

ВАРИАЦІЇ
ДЛЯ ОРКЕСТРУ*

Тв. 30

ВАРИАЦИИ
ДЛЯ ОРКЕСТРА*

Соч. 30

langsamer $\text{♩} = 112$ wieder lebhaft $\text{♩} = 160$

Oboe *Lebhaft* ($\text{♩} = 160$) *f* *con sord.* *sord. via*

Trombono *f*

Violini I *Lebhaft* ($\text{♩} = 160$) *f*

Violini II *Lebhaft* ($\text{♩} = 160$) *f*

Viola *sola* *f* *pp*

Violoncelli *f*

Contrabassi *p* *pp*

Fl. *wieder langsamer* $\text{♩} = 112$ *rit.* *lebhaft* $\text{♩} = 160$ *langsamer* $\text{♩} = 112$ *f*

Ob. *f*

Cl. *f*

Cl. b. *f*

Tr-no *sf* *p* *senza sord.* *f*

Tuba *f*

Arpa *p*

V-ni I *wieder langsamer* $\text{♩} = 112$ *solo* *espr. p* *pp* *rit.* *lebhalf* $\text{♩} = 160$ *langsamer* $\text{♩} = 112$ *f* *pp*

wieder lebhaft, sehr wieder
♩ = 160 rit.

Fl.
Ob.
Cl.
Cl. b.
Cor.
Tr-ba
Tr-tn
Tuba
Timp.

con sord. sord. via
(con sord.) sord. via
f con sord. sord. via
f con sord. sord. via
f con sord. sord. via
f p

morendo
morendo
morendo

wieder lebhaft, sehr bewegt
♩ = 160

V-ni I
V-c.
C-b.

tutti con sord. 8---
rit.
con sord. p
pp

pizz.

sehr ruhig
♩ = 112 rit. wieder sehr bewegt
♩ = 160

Fl.
Ob.
Cl.
Cor.
Tr-ba
Tuba

senza sord. pp
morendo
senza sord. hp
sf

senza sord.
senza sord. hp
sf

sehr ruhig
♩ = 112 solo pizz. rit. wieder sehr bewegt
♩ = 160 tutti arco

V-ni I
V-ni II
V-le
V-c.

pp solo con sord. pizz.
pp solo con sord. pizz.
pp solo pizz.
pp solo pizz.

morendo
morendo
morendo
morendo

molto f tutti arco
molto f tutti arco
molto f tutti arco
molto f tutti arco

sehr ruhig $\text{♩} = 112$

rit. *p* rit. a tempo

con sord. *pp*

senza sord. *f* *p*

Timp. *pp* *morendo*

pp *morendo*

pp *morendo*

rit. *pizz.* *arco* *p* *sord. via* rit. *senza sord.* a tempo solo arco *p*

pizz. *arco* *sord. via* *senza sord.* *pizz.* *p*

pizz. *arco* *sord. via*

pizz. *arco* *sord. via* *p* *pp* *morendo*

rit. a tempo rit. a tempo

ff sf pp p sf

ff sf pp p sf

ff sf pp p sf

ff sf pp p sf

ff sf pp p sf

ff sf pp p sf

pp pp

pp pp

non div. rit. a tempo rit. a tempo

sf pp sf

non div. sf pp div. sf sf

non div. sf pp div. sf sf

non div. sf pp div. sf sf

etwas bedächtig $\text{♩} = 112$ leicht bewegt $\text{♩} = 112$

Fl.

Ob.

Cl.

Cl. b.

solo pizz. sf arco f sf etwas bedächtig $\text{♩} = 112$ leicht bewegt $\text{♩} = 112$ solo p *zurt*

con sord. arco p *zurt*

subito flott $\text{♩} = 112$ sf p rit. $\text{♩} = 112$ wieder leicht bewegt $\text{♩} = 112$ p subito lebhaft $\text{♩} = 160$ f

subito flott $\text{♩} = 112$ rit. $\text{♩} = 112$ wieder leicht bewegt $\text{♩} = 112$ subito lebhaft $\text{♩} = 160$

con sord. arco p sf

frullato *sf* *ord.* *rit.* *p*

Cor. *con sord.* *sf* *p*

Tr-ba *f* *ff* *con sord.* *ff* *rit.* *sord. via*

a tempo molto rit. *wieder leicht bewegt* *subito lebhaft* *wieder leicht bewegt*
♩=112 *♩=160* *♩=116*

Tr-ba *con sord.* *ff* *sub. p* *sf* *f* *p*

Timp. *p*

Arpa *p* *wieder leicht bewegt* *subito lebhaft* *wieder leicht bewegt*
♩=112 *♩=160* *senza sord.* *♩=116*

molto rit. a tempo subito lebhaf $\text{♩} = 160$ sehr ruhig $\text{♩} = 112$ subito lebhaf $\text{♩} = 160$

Ob. p pp *morendo* f

Cl.

