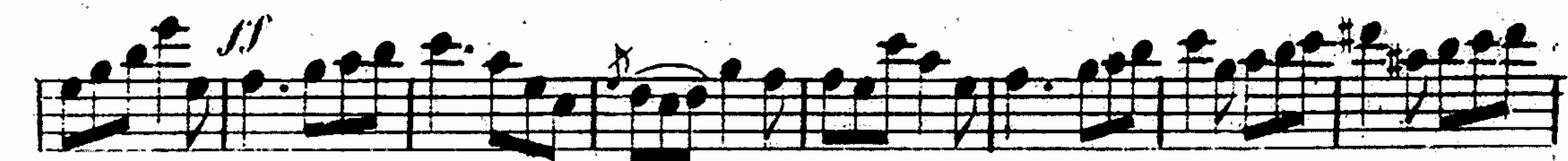
FLÛTE ou FLAGEOLET.

LES AVENTURES DE MANDRIN

QUADRIE COMPOSÉ PAR

FOSSEY CHEF D'ORCHESTRE

DU THÉÂTRE DE LA GAITÉ.



4

ff

P. Fie

f

mf

5

mf

... 1^e 3^e F.

... 2^e 4^e F.

sf

D.C.

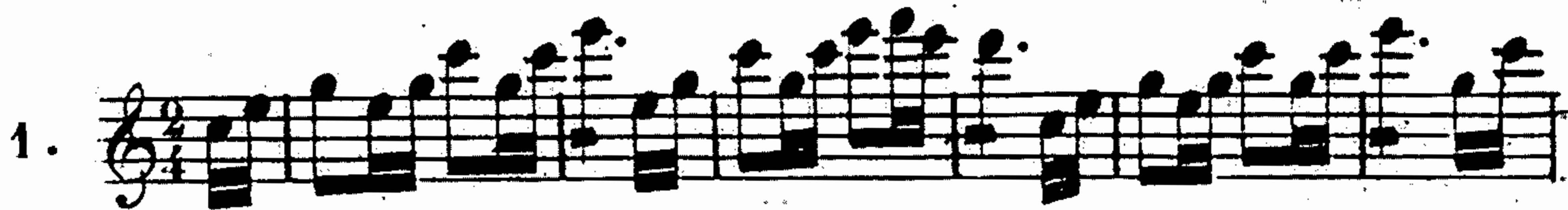


1^{re} CLARINETTE en LA

LES AVENTURES DE MANDRIN

Par FOSSEY.

QUADRILLE.



1^{re} CLARINETTE .

4. *ff*

FIN

Toujours.

D.C.

5. *f*

ff

ff

D.C.



2^{me} CLARINETTE en LA.

LES AVENTURES DE MANDRIN

Par FOSSEY.

QUADRILLE

1 *ff*

ff

D.C.

2

D.C.

3

CODA

f

3

ff

Toujours

f

D.C.

5

1^{re} 3^e F.

D.C.

2^e 4^e F.

ff

D.C.

ff



CORS ou SAX HORN.

LES AVENTURES DE MANDRIN.

Par FOSSEY.

QUADRILLE.

en LA.

1.

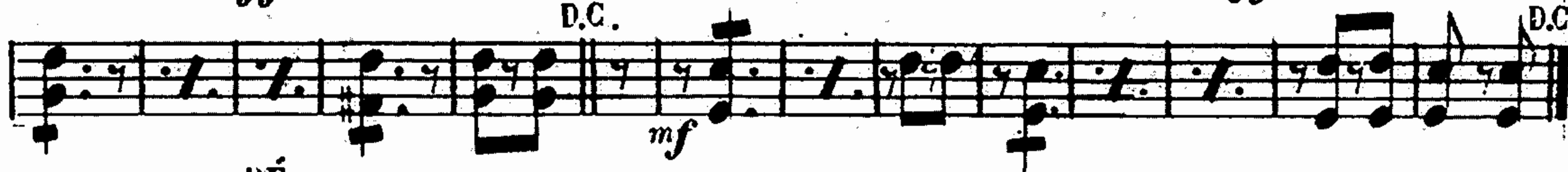


ff

ff

D.C.

