

Norbert Rudolf Hoffmann

Fogata

for symphonic wind orchestra

Instrumentation:

name in the score	abbreviation in the score
2 Flutes	Fl
2 Clarinets in Si ^b	Cl
1 Soprano saxophone in B ^b	SSx
1 Alto saxophone in Mi ^b	ASx
1 Tenor saxophone in Si ^b	TSx
1 Baritone saxophone in Mi ^b	BSx
2 Trumpets in B ^b	Trp
1 Trombone	Tromb
1 Bass trombone	BTromb
2 Bugles (or cornets) in Si ^b	Bug
2 Euphoniums (baritones) in Do parts in Si ^b , too	Eu
1 Tuba	Tb
1 big suspended cymbal	Cymb
1 Bass drum	BDrum

All instruments are written with the usual transpositions.

Duration: 3 min.

The parts between % and D.S. (bars 4...11, 29...36, 54...61, 80...87) may be repeated causing prolongation of duration.

Preface

The music of the Andean countries has become known in Europe within the last decades, although adapted to our taste of music – authentic forms of this music are not present in our countries.

The origin of Andean music goes back to prehistoric times. Only wind and percussion instruments were used.

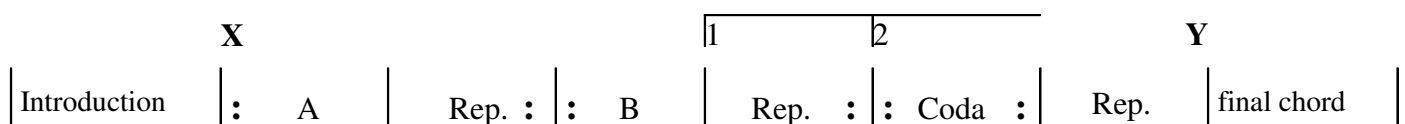
This music is quite different to our idea of tonality. Now and then the pieces are based on pentatonic scales, but more frequently scales of 6 or 4 (E G B D) notes are used.

Siku or Pan Flute

Very common are the *Sikus*, better known as the pan flutes; different sizes are available. Normally, the Siku consists of 13 tubes, closed at their lower ends and arranged in two series. As a rule, they are tuned to G major.

The musical form of Sikuri

The Andean music uses a lot of different musical forms. One of the most common forms is the **Sikuri** (also known as *Huayno*) which is, in principle, constructed as follows:



A, B, Coda: parts of the form

Rep.: Repique (see below)

The part between **X** and **Y** may be repeated as many times as one likes; the tempo is always about M.M. 84 for one quarter note. The last (sometimes also the penultimate) repetition is played faster (M.M. 96 oder M.M. 106); during the last repetition, the last repique is omitted.

Repique

The *repique* is a bit of music frequently occurring within the sikuri. This spanish word may be translated by *ringing* what may remind you of your time at school – indeed, the repique separates the parts of the piece clarifying so the musical form. As a rule, the repique is a fast sequence of two alternating notes (often one octave).

About the piece

The piece „Fogata“ (spanish: „open fire“) takes up ideas of this music. It has the musical form of a sikuri. But it should be clear that this work is not Andean music. Only the use of the notes of G major is an imitation of Andean ideas.

Norbert Hoffmann

Fogata

Norbert Rudolf Hoffmann

Largo (♩ ≈ 56)

fast (like a cap)

1. Trumpet in Si^b

2. Trumpet in Si^b

Trombone

Bass trombone

1. Bugle in Si^b

2. Bugle in Si^b

1. Euphonium in Do

2. Euphonium in Do

Tuba

big cymbal, suspended

Bass drum

ff, *fff*, *glissando*, *sub.*, *let sound*

Tempo di Sikuri (♩ ≈ 84)

3

BSx

1. Trp

2. Trp

Tromb

BTromb

1. Bug

2. Bug

1. Eu

2. Eu

BDrum

fff *mf*

pp *f*

pp *f*

pp

fff *pp* *f*

fff *pp* *f*

p

f

D.S.