Cl. b. p f

Cor. pp *con sord.* *sord. via*

Tr. ba *espr.* *molto f* p pp

Arpa

molto rit. a tempo subito lebhaf $\text{♩} = 160$ sehr ruhig $\text{♩} = 112$ *solo* subito lebhaf $\text{♩} = 160$

pp *espr.* pp *sord. via* *solo* pp *morendo*

Fl. *flott* $\text{♩} = 112$ f pp *flüchtig* pp *subito lebhaf beschleunigend* $\text{♩} = 160$ *ruhig fließend erreichte* $\text{♩} = 112$

Ob. f pp

Cl.

Cl. b.

Tr. ba *con sord.* sf *con sord.*

Tr. no ff

sf pp

flott $\text{♩} = 112$ subito lebhaf beschleunigend $\text{♩} = 160$ ruhig fließend erreichte $\text{♩} = 112$

senza sord. ff *pizz.* sf *con sord.* pp *con sord.* pp

rit. a tempo beschleunigend subito a tempo leicht bewegt ♩ = 112

Fl.

Ob.

Cl.

Cl. b.

Cor.

Tr ba

Tr-no

Tuba

Cel.

Arpa

senza sord.

espr.

con sord.

subito a tempo leicht bewegt ♩ = 112 tutti con sord.

rit. a tempo beschleunigend

subito a tempo leicht bewegt ♩ = 112

Detailed description of the musical score: The score is arranged in systems. The first system includes Flute (Fl.), Oboe (Ob.), Clarinet (Cl.), Bass Clarinet (Cl. b.), Cor Anglais (Cor.), Trumpet (Tr ba), Trombone (Tr-no), and Tuba. The second system includes Cello (Cel.) and Harp (Arpa). The third system includes Violin I, Violin II, Viola, and Cello/Double Bass. Performance markings include 'rit.' (ritardando), 'a tempo', 'beschleunigend' (accelerando), and 'subito a tempo leicht bewegt ♩ = 112'. Dynamic markings include 'pp' (pianissimo), 'sf' (sforzando), 'f' (forte), 'p' (piano), and 'ppp' (pianississimo). Specific instructions like 'senza sord.' (without mutes) and 'con sord.' (with mutes) are present for brass instruments. The harp part features 'sf' markings. The bottom system includes 'tutti con sord.' and 'p curt' markings.

rit. wieder ruhig fließend $\text{♩} = 112$ rit. subito lebhaft $\text{♩} = 160$ rit.

con sord. *espr.* sehr zart p pp
 con sord. pp sehr zart pp morendo
 senza sord. p pp morendo
 senza sord. p pp morendo
 senza sord. p pp morendo
 Timp. sf p
 pp pp
 rit. wieder ruhig fließend $\text{♩} = 112$ rit. subito lebhaft $\text{♩} = 160$ rit.
 solo senza sord. pp pp morendo *molto f* *f*
 senza sord. *molto f* *f*
 senza sord. *molto f* *f*
 senza sord. *molto f* pp morendo pp morendo fp
 senza sord. fp

a tempo, sehr bewegt

$\text{♩} = 160$

The first system of the musical score consists of three staves. The top staff contains a melodic line with dynamic markings *ff* and *sf*. The middle and bottom staves provide harmonic support with chords and bass lines, also marked with *ff* and *sf*. The music is in a key with one sharp (F#) and a 2/4 time signature.

The second system of the musical score consists of three empty staves, indicating a section where the music is not present or has been omitted.

The third system of the musical score consists of three empty staves, indicating a section where the music is not present or has been omitted.

The fourth system of the musical score consists of three empty staves, indicating a section where the music is not present or has been omitted.

a tempo, sehr bewegt

$\text{♩} = 160$

The fifth system of the musical score consists of four staves. The top staff features a melodic line with dynamic markings *f*, *ff*, and *sf*, and performance instructions *pizz.* and *arco*. The middle and bottom staves provide harmonic support with chords and bass lines, marked with *ff* and *f*. The music is in a key with one sharp (F#) and a 2/4 time signature.

molto rit. leicht bewegt nicht eilen $\text{♩} = 112$ lebhaft $\text{♩} = 160$ rit.

con sord. *molto f* → *p*

con sord. *p* *zurt* *pp*

con sord. *pp*

Timp. *pp*

p

pp

molto rit. solo leicht bewegt nicht eilen $\text{♩} = 112$ lebhaft $\text{♩} = 160$ rit.

sf *fp*

pizz. *ff*

solo arco *p* → *sf* *p*

solo *pp*

wieder leicht bewegt $\text{♩} = 112$

rit. a tempo beschleunigend subito a tempo

f *p* *pp* *p*

con sord. *p* *pp* *p* *pp*

p *p* *pp* *f*

f *f*

wieder leicht bewegt $\text{♩} = 112$ rit. a tempo (solo) beschleunigend subito a tempo tutti pizz.