D.C.



mf

en RÉ.

2.



ff



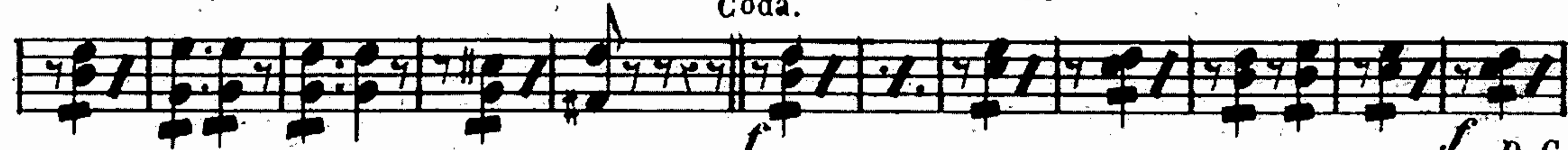
D.C.

3.



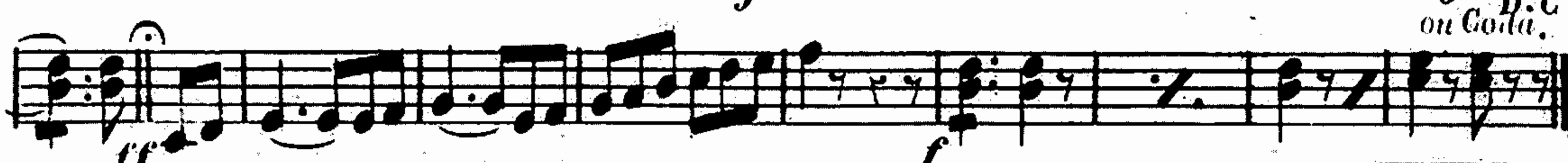
ff

Coda.



f

f D.C.
ou Coda.



f

en SOL.

4.

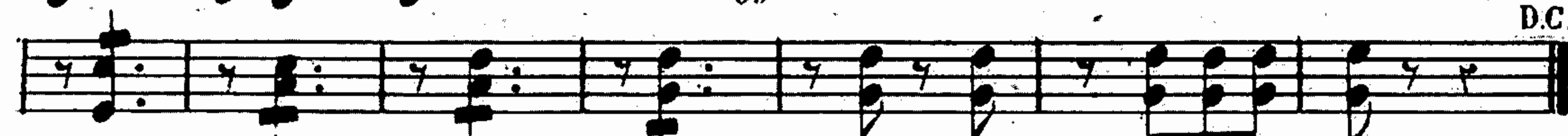


ff

P! Finir.



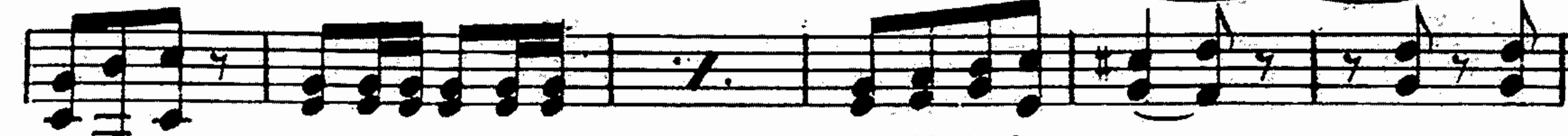
ff



D.C.

en LA.

5.



1^e et 3^e

16

D.C. 2^e et 4^e 16

D.C.





1^{er} PISTON en LA

LES AVENTURES DE MANDRIN

QUADRIILLÉ COMPOSÉ PAR

FOSSEY CHEF D'ORCHESTRE

DU THÉÂTRE DE LA GAITÉ

Les Saltimbanques.



FIN.



Le Marquis Boissac.



Isaure et Margarita.



CODA.



D.C.
ou Coda.