9

ASx

TSx

1. Trp

2. Trp

Tromb

1. Bug

2. Bug

1. Eu

2. Eu

BDrum

ff

ff

ff

ff

ff

f

ff

f

ff

ff

ff

f

f

f

16

SSx

ASx

TSx

BSx

1. Trp

2. Trp

Tromb

BTromb

1. Bug

2. Bug

1. Eu

2. Eu

Tb

BDrum

f

ff

ff

f

ff

ff

f

ff

ff

f

f

ff

ff

ff

ff

f

f

1

2

ff

f

ff

f

ff

f

f

ff

ff

f

f

ff

f

Largo (♩ ≈ 56)

27

SSx

ASx

TSx

1. Bug

2. Bug

Tb

Cymb

BDrum

ff *fast (like a cap)* *fff* *pp*

ff *fast (like a cap)* *fff* *pp*

ff *fast (like a cap)* *fff* *sub.* *pp*

ff *fast (like a cap)* *fff* *sub.* *pp*

ff *let sound*

fff

Tempo di Sikuri (♩ ≈ 84)

29

1. Fl *f*

2. Fl *f*

1. Cl *f*

2. Cl *f*

1. Trp *f*

2. Trp *f*

1. Bug *f*

2. Bug *f*

1. Eu *f*

2. Eu *f*

BDrum *f*

D.S.

35

1. Fl *ff* *f*

2. Fl *f sempre* *f* *f*

1. Cl *ff* *f*

2. Cl *f sempre* *f* *f*

SSx *f*

ASx *f*

1. Trp *ff*

2. Trp *ff*

Tromb *ff*

1. Bug *ff* *f*

2. Bug *ff sub.* *f*

1. Eu *ff* *ff*

2. Eu *ff* *ff*

BDrum *ff* *f*

41

1. Fl *f* *ff* *p*

2. Fl *f* *f sempre* *f*

1. Cl *f* *ff* *p*

2. Cl *f* *f sempre* *f*

SSx *ff* *f*

ASx *ff*

TSx *f*

1. Trp *ff*

2. Trp *ff*

Tromb *ff*

BTromb *ff* *rit.*

1. Bug *ff*

2. Bug *ff*

1. Eu *f sub.* *ff sub.*

2. Eu *f sub.* *ff sub.*

Tb *ff*

BDrum *ff* *f*

46

1. Fl *f* *p* *f*

2. Fl *p* *f* *p*

1. Cl *f* *p* *f*

2. Cl *p* *f* *p*

SSx *f*

ASx *f* *f*

TSx *f*

BSx *f* *f*

1. Bug *f* *f*

2. Bug *f* *f*

1. Eu *f* *f*

2. Eu *f* *f*

BDrum *f*

Largo (♩ ≈ 56)

51

1. Fl

2. Fl (8va)

1. Cl

2. Cl

SSx

ASx

BSx

1. Bug

2. Bug

1. Eu

2. Eu

Cymb

BDrum

ff

fast (like a cap)

5

6

let sound

Tempo di Sikuri con moto (♩ ≈ 96)

53

SSx

ASx

TSx

1. Trp

2. Trp

1. Bug

2. Bug

1. Eu

2. Eu

Tb

BDrum

ff *fff* *sub.* *p* *f*

ff *fff* *sub.* *p*

fff *pp* *f*

fff *pp* *f*

f *f* *f*

f

58

SSx

TSx

1. Trp

2. Trp

Tromb

1. Bug

2. Bug

1. Eu

2. Eu

Tb

BDrum

ff

ff

ff

ff

f

f

ff

Detailed description: This is a page of a musical score for a large ensemble. The score is divided into ten staves, each for a different instrument or section: SSx (Soprano Saxophone), TSx (Tenor Saxophone), 1. Trp (First Trumpet), 2. Trp (Second Trumpet), Tromb (Trombone), 1. Bug (First Bugle), 2. Bug (Second Bugle), 1. Eu (First Euphonium), 2. Eu (Second Euphonium), Tb (Tuba), and BDrum (Bass Drum). The music is in 3/4 time and consists of 58 measures. The first four measures (measures 54-57) feature melodic lines for SSx, TSx, and the Bugles, with a rhythmic accompaniment from the Trombones and Euphoniums. From measure 58 onwards, the brass instruments (Trumps, Trombone, and Bugles) play a more active role with rhythmic patterns, while the Euphoniums and Tuba provide a steady bass line. The Bass Drum plays a consistent rhythmic pattern throughout. The score includes dynamic markings such as *ff* (fortissimo) and *f* (forte). The piece concludes with a *D.S.* (Da Capo) instruction.

