

4/4 ♩ = ca. 58-62      3/4 ♩ = ca. 102

Fl. *mf* *p* *mp* *mf* *p* *col legno* *p* *mf* *p* *mf*

Vn. I 1 *pp* *mf* *mfpp* *mf* *mfpp* *mf*

Vn. I 2 *smorz.* *pppp* *mfpp* *mf* *mfpp* *mf*

Vn. I 3 *ppp* *col legno* *mf* *mfpp* *mfpp* *mf*

Vn. II 1 *ppp* *col legno* *mf* *mfpp* *mfpp* *mf*

Vn. II 2 *mf* *mfpp* *mfpp* *mf* *mfpp* *mf*

Va. 1 *pp* *pp* *pp* *pp* *pp* *pp*

Va. 2 *pp* *pp* *pp* *pp* *pp* *pp*

Vc. 1 *non vib.* *div. in 2* *pp* *pp* *pp* *pp* *pp* *pp*

Vc. 2 *pizz.* *pp* *pp* *pp* *pp* *mf* *sfz* *pp*

Cb. 1 *p* *mf* *sfz* *p* *p* *sfz*

4/4      3/4

\* "breathy" sound with some harmonics, but without losing the fundamental pitch

\*\* move gradually from the normal sound to the breathy sound

49

Fl. *mp col legno* *f* *p* sul A *mp* *p* *mf* *mf* *mp* *mf* *col legno* *f* *p*

1 *mf* *mfp* *arco* *mfp* *arco* *mf* *arco* *mfp* *arco* *mfp* *sul D* *mfp*

Vn. I 2 *mf* *mf* *mf* *mf* *mf* *mf* *mf* *mf* *mf* *mf* *mf* *mf*

3 *mfp* *col legno* *mfp* *mf* *mf* *mf* *mf* *mf* *mf* *mf* *mf* *mf*

Vn. II 1 *mf* *mf* *f* *mf* *mf* *f* *mf* *f* *mf* *f* *mf* *f*

2 *mfp* *mf* *mf* *mf* *mf* *f* *f* *f* *f* *f* *f* *f*

Va. 1 *pp* *pp* *pp* *pp* *pp* *pp* *p* *mf* *f*

2 *pp* *pp* *pp* *pp* *pp* *pp* *p* *mf* *f*

Vc. 1 *pp* *pp* *sfz* *pp* *sfz* *pp* *p* *mf* *p* *mf* *sfz*

2 *p* *pp* *sfz* *pp* *sfz* *pp* *p* *mf* *p* *mf* *sfz*

Cb. 1 *pp* *mf* *p* *mf* *p* *sfz* *pp* *mf* *mf*

This page of a musical score covers measures 56 to 63. It features a variety of instruments including Flute I, Violin I and II, Viola, Violoncello, Contrabass, Bongo, and Snare Drum. The score is characterized by complex rhythmic patterns, often involving triplets and sixteenth notes. Dynamic markings range from *mp* to *fff*. Performance instructions such as *marcato!*, *flutter*, *col legno*, *arco*, *legato!*, and *simile* are used throughout. Specific techniques like *sul G*, *sul D*, and *sul A* are indicated for the strings. The percussion parts include Bongo and Snare Drum (S. Dr.) with dynamic markings like *mp* and *p*.

**Fl. I:** *marcato!* *fff* *flutter* *fff*

**Vn. I:** *sul A* *col legno* *sul A arco* *sul A* *col legno* *fff* *arco* *fff*

**Vn. II:** *col legno* *sul G arco* *col legno* *sul D arco* *arco legato!* *f*

**Va.:** *legato!* *mf* *f* *simile* *f*

**Vc.:** *legato!* *mf* *arco legato!* *f* *simile*

**Cb.:** *fff* *mf* *mf*

**Perc. 1 (Bongo):** *p*

**Perc. 2 (S. Dr.):** *mp* *p*

5 3  
4 4 J = ca. 120

Fl. 1 2 3

Vn. I 1 2 3

Vn. II 1 2 3

Va. 1 2

Vc. 1 2

Cb. 1 2

Perc. 1 Xyl. Tamb. S. Dr. B. Dr.

Perc. 2 Trgl. Timp.

mf, sfz, f, p, mf, p, f, sul pont., arco, sul C, mp, col legno batt., mf

highest tone in G string

5 3  
4 4

68

FL.

1

Vn. I

2

3

Vn. II

1

2

Va.

1

2

Vc.

1

2

Cb.

1

2

Perc. 1

Perc. 2

Timp.

The musical score consists of 13 staves. The Flute (FL.) and Violin I (Vn. I) parts begin at measure 68. The Violin II (Vn. II), Viola (Va.), Violoncello (Vc.), and Contrabass (Cb.) parts also begin at measure 68. The Percussion (Perc. 1, Perc. 2, Timp.) parts begin at measure 70. Dynamics include *f*, *ff*, *fp*, *mf*, *pp*, and *sempre p*. Performance markings include *sul A*, *sul E*, and *sul pont.*. The woodwind parts feature trills and slurs, while the strings play rhythmic patterns. The percussion includes a tam-tam (T.tam) and timpani (Timp.) parts.

68

ff

*sul A*

*sul E*

*sul A*

*sul E*

*f*

*f*

*ff*

*sul A*

*sul E*

*sul A*

*sul E*

68

*f*

*sul pont.*

*f*

*fp*

*sul E*

*fp*

*f*

*fp*

*fp*

*f*

*f*

*f*

*ff*

*fp*

*fp*

*mf*

div. in 2

*mf*

3

3

3

3

3

3

3

3

3

3

3

3

3

3

3

3

3

3

3

3

*pp*

T.tam

3

*sempre p*

*sempre p*

9  
8

$\text{♩} = \text{ca. } 68 \sim 72$

12  
8

74

Fl.

Vn. I  
1  
2  
3

Vn. II  
1  
2

Va.  
1  
2

Vc.  
1  
2

Cb.  
1  
2

Perc. 1  
Perc. 2  
Timp.

*ffp* *f* *mf* *ff*

*ffp* *f* *mf* *ff*

*fp* *f* *f* *mf*

*sfz* *mp* *f* *ff*

*sfz* *f* *mf* *f* *ff*

*sfz* *mf* *f* *f* *ff*

*sfz* *mf* *f* *f* *ff*

*mf* *arco sul A* *f* *p* *f* *ff*

*mf* *arco sul D* *f* *p*

*ffz* *mf* *f* *p*

*f*

*sfz*

9  
8

12  
8

*attacca*