1^{er} PISTON.

(Mandrin) Le comte Leoni.

4. *ff* *P^r Finir.* *toujours* *f* *D.C.*

Hector de Simiani.

5. *f* *1^e 3^e F.* *2^e 4^e F.* *D.C.*



LES AVENTURES DE MANDRIN.

QUADRILLE.

2^e PISTON.

Par FOSSEY.

1. *ff*

DC. 3 *ff* 3 DC.

2. *ff* DC.

3. *p* CODA. *ff* D.C. ou Coda.

4. *ff* Toujours. P.^r Finir.

5. 8 1^{re} et 5^e 2^e et 4^e *ff* DC.

Par FOSSEY.

Par FOSSEY.



2^{me} TROMBONE.

LES AVENTURES DE MANDRIN

QUADRILLE.

Par FOSSEY.

1 *ff* *ff* D.C. 4 D.C.

2 *ff* 2^e 4^e Fois. D.C.

3 8 *ff* D.C.

4 *ff* *pp* *pp* 4^e fois D.C.

Toujours.

4^e Fois. D.C.

5 8 1^{re} et 5^e 2^e et 4^e D.C.

ff *f* D.C.

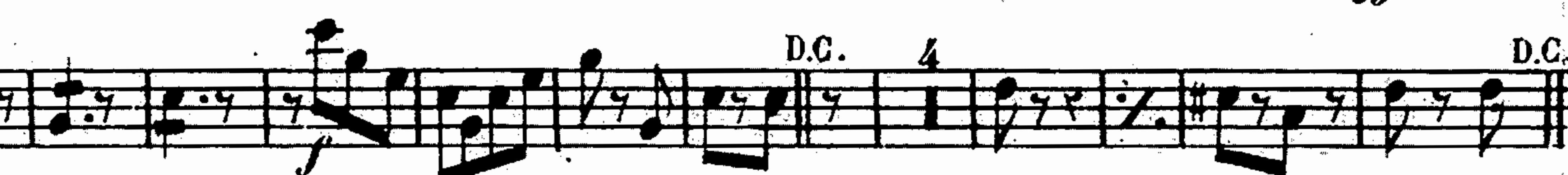
3^e TROMBONE.

LES AVENTURES DE MANDRIN.

Par FOSSEY.

QUADRILLE.

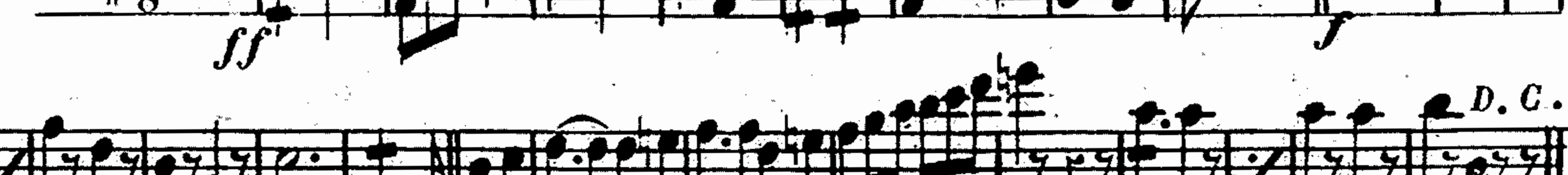
1.  *ff*

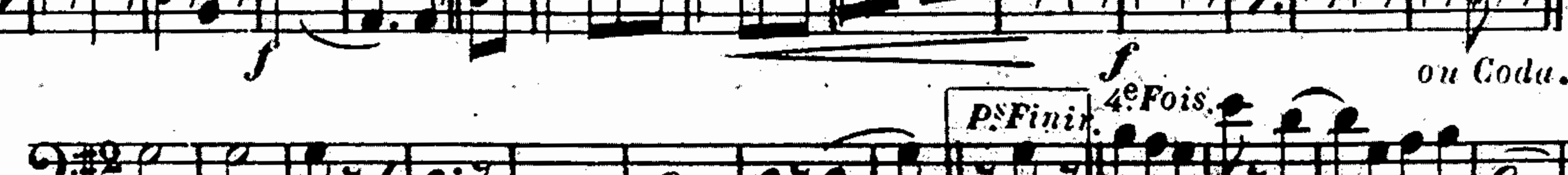
 D.C. 4 D.C.