62

SSx *f*

ASx

TSx *f*

BSx *f*

Tromb *ff* *fsub.*

BTromb *ff* *fsub.*

1. Bug *f*

2. Bug *f*

1. Eu *f*

2. Eu *f*

Tb *f*

BDrum *f*

73

SSx

ASx

TSx

BSx

1. Bug

2. Bug

1. Eu

2. Eu

Tb

BDrum

f

ff

f

ff

f

ff

f

ff

f

ff

Largo ($\text{♩} \approx 56$)

78

ASx

TSx

BSx

1. Trp

2. Trp

1. Bug

2. Bug

Cymb

BDrum

fast (like a cap)

ff

ff

ff

ff

ff

ff

ff

ff

let sound

ff

ff

Tempo di Sikuri molto mosso (♩ ≈ 106)

80

1. Fl *ff*

2. Fl *ff*

1. Cl *ff*

2. Cl *ff*

SSx *fff*

ASx *ff*

TSx *ff*

1. Trp *ff*

1. Bug *ff*

2. Bug *ff*

Tb *ff*

BDrum *ff*

86 (8^{va}) D.S. 8^{va}

1. Fl *fff* *ff*

2. Fl *fff* *ff* *ff*

1. Cl *ff*

2. Cl *ff* *ff*

SSx

ASx

TSx *senza cresc.* *ff*

BSx *ff*

1. Trp *fff*

2. Trp *fff*

Tromb *fff* *ff*

BTromb *ff*

1. Bug *fff*

2. Bug *fff*

Tb *ff*

BDrum *fff* *ff*

92 *8va-* 1 *8va-* 2 *8va-* *8va-*

1. Fl *ff* *ff* *ff* *fff*

2. Fl *ff* *ff* *ff* *fff*

1. Cl *fff* *fff* *fff* *fff*

2. Cl *fff* *fff* *fff* *fff*

ASx *fff* *fff* *fff* *fff*

TSx *fff* *fff* *fff* *fff*

BSx *fff* *fff* *fff* *fff*

1. Trp *fff* *fff* *fff* *fff*

2. Trp *fff* *fff* *fff* *fff*

Tromb *fff* *fff* *fff* *fff*

BTromb *fff* *fff* *fff* *fff*

1. Bug *fff* *fff* *fff* *fff*

2. Bug *fff* *fff* *fff* *fff*

Tb *fff* *ff* *fff* *fff*

BDrum *fff* *ff* *fff* *fff*

senza cresc. *fff sub.* *fff* *fff*

97 (8^{va})

This musical score page contains 12 staves for a band. The measures are numbered 97 through 101. The top staff, labeled '1. Fl', begins with a first ending bracket marked '(8^{va})' that spans measures 97, 98, and 99. The key signature consists of one sharp (F#) and the time signature is 2/4. The score includes parts for Flutes (1st and 2nd), Clarinets (1st and 2nd), Saxophones (Soprano, Alto, Tenor), Trumpets (1st and 2nd), Trombone, Bugles (1st and 2nd), and a Bass Drum. The dynamic marking *fff* is prominently used in measures 98, 99, and 100 across multiple instruments. The bottom staff, labeled 'BDrum', shows a consistent rhythmic pattern of quarter notes.

1. Fl
2. Fl
1. Cl
2. Cl
SSx
ASx
TSx
1. Trp
2. Trp
BTromb
1. Bug
2. Bug
BDrum

Largo (♩ ≈ 56)

102 (8^{va})

1. Fl
2. Fl
1. Cl
2. Cl
SSx
ASx
TSx
1. Trp
2. Trp
Tromb
BTromb
1. Bug
2. Bug
Tb
Cymb
BDrum

fff
fff
fff
fff
fff
fff
fff
fff
fff
fff
fff
fff
fff
fff
fff
fff
fff
fff
fff

glissando
glissando
fff
fff
fff
fff
fff
fff
roll
fff

3
3
3
5
3
5

105

1. Trp *fff* *fast (like a cap)* 5 3 3 5 3

2. Trp *fff* *fast (like a cap)* 5 3 3 5 3 3

Tromb *fff* *glissando* 5 3 3 5 3

BTromb *fff* *glissando* 6 3 3 3 5 3

1. Bug 3 5 3 5 5

2. Bug 3 3 5 3 3

1. Eu *fff*

2. Eu *fff*

Tb *fff*

Cymb *fff*

BDrum *muffle* *sfz*