



Samedi 21 Juin 2025 à 18h30

Fête de la musique herblinoise

Terrasse de la Médiathèque Charles Gauthier - Hermeland

FICHE MEMO



Parc de la Bégraisière
Médiathèque Ch. Gauthier - Hermeland
Rue François Rabelais
44800 SAINT-HERBLAIN



Bonjour à tous, l'Orchestre d'Harmonie Herblinois (OHH) en lien avec la Maison des Arts (MdA) de la ville de Saint-Herblain vous propose **un concert participatif destiné à tous musiciens jouant d'un instrument à vent souhaitant partager collectivement la fête de la musique.**

Nous jouerons les cinq morceaux dans l'ordre suivant :

1. « **Ghostbusters** » de Ray PARKER (Arrgt. F. Bernaerts) :
2. « **New York, New York** » de John KANDER (Arrgt. E. Morales) :
3. « **Brazil** » de Ary BARROSO (Arrgt. J. VINSON) : Penser à la reprise (mes. 6 à 42)
4. « **Dragonborn** » de Jeremy SOULE (Arrgt. J. VINSON)
5. « **Ghostbusters - Tutti final** » de Ray PARKER (Arrgt. Doug ADAMS)

Des liens audios sont également disponibles pour pouvoir vous entraîner en amont avant de se retrouver pour la fête de la musique. **Une répétition générale est prévue dans la salle Orchestre de la Maison des Arts le Jeudi 19 Juin 2025 de 19h à 20h30 (rdv pour tous à 18h40).**

Bonne préparation et au plaisir de vous retrouver lors de ce moment festif, convivial et musical!!

Gaël Coutier, directeur musical de l'OHH

DEROULEMENT DE LA JOURNEE

18h	Arrivée Musiciens OHH participant au concert participatif
18h30	OHH - Concert participatif

Programme dans l'ordre :

1. **RAY Parker - « Ghostbusters »**
2. **KANDER John - « New York, New York »**
3. **BAROSSO Ary - « Brazil »**
4. **SOULE Jeremy - « Dragonborn »**
5. **RAY Parker - « Ghostbusters - Tutti final »**

Matériel à prévoir :

- **Partitions dans l'ordre du programme**
- **Son pupitre ou sa lyre pour jouer debout**

A ne pas
Oublier

- Arriver à 18h à la [Terrasse de la médiathèque Charles Gauthier-Hermeland](#)
- [Imprimer l'ensemble des partitions et les préparer en amont de l'événement](#)
- Son sourire légendaire et sa bonne humeur

Music composed by Ray Parker Jr.

GHOSTBUSTERS

Main theme from the motion picture "Ghostbusters"

E♭ Alto Saxophone 1

Arranged by Frank Bernaerts

Steady Beat ♩ = 120

mf cresc.

6

f

10 *Soli*

f

14 *End soli*

22 *f*

To Coda

30 *Soli* *End soli* **34**

38

42 *D.S. al Coda*

♠ **CODA**

50 *ff*

Music composed by Ray Parker Jr.

GHOSTBUSTERS

Main theme from the motion picture "Ghostbusters"

E♭ Alto Saxophone 2

Arranged by Frank Bernaerts

Steady Beat ♩ = 120

mf cresc.

6

f

10 **Yell:** **Soli** 14

Ghost - bust - ers! *f*

End soli

22

f

To Coda 30 **Soli** End soli

34 38

42

D.S. al Coda **♠ CODA** **Yell:**

Ghost - bust - ers!

50 **Yell:**

Ghost - bust - ers! *ff*

Music composed by Ray Parker Jr.

GHOSTBUSTERS

Main theme from the motion picture "Ghostbusters"

B♭ Tenor Saxophone

Arranged by Frank Bernaerts

Steady Beat ♩ = 120

The musical score is written for B♭ Tenor Saxophone in 4/4 time with a tempo of 120 beats per minute. It begins with a steady beat of quarter notes. The first staff starts with a *mf cresc.* dynamic. Measure 6 is marked with a box containing the number 6. Measure 10 is marked with a box containing 10 and a *f* dynamic. Measure 14 is marked with a box containing 14 and the instruction "End soli". Measure 22 is marked with a box containing 22 and a *f* dynamic. Measure 30 is marked with a box containing 30 and the instruction "Soli". Measure 34 is marked with a box containing 34 and the instruction "End soli". Measure 38 is marked with a box containing 38. Measure 42 is marked with a box containing 42 and the instruction "D.S. al Coda". Measure 50 is marked with a box containing 50. The score concludes with a *ff* dynamic. The piece includes a "Soli" section and a "CODA" section.