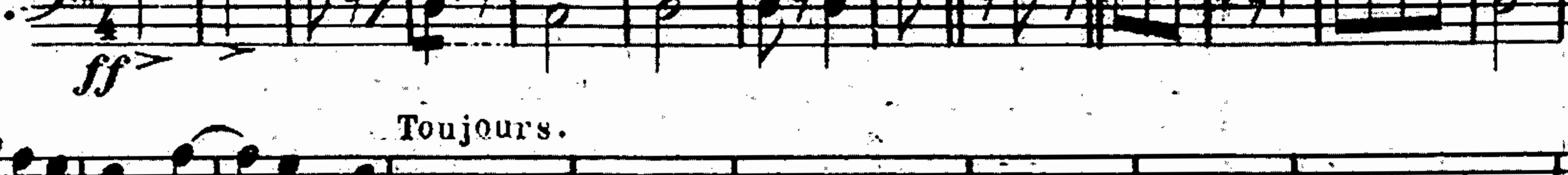
2.  *ff*

 D.C.

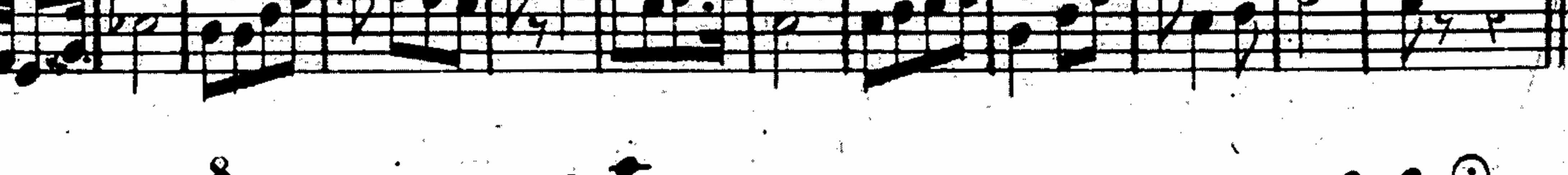
3.  *ff*

 CODA.

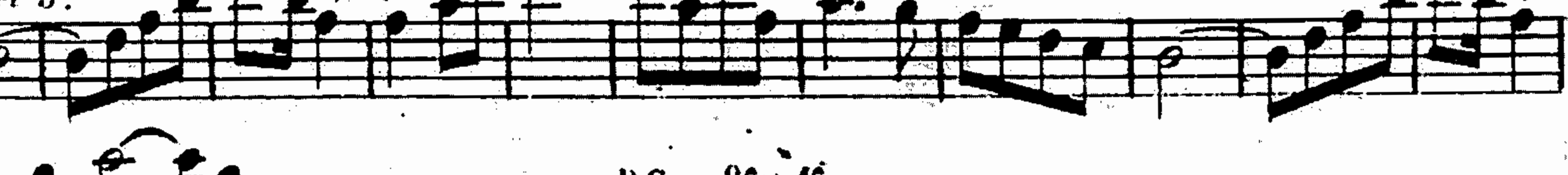
 *ff*

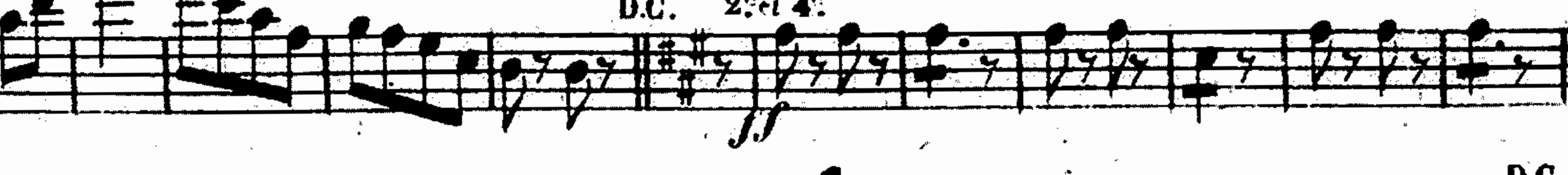
 D.C. *P^s Finir*

4.  *ff*

 Toujours.