f *p* *pp* *f* *pp* *f* *p*

pizz. *p* *pp*

tutti pizz. *p* *pp*

arco *f* *pp*

molto rit. *a tempo* *rit.* *sehr ruhig* ♩ = 112

con sord. *pp* *ppp*
 con sord. *pp* *ppp*
 con sord. *pp* *ppp*
 con sord. *pp* *ppp*

p *pp*
p *pp*

molto rit. *a tempo* *rit.* *sehr ruhig* ♩ = 112

ppp *ppp*
pp *ppp*
pp *ppp*
ppp *ppp*

div. *pizz.* *solo arco* *sola pizz.* *morendo* *solo*

a tempo
♩ = 112

rit. p pp sf

f p pp

pp

pp

p sf

rit. a tempo ♩ = 112

solo arco pp

tutti con sord. f p pp

tutti con sord. f p pp

tutti con sord. p p pp

solo pp

tutti con sord. sf

wieder sehr ruhig
 $\text{♩} = 112$ rit.

beschleunigend

sf

p *f* *molto f*

p *sf* *molto f*

pp *pp* *pp*

con sord.

p *sf* *molto f*

pp

pp

p

beschleunigend

tutti pizz.

wieder sehr ruhig
 $\text{♩} = 112$ arco rit.

pizz. *sf* arco sul pont. *fp* *f*

pizz. *sf* arco sul pont. *fp* *f*

a tempo rit. a tempo rit. a tempo ♩ = 112

Musical score for a string quartet, consisting of five systems of staves. The first system includes dynamics like *ppp* and *p*. The second system includes *pp*, *(con sord.)*, *ppp*, *sord. via*, and *senza sord.*. The third system includes *p* and *sf*. The fourth system includes *p* and *f*. The fifth system includes *a tempo*, *pizz.*, *arco*, *rit.*, and *a tempo* markings, along with dynamics like *p*, *pp*, and *ppp*.

beschleunigend lebhaft $\text{♩} = 160$ wieder sehr ruhig, doch nicht schleppend $\text{♩} = 112$

molto f *sf* *f* *p* *p* *mp*

con sord. *f* *sf* *con sord.* *p* *(con sord.)* *p* *con sord.* *b_♭ *mf** *con sord.* *b_♭ *p**

p *f* *sf* *p* *p*

beschleunigend lebhaft $\text{♩} = 160$ wieder sehr ruhig, doch nicht schleppend $\text{♩} = 112$

espr. *p* *sul G* *f* *pizz.* *f* *arco* *f* *div. in 3 pizz.* *sf* *div. in 3 pizz.* *mp* *div. in 3 pizz.* *p*

rit. a tempo rit. wieder lebhaft
♩ = 160

System 1:

- Staff 1: *pp* (with accent)
- Staff 2: *p* (with accent)
- Staff 3: *pp* (with slur)
- Staff 4: *pp* (with slur)
- Staff 5: *pp* (with slur)
- Staff 6 (Timp.): *pp* (with slur)

System 2:

- Staff 1: *pp* (with slur), *con sord.*, *sord. via*
- Staff 2: *pp* (with slur), *con sord.*
- Staff 3: *pp* (with slur), *con sord.*
- Staff 4: *pp* (with slur), *con sord.*
- Staff 5: *pp* (with slur), *con sord.*
- Staff 6: *pp* (with slur)

System 3:

- Staff 1: *rit.*, *solo*, *p* (with slur), *wieder lebhaft tutti sf*
- Staff 2: *div. in 3 arco*, *pp* (with slur), *sord. via*, *senza sord.*, *div. in 2 pizz.*, *sf*
- Staff 3: *div. in 3 pizz.*, *p* (with slur), *sord. via*
- Staff 4: *div. in 3 pizz.*, *pp* (with slur), *sord. via*
- Staff 5: *pp* (with slur)
- Staff 6: *pp* (with slur)

subito doppelt so langsam $\text{♩} = 160$ wieder lebhaft $\text{♩} = 160$ sehr rasch $\text{♩} = 112$

System 1: *subito doppelt so langsam* $\text{♩} = 160$ *wieder lebhaft* $\text{♩} = 160$ *sehr rasch* $\text{♩} = 112$

System 2: *con sord.* *zurück* *pp* *morendo* *pp* *con sord.* *ff* *senza sord.* *ff*

System 3: *p* *pp*

System 4: *pizz.* *p* *pp* *senza sord.* *pizz.* *ppp* *senza sord.* *pizz.* *ppp* *arco* *ff* *arco* *ff* *arco* *ff* *sul G* *tutti arco*