Music composed by Ray Parker Jr.

GHOSTBUSTERS

Main theme from the motion picture "Ghostbusters"

E♭ Baritone Saxophone

Arranged by Frank Bernaerts

Steady Beat ♩ = 120

The musical score is written for E♭ Baritone Saxophone in 4/4 time with a tempo of 120 beats per minute. It consists of ten staves of music. The first staff begins with a dynamic of *mf cresc.* and a measure number of 6. The second staff starts at measure 10 with a repeat sign. The third staff starts at measure 14 with a dynamic of *mf*. The fourth staff starts at measure 22 with a dynamic of *f*. The fifth staff starts at measure 30 with the instruction "To Coda". The sixth staff starts at measure 34. The seventh staff starts at measure 38. The eighth staff starts at measure 42 with the instruction "D.S. al Coda". The ninth staff is the CODA section. The tenth staff starts at measure 50 with a dynamic of *ff*. The score includes various musical notations such as slurs, accents, and dynamic markings.

New York, New York

John KANDER
Lyrics: Erik MORALLES

$\text{♩} = 112$ (Swing!) $\text{♩} = \text{♩}^3$

9 *ff* **3** *mf*

17 *mf* **25**

27 *mf* **33** **3** *mf* $< f$

37 *f* **41** *mp* *mf*

45 *f* **51**

59 *ff* *molto rit.* **64** *ff* **Big!** ($\text{♩} = 84$)

66 *accel.* **76** *a tempo* ($\text{♩} = 112$) *fff*

75 *fff*

New York, New York

John KANDER
Lyrics Erik MORALLES

$\text{♩} = 112$ (Swing!) $\text{♩} = \text{♩}^{\text{3}}$

9 *ff* **3** *mf*

17 *mf* **25** *mf < f* **33** **3** *mf* **3**

27 *mf* *mf* **41** *mp* *mf* **3**

37 *f* **41** *mf* **3**

45 *f* **51** *ff*

59 *ff* *molto rit.* **64** *Big!* ($\text{♩} = 84$) *ff*

66 *ff*

75 *accel.* **76** *a tempo* ($\text{♩} = 112$) *fff*

New York, New York

John KANDER
Lyrics Erik MORALES

$\text{♩} = 112$ (Swing!) $\text{♩} = \text{♩}^{\text{3}}$

9 *ff*

17 *mf*

25 *mf*

27 *mf*

33 3

37 *f*

41 *mp*

45 *f*

51

59 *ff*

64 **Big!** ($\text{♩} = 84$)

75 *accel.*

76 *a tempo* ($\text{♩} = 112$)

molto rit.

fff

New York, New York

John KANDER
Arysi Erik MORALES

$\text{♩} = 112$ (Swing!) $\text{♩} = \text{♩}^{\text{3}}$

9 *ff*

17 *mf*

25 *mf*

33 *f*

34 *mp*

37 *f*

41 *mp*

45 *mf*

51 *mp*

59 *ff*

64 *mf*

66 *molto rit.*

76 *mf*

75 *accel.*

84 *fff*

76 *a tempo* ($\text{♩} = 112$)

84 *fff*

85 *fff*

94 *mf*

Saxophone Alto

Brazil

S.K. RUSSELL / A. BARROSO

Arrgt. Johnnie Vinson

Latin $\text{♩} = 120$

6 *f*

16

25 *mf*

33 *mf*

39 1.