 *ff*

 D.C. 2^e et 4^e

5.  *ff*

 D.C.

LES AVENTURES DE MANDRIN

Par FOSSEY.

QUADRILLE.

1 *ff* *ff* D.C. 4 D.C.

2 *ff* *ff* 2^e et 4^e Fois. D.C.

3 *p* *ff* CODA. *ff* D.C.

4 *ff* *ff* *p* *ff* 1^{re} Fir 2^e et 4^e Fois. D.C.

Toujours. *f* 4^e Fois. D.C.

5 *p* 1^{re} et 3^e D.C. 2^e et 4^e Fois. D.C.

BATTERIES.

LES AVENTURES DE MANDRIN.

Par FOSSEY.

QUADRILLE.

1. *ff* *FIN.*

D.C. 8 *D.C.*

2. *ff* 16 *D.C.*

3. *ff* *Coda.* *D.C.* ou *Coda.*

4. *ff* *Pr. Finir.*

6

8 *D.C.*

5. *f* 8 *1^{re} et 3^e 2^e et 4^e*

16 *D.C.*

D.C.



1^{er} VIOLON.

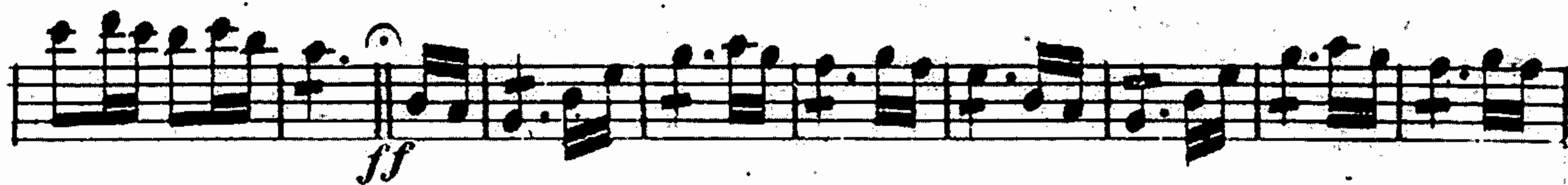
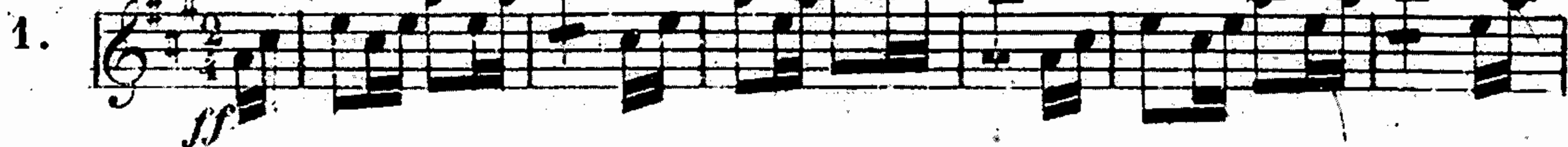
LES AVENTURES DE MANDRIN.

QUADRIÈME COMPOSÉ PAR

FOSSEY CHEF D'ORCHESTRE

DU THÉÂTRE DE LA GAITÉ.

Les Saltimbanques.



Le Marquis de Baissec.



Isaure et Margarita.



1^{er} VIOLON.

(Mandrin) Le Comte Leon.

4.

ff

P^r Finir.

p

8

ff

ff

D.C.

