

Respighi
Sonata in B Minor
Violin

Moderato $\text{♩} = 88$

p dolce espressivo

mp

mf *f*

Movendo

dim. *p* *f*

Movendo

dim. *p* *cres.* *f*

dim. *poco rit.*

a Tempo

f

dim. *p lusingando*

$\text{♩} = 108$

dolcissimo

cres.

Poco meno

f *dim.*

Tempo 1^o *p* *f appassionato*

cres. *animando* *ff* *dim. e rall.*

a Tempo *p* *mf*

poco rit. **Agitato** $\text{♩} = 108$

Più vivo (in uno) $\text{♩} = 98$ *ff* *dim.* *mf* *cres.*

$\text{♩} = 126$ **Agitato come prima** *ff* *dim.* *f* *tratt.*

p *cres.* *mf* *p*

A Tempo agitato

ff *Animando sempre* *ff* *sf* *sf* *Incaldando* *Piu vivo* *sp* *f* *sp* *f* *sp* *cres* *f* *Allarg.*

$\text{♩} = 88$

I^o Tempo (Moderato)

ff *dim.* *dolciss* *pp* *poco rit.* *mp a tempo* *p* *cres.* *f* *Movendo* *p* *cres.* *f* *1 poco rit.*

a Tempo 12 $\text{♩} = 104$

ff con passione

poco allarg. Largamente

poco rit. *a Tempo* 3

ff

f appassionato 2 *cres.*

ff *p incalz. e cres.*

tratt. *a Tempo* 5

f *dim.* *p* *f* *p*

5 *mf* *sempre dim.*

$\text{♩} = 78$ *rall.* *Calmo e molto meno mosso*

p con grande espressione e dolcezza

poco rit. a Tempo 8

dim. sempre 4

rall. molto *Lentamente* 1 2 *Più lento*

$\text{♩} = 72$
And.^{te} espressivo
 12

f — *mf* *f*

p *mf* *p* *poco rit.*

rall. 3 *a Tempo* *pp*

p *cres.*

$\text{♩} = 88$
Appassionato

f *dim* *Un poco agitato* 5 *p*

poco animando *cres.* *ff* *allarg.* *a Tempo* *largamente* *allarg.*

$\text{♩} = 96$ **Poco più mosso**

p *p* *cres.* *f* *allarg.* 3 *a Tempo*

Largamente *poco string.*

animando *ff* *rall.*

a Tempo, animando *allarg.* 8 *Largamente* *Largo* 1

Come una cadenza

I° Tempo (*un poco più lento*) $\text{♩} = 69$

$\text{♩} = 100$
All^o moderato ma energico



cres. e string.

a Tempo
ff

poco allargando **Appass.to e meno all.**

stringendo..... **Vivacissimo** ♩ = 92
f *p leggero*

♩ = 144
Più presto

cres. *f*

♩ = 96
f *p*

cres. molto e string. *f*

Più sostenuto (*come al principio*)

♩ = 92

Lento

[illegible]

And^{te} espressivo

And.^{te} espressivo

The second system of the musical score for 'Lento e mesto' by Franz Schubert. It begins with a treble clef and a key signature of one sharp (F#). The tempo and mood are marked 'And.^{te} espressivo'. The music starts with a half rest, followed by a quarter note G4, a quarter note A4, and a quarter note B4. This is followed by a half note C5, a half note D5, and a half note E5. The dynamics are marked 'mf' (mezzo-forte) and 'espress. e dolce' (expressive and sweet). The system ends with a half note F#5, a half note G5, and a half note A5. The dynamics are marked 'poco cres.' (a little crescendo).

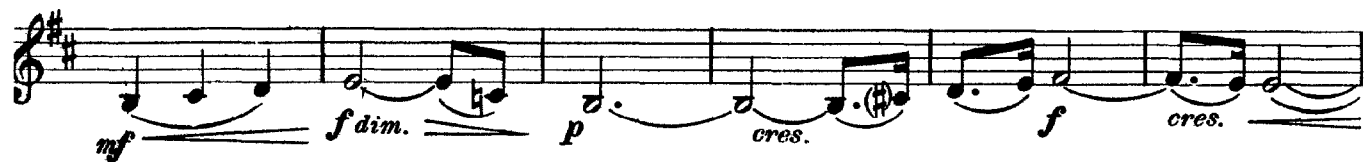
mf *espress. e dolce* *poco cres.*

First system of the musical score for "The Swan" from "The Swan Lake" by Pyotr Ilyich Tchaikovsky. The score is in G major (one sharp) and 3/4 time. It features a melody for the first violin and piano accompaniment. The melody starts on a whole note G4, followed by a half note A4, and then a series of eighth and sixteenth notes. The piano accompaniment consists of a steady eighth-note pattern in the right hand and a bass line in the left hand. The first system ends with a fermata on the final note of the melody.

a Tempo

Largamente

The first system of the musical score is written on a single staff with a treble clef and a key signature of three sharps (F#, C#, G#). The tempo is marked 'Largamente' above the staff. The music begins with a forte (*f*) dynamic, featuring a half note G#4 and a half note A#4, both with fermatas. This is followed by a half rest, then a half note F#4, and a half note E#4, both with fermatas. The dynamic then changes to *f dim.* for a half note D#4 and a half note C#4, both with fermatas. The tempo marking 'Largamente' is placed above the staff. The music continues with a half note B3, a half note A3, and a half note G#3, all with fermatas. The dynamic is marked *mf* for a half note F#3, a half note E3, and a half note D3, all with fermatas. The system concludes with a half note C#3, a half note B2, and a half note A2, all with fermatas.



Molto all.^o e agitato ♩ = 100