45 *ff*

f

mf

sfp < *f*

Saxophone Ténor

Brazil

Latin $\text{♩} = 120$

S.K. RUSSELL / A. BARROSO
Arrgt. Johnnie Finson

6 *f*

16 *mf*

25 *mf*

33 *mf*

39 1. *f* *mf*

45 *ff*

2. *mf*

Saxophone Baryton

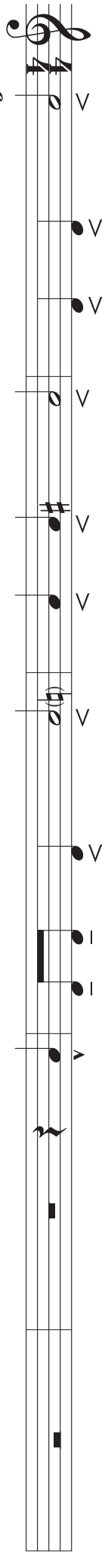
Brazil

S.K. RUSSELL / A. BARROSO

Arrgt. Johnnie Finson

Latin $\text{♩} = 120$

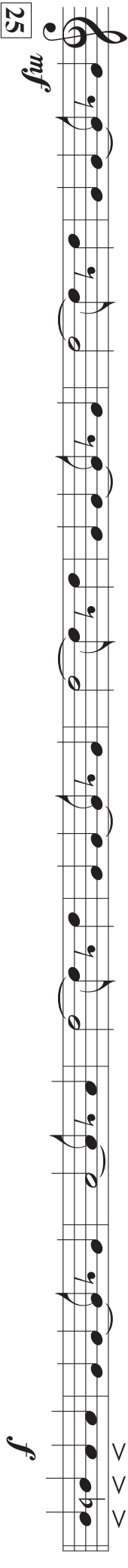
6 *f*



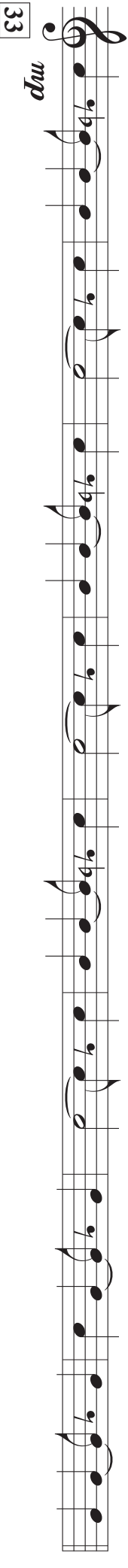
16 *mp*



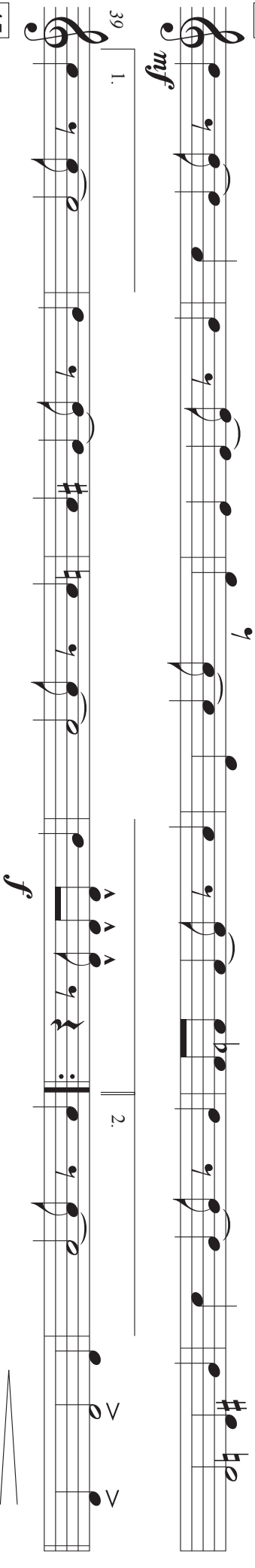
25 *mf*



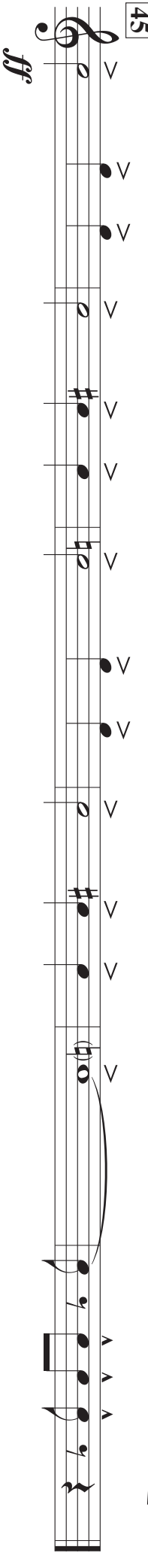
33 *mp*



39 *mf*



45 *ff*



DRAGONBORN

(Skyrim Theme)

E♭ ALTO SAXOPHONE 1

By JEREMY SOULE
Arranged by JOHNNIE VINSON

Fast, or in 1 9

15 *cresc. poco a poco* *sim.*

23 *f* **25** *Marcato, Boldly!**

30 **33**

39 *mf* *f* **45**

47 *sim.* **53**

55 **61**

65 *(f)* **69**

73 *ff* **77**

82 **85**

*Notes should be accented and separated.