This block contains the first four staves of the musical score. The first staff begins with a treble clef, a key signature of one sharp (F#), and a 2/4 time signature. The music is marked 'ff' (fortissimo). The second staff includes a box labeled 'P^r Finir.' and a 'p' (piano) dynamic marking. The third staff has an '8' above it, indicating an eighth note. The fourth staff is marked 'ff'. The fifth staff ends with 'D.C.' (Da Capo).

Hector de Simiane.

5.

p

f

1^e 3^e F.

mf

2^e 4^e F.

D.C.

This block contains the remaining staves of the musical score. The fifth staff begins with a treble clef, a key signature of one sharp (F#), and a 2/4 time signature, marked 'p' (piano). The sixth staff is marked 'f' (forte). The seventh staff is marked '1^e 3^e F.' and 'mf' (mezzo-forte). The eighth staff is marked '2^e 4^e F.'. The final staff ends with 'D.C.' (Da Capo).

2^e VIOLON.

4.

pp *ff* **Finir**

p

ff

D.C.

5.

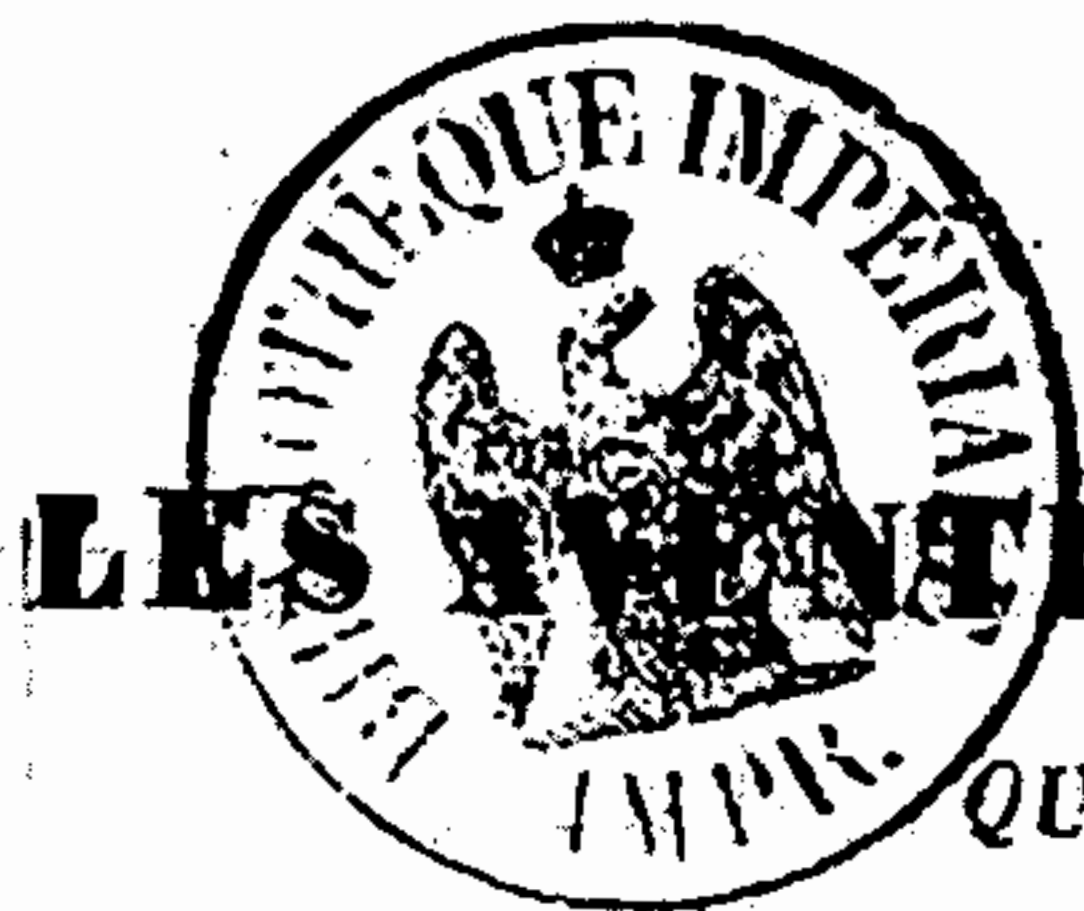
p

f

1^e 3^e Fois.

