

Deux Pièces pour Quatuor à Cordes

Andante

SAMUEL ROUSSEAU

Violoncelle

Andante (54 = $\frac{1}{2}$)

The musical score for the Cello part is written in bass clef with a key signature of one flat (B-flat) and a 3/4 time signature. It begins with a first ending bracket over the first measure. The tempo is marked 'Andante' with a metronome marking of 54 = $\frac{1}{2}$. The score includes various dynamics such as *p*, *pizz.*, *arco*, *en dehors*, *sf*, *p*, *sf*, *cresc.*, *ff*, and *pp*. It features trills, triplets, and a section marked 'Poco più mosso' with the instruction 'agitato e cresc.'. The score concludes with a double bar line and repeat signs.

Violoncelle

3

p cre - scen - do

Poco rall. a Tempo

4

mf

Rall. a Tempo

5

string. poco a poco cresc.

6 Un peu retenu

pp

string.

sf

sf *f* *molto string.*

ff

p *pizz.* **Tempo I°**

7

pp *arco pizz.*

pp *arco pizz.* *pp* *arco pizz.* *pp* *arco pizz.*

8

p *arco pizz.*

p *arco pizz.*

Violoncelle

9 *cre - scen - do*
sf sf sf pp sf

cre - scen - do *agitato e cresc.*
sf sf sf f

10 *en dehors*
ff p p

11 *en dehors*
cresc. p mf Poco rall.

12 *a Tempo*
mf f

Rall.
mf p sf pp

Scherzo

Allegro vivo (108 = $\frac{1}{2}$)

1 2 3 4 5 6 7 2
 Sourdine *p*

1 1 2 3 4 5 6 7 2
sf p sf

2 *p très léger*

3

4 8

Violoncelle

5

p *sf* *sf*

6

p *pizz.* *pp*

cresc. *f*

1 *espress. arco* *p*

7 *cre - scen - do* *f* *p*

8

9 *cre - scen - do* *ff* *sf*

10 *sempre cresc.* 1 2 3 4 1

2 3 4 1 2 3 4 1 2 3 4 1 2

11 10 *1^{re} vn*

12 *vclle* *pp*

13

f *f*

cre - scen - do

Violoncelle

Ôtez vite la sourdine

ff *f* *pp* *pizz.* *arco* *p*

1 3 1 2

14 *p* *sf*

1 2 *f* *pp*

1 *f*

15 *f*

16 *mf* cre - scen -

- do 17 *ff* *p* 1

sf 2

18 2 *f*

1 1 1 2 3 4 6

ff *p* Mettez la sourdine

Violoncelle

vn

19 *velle*
pp

20 *pizz.*

21

(b)

22

23 8 *sf*

24

25 *p* *p* *cresc.*
f *pp* *1* *arco* *p*

26 *cresc.*

27 *f* *p*

Violoncelle

28

p

cre - scen - do

1 2 3 4 1 2 3

29

sempre cresc.

4 1 2 3 4 1 2 3 4 1 2 3

30

10

ff

sf

31

pp

v^{le}

cre - scen - do

32

3

f

p

33

pp

34

35

36

1 2 3 4

3

1 *pizz.* 1

f

pp

Fin