04008526
Dragonborn

Copyright © 2011 Zenimax Music Publishing
This arrangement Copyright © 2024 Zenimax Music Publishing
All Rights Administered by PEN Music Group, Inc.
All Rights Reserved Used by Permission

Audio Demo
YouTube.com
Search: HL04008526

DRAGONBORN

(Skyrim Theme)

E♭ ALTO SAXOPHONE 2

By JEREMY SOULE
Arranged by JOHNNIE VINSON

Fast, or in 1 9

15 *cresc. poco a poco* *sim.*

23 *f* **25** **Marcato, Boldly!***

30 **33**

39 *mf* *f* **45**

47 *sim.* **53**

55 **61**

65 *(f)* **69**

73 *ff* **77**

82 **85**

*Notes should be accented and separated.

04008526
Dragonborn

Copyright © 2011 Zenimax Music Publishing
This arrangement Copyright © 2024 Zenimax Music Publishing
All Rights Administered by PEN Music Group, Inc.
All Rights Reserved Used by Permission

Audio Demo
YouTube.com
Search: HL04008526

DRAGONBORN

(Skyrim Theme)

B \flat TENOR SAXOPHONE

By JEREMY SOULE
Arranged by JOHNNIE VINSON

Fast, or in 1

8 9 *mf*

15 17 *cresc. poco a poco* *f*

25 **Marcato, Boldly!***

33 41 *mf*

42 45 *f* *sim.*

51 53

61 69 (*f*)

71 77 *ff*

80 85

*Notes should be accented and separated.

04008526
Dragonborn

Copyright © 2011 Zenimax Music Publishing
This arrangement Copyright © 2024 Zenimax Music Publishing
All Rights Administered by PEN Music Group, Inc.
All Rights Reserved Used by Permission

Audio Demo
YouTube.com
Search: HL04008526

DRAGONBORN

(Skyrim Theme)

E♭ BARITONE SAXOPHONE

By JEREMY SOULE
Arranged by JOHNNIE VINSON

Fast, or in 1 9

mf

17

15 *cresc. poco a poco* *sim.*

25 **Marcato, Boldly!***

23 *f*

33

31

41 45

39 *mf* *f*

53

47 *sim.*

61

57

69 77

67 *fp* *f* *ff*

85

78

*Notes should be accented and separated.

04008526
Dragonborn

Copyright © 2011 Zenimax Music Publishing
This arrangement Copyright © 2024 Zenimax Music Publishing
All Rights Administered by PEN Music Group, Inc.
All Rights Reserved Used by Permission

Audio Demo
[YouTube.com](https://www.youtube.com)
Search: HL04008526

Ghostbusters - Tutti final

Medium rock $\text{♩} = 120-126$

6

Ray PARKER Jr
Arrgt. Doug ADAMS

f

8

f

14

f

19

To Coda

ff

25

mf

31

D.S. al Coda

f

35

ff

Ghostbusters - Tutti final

Ray PARKER Jr

Arrgt. Doug ADAMS

Medium rock $\text{♩} = 120-126$

6

The musical score is written for Tenor Saxophone in 4/4 time, with a tempo of 120-126 bpm. It consists of 35 measures across five staves. The score begins with a dynamic marking of *f* (forte) and includes various articulations such as accents and slurs. Measure 8 is marked with a box containing the number 8. Measure 14 is marked with a box containing the number 14. Measure 19 is marked with a box containing the number 19 and includes the instruction "To Coda". Measure 25 is marked with a box containing the number 25 and includes a dynamic marking of *mf* (mezzo-forte). Measure 31 is marked with a box containing the number 31 and includes the instruction "D.S. al Coda". Measure 35 is marked with a box containing the number 35 and includes a dynamic marking of *ff* (fortissimo). The score concludes with a double bar line and repeat dots.

Ghostbusters - Tutti final

Ray PARKER Jr

Arrgt. Doug ADAMS

Medium rock $\text{♩} = 120-126$

6

14

To Coda

25

D.S. al Coda

35