2^e 4^e Fois.

D.C.



ALTO.

LES AVENTURES DE MANDRIN.

Par FOSSEY.

QUADRILLE.

1. *ff* *D.C.*

2. *ff* *D.C.*

3. *p* *ff* *CODA.* *ff* *D.C.*

ALTO.

4. *ff* *P^r Finir.*

D.C.

5. *p* *f* *1^e et 3^e Fois.*

2^e 4^e Fois. D.C.

D.C.

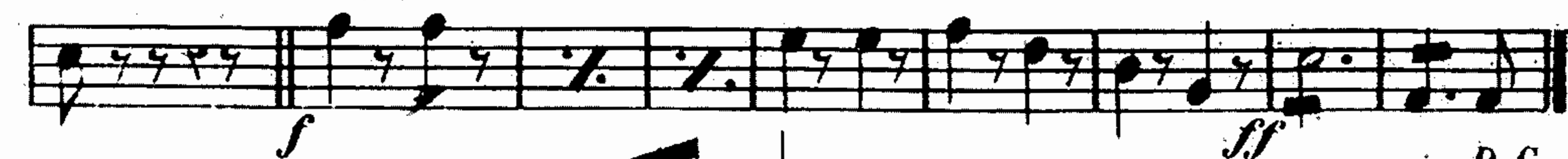
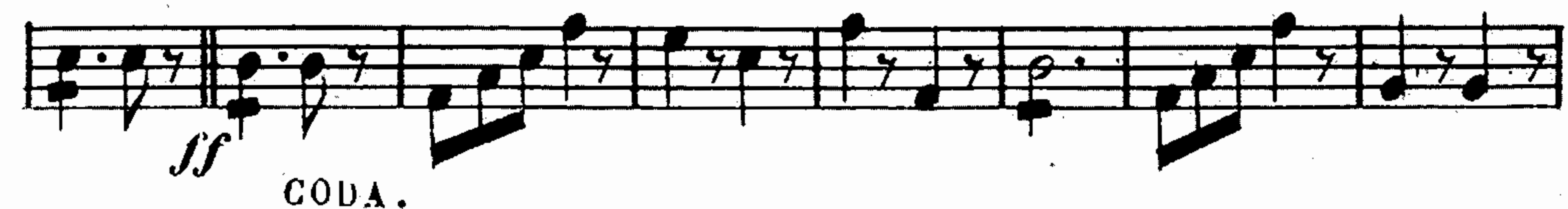
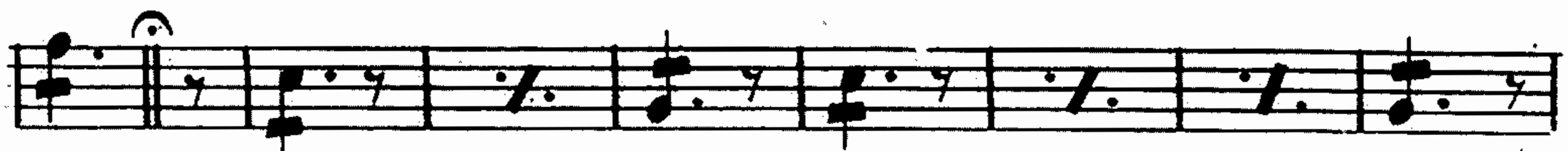


Velle et C. BASSE.

LES AVENTURES DE MANDRIN.

QUADRILLE.

Par FOSSEY.



V. elle et C. BASSE.

4. *ff* *Pr Finir*

ff *C. Ba:*

f *D.C.*

5. *p*

f

1^e. 3^e. Fois.

D.C.

2^e. 4^e. Fois. *ff*

D.C.