

# Kinder-Symphonie.

(TOY-SYMPHONY.)

## I.

KUKUK in G E.

Cuckoo in G E.

Carl Reinecke.

Allegro un poco maestoso.

5 1 1

1-5 6 *p espress.* 7 8 *cresc.* 9 - - 10

**A** 2 2 **B**

11-12 *ff* 13 14 15-16 17 *f* 18

*ff* 19 20 21 22-23 24-27 28 *pp espress.* 29

2 **C** 4 *solo* 1

30 31 32-39 40-45 46-48 49-50 51-53 54 *p* 55

1 **D** 8 **E** 6 1. 3 2. 2 **F** 3 *solo* 1

56 57 58 *cresc.* 59 - - 60-67 68-71

*solo* 1 **I** 8

72 *p* 73 74 75 *ff* 76 77-84 *ff* 85

86 87 88

8 *solo* 13 6

89 90-97 98 *p* 99 100-112 113 114-119

120 121 122 123 124 125

II. *Andantino tacet.*

# III.

## KUKUK in G E. Cuckoo in G E.

Moderato.

*solo*

Musical score for 'KUKUK in G E. Cuckoo in G E.' in G major, 4/4 time. The score consists of four staves of music. The first staff (measures 1-7) is marked 'Moderato.' and 'solo'. It features a melody with a first ending bracketed 'A' over measures 6-7. The second staff (measures 8-15) includes a 'cresc.' marking and a second ending bracketed 'B' over measures 12-13. The third staff (measures 16-24) is marked 'Un poco più animato.' and includes a 'Fine.' marking at measure 19, followed by a third ending bracketed 'C' over measures 20-22. The fourth staff (measures 25-30) concludes with a 'D. C. al Fine.' instruction. Dynamics include *p*, *pp*, *f*, and *mf*. Fingerings are indicated by numbers 1-3.

# IV.

## (STEEPLE CHASE.)

Molto vivace.

Musical score for '(STEEPLE CHASE.)' in G major, 2/4 time. The score consists of four staves of music. The first staff (measures 1-40) is marked 'Molto vivace.' and includes first endings bracketed 'A' (measures 14-21), 'B' (measures 22-32), and 'C' (measures 33-40). The second staff (measures 41-89) includes first endings bracketed 'D' (measures 43-58), 'E' (measures 59-66), 'F' (measures 67-74), 'G' (measures 75-87), and 'H' (measures 88-89). The third staff (measures 90-114) is marked 'Ancor più vivace.' and includes first endings bracketed '4' (measures 94-97) and '3' (measures 111-113). The fourth staff (measures 115-122) concludes the piece. Dynamics include *f* and *ff*. Fingerings are indicated by numbers 2, 3, and 4.