

This is a page of a musical score for a brass and woodwind ensemble. The score is written for 12 parts: Eb Soprano Cornet, Solo Bb Cornet, Bb Repetitive Clarinet/Flugel, 2nd Bb Cornet, 3rd Bb Cornet, Solo Eb Horn, 1st Eb Horn, 2nd Eb Horn, 1st Bb Baritone, 2nd Bb Baritone, 1st Bb Trombone, 2nd Bb Trombone, Bass Trombone, Bb Euphonium, Eb Bass, Bb Bass, Timpani, and Drums. The music is in 4/4 time and features a complex rhythmic pattern with many triplets. The score includes dynamic markings such as *mf*, *mp*, *f*, and *p*. There are also performance instructions like *tr* (trill) and *acc* (accents). A large, bold, black watermark reading "EXTRACT" is superimposed diagonally across the center of the page. At the top of the page, there are rehearsal marks: "201." and "2." above the first staff, and "25" above the second staff. At the bottom of the page, there are two drum notation boxes labeled "HI-HAT" and "B.D." (Bass Drum).

E♭ Sop. Cornet
 Solo B♭ Cornet
 B♭ Rep. Ct. Flugel
 2nd B♭ Cornet
 3rd B♭ Cornet
 Solo E♭ Horn
 1st E♭ Horn
 2nd E♭ Horn
 1st B♭ Baritone
 2nd B♭ Baritone
 1st B♭ Tromb.
 2nd B♭ Tromb.
 Bass Tromb.
 B♭ Euph.
 E♭ Bass
 B♭ Bass
 Timpani
 Drums
 Drums

Musical score for a brass and percussion ensemble. The score is divided into two systems, 30 and 35. The instruments listed on the left are: E♭ Sop. Cornet, Solo B♭ Cornet, B♭ Rep. Ct. Flugel, 2nd B♭ Cornet, 3rd B♭ Cornet, Solo E♭ Horn, 1st E♭ Horn, 2nd E♭ Horn, 1st B♭ Baritone, 2nd B♭ Baritone, 1st B♭ Tromb., 2nd B♭ Tromb., Bass Tromb., B♭ Euph., E♭ Bass, B♭ Bass, Timpani, Drums, and Drums. The score includes various musical notations such as notes, rests, and dynamic markings (mf, f, p, mp). A large, diagonal watermark reading "EXTRACT" is overlaid across the center of the page.

E♭ Sop. Cornet
 Solo B♭ Cornet
 B♭ Rep. Cl. Flugel
 2nd B♭ Cornet
 3rd B♭ Cornet
 Solo E♭ Horn
 1st E♭ Horn
 2nd E♭ Horn
 1st B♭ Baritone
 2nd B♭ Baritone
 1st B♭ Tromb.
 2nd B♭ Tromb.
 Bass Tromb.
 B♭ Euph.
 E♭ Bass
 B♭ Bass
 Timpani
 Drums
 Drums

EXTRACT