

V. Nana

Manuel de Falla
Arr. Laroche Hugo

Grave

The score is for a full orchestra and piano, arranged by Hugo Laroche from Manuel de Falla's original. The tempo is marked **Grave**. The key signature has two sharps (F# and C#), and the time signature is 2/4. The instruments and their parts are as follows:

- Flauta 1 & 2:** Flute parts, starting with a first ending (a 1) and a second ending (a 2). Dynamics include *mf* and *ppp*.
- Oboe 1 & 2:** Oboe parts, starting with a first ending (a 1) and a second ending (a 2). Dynamics include *mf* and *ppp*.
- Requinto:** Flute part, dynamics include *mf* and *ppp*.
- Clarinete solista:** Clarinet part, dynamics include *mf* and *ppp*.
- Clarinete en Si♭ 1 & 2:** Clarinet parts, dynamics include *pp* and *mf*.
- Clarinete en Si♭ 3:** Clarinet part, dynamics include *pp*.
- Clarinete bajo en Si♭:** Bass Clarinet part, dynamics include *pp*.
- Fagot 1 & 2:** Bassoon parts, dynamics include *pp* and *mp*.
- Saxofón contralto 1 & 2:** Alto Saxophone parts, dynamics include *pp* and *mp*.
- Saxofón tenor 1 & 2:** Tenor Saxophone parts, dynamics include *pp* and *mp*.
- Saxofón baritono:** Baritone Saxophone part, dynamics include *pp* and *mp*.
- Trompa en Fa 1 & 2:** Trumpet parts, dynamics include *pp* and *mp*. Includes first and second endings (1. and 2.).
- Trompa en Fa 3 & 4:** Trumpet parts, dynamics include *pp* and *mp*. Includes first and second endings (1. and 2.).
- Trompeta en Si♭ 1 & 3:** Trombone parts, dynamics include *pp* and *mp*. Includes first and second endings (1. and 2.).
- Fliscorno:** Flute-Corn part, dynamics include *mf*.
- Trombón 1 & 2:** Trombone parts, dynamics include *pp* and *mp*.
- Trombón 3:** Trombone part, dynamics include *mp*.
- Bombardino:** Bombardino part, dynamics include *pp* and *mf*.
- Tuba:** Tuba part, dynamics include *mf* and *ppp*.
- Glockenspiel:** Glockenspiel part, dynamics include *pp*.

The score includes various musical notations such as triplets, first and second endings, and dynamic markings throughout.