

QUINTETT.

Bratsche.

I.

Wilhelm Berger, Op. 75.

Allegro con passione.

Bratsche.

tr. *mf* *ff* *strin - - - - -* *do -*

ff *tempo* *p* *sfz* *f* *sfz*

p *p*

f *più f* *ff*

ff

di - - - - - *mi - - - - -* *nu - - - - -* *en - - - - -* *do - - - - -* *p*

pizz. *sfz* *p*

poco rit. *tempo* *arco* *espr.*

riten. *tempo* *pp*

cre - - - - - *scen - - - - -* *do - - - - -*

f *sfz* *p* *3 F*

Bratsche.

cre - scen - do -

f

p poco rit. - *G* tempo

strin - gen - do

cre - scen - do

f con passione

poco allargando

di - mi - nu - en - do *p* tempo *H* *pp*

mf *pp* *f*

dan - do - tempo

mf *p*

Bratsche.

Musical score for Violin (Bratsche) in 3/8 time, featuring various dynamics and articulations. The score consists of ten staves of music.

- Staff 1: *f*
- Staff 2: *p*, *cresc.*
- Staff 3: *ff*
- Staff 4: *Solo, molto espress.*, *sfz*, *sfz*
- Staff 5: *f*
- Staff 6: *pp*
- Staff 7: *pespress.*
- Staff 8: *f*, *p*
- Staff 9: *f*, *pp*, *cresc.*
- Staff 10: *scen*, *do*, *f*, *pp*

Bratsche.

trm
sfz
ff
1
do -

trm
mf
f
ff
L

tempo
ff
p
sfz
sfz

p

sfz

p
ff

1
M

ff

mf
p
1

Meno mosso.
p

Molto vivace.
pp
f
ff

ri - tar - dan - do

Bratsche.

II.

Vivace scherzando.

The musical score is written for Violin II in 3/8 time, featuring a key signature of one sharp (F#). The piece is marked 'Vivace scherzando'. The score consists of ten staves of music. The first staff begins with a trill (tr) and a first finger (1) marking. The second staff continues with a trill and a piano (p) dynamic. The third staff features a triplet (3) and a first finger (1) marking. The fourth staff includes a mezzo-forte (mf) dynamic and a crescendo (cresc.) marking. The fifth staff has a mezzo-forte (mf) dynamic and a first finger (1) marking. The sixth staff starts with a forte (f) dynamic and a first finger (1) marking. The seventh staff includes a pizzicato (pizz.) dynamic, a mezzo-forte (mf) dynamic, an arco dynamic, and a piano (p) dynamic. The eighth staff features a pizzicato (pizz.) dynamic, a first finger (1) marking, and a piano (p) dynamic. The ninth staff includes a pizzicato (pizz.) dynamic, a first finger (1) marking, and a piano (p) dynamic. The tenth staff features a pizzicato (pizz.) dynamic, a first finger (1) marking, and a piano (p) dynamic. The score concludes with a fortissimo (sfz) dynamic and a first finger (1) marking.

Bratsche.

The musical score is written for a Violin in 3/8 time, with a key signature of one sharp (F#). The score consists of 12 staves of music. The first staff begins with a dynamic of *p* and includes a *pp* section. The second staff features a *ppdolce* section and a *p* section. The third staff includes a *pp* section and a *tr* (trill) marking. The fourth staff is marked *pizz.* (pizzicato) and *Darco* (Da Capo), with a dynamic of *f*. The fifth staff has a dynamic of *f* and a *p* section. The sixth staff is marked *p* and *pp*. The seventh staff has a dynamic of *p*. The eighth staff includes a *tr* marking and a dynamic of *p*. The ninth staff is marked *sfz* (sforzando) and includes the lyrics "cre - scen - do - - mol - to". The tenth staff is marked *pespr.* (pizzicato sprangato) and includes a dynamic of *p*. The eleventh staff is marked *p* and *pp*. The twelfth staff is marked *pizz.* and *pp*. The score also includes various musical notations such as trills, slurs, and fingerings.

Bratsche.

arco. *tr.*

mf

f

pizz. *arco* *tr.* *pizz.*

poco agitato *arco* *mf*

molto cresc. *f*

poco rit. *tempo* di - mi - nu - en - do

f *sfz*

f *p* *pp* *ritard.* *tempo*

pp *f* *p*

pizz. *pp*

Bratsche.

arco
tr
pp
tr
3 Vivo. pizz.
f
p

III.

Adagio.
p
p espr.
mf
pp
p
f
Andantino agitato. $\text{♩} = 88.$
2
2
A
mf
poco rit. - tempo
pp
B
p
scen do f
p
con sord.

Bratsche.

Adagio.

pp
p espr.
mf
f
pp

Più mosso.

senza sord.
p
f
ff
ff
f
sfz

Adagio.

ff
p espr. dolce
poco
molto espr.
sfz

Adagio.

ritard.
p
ritar. dan. do
Adagio.
pp
p sempre espr.

F

p
pp
f molto espr.
rit.
Menno mosso.
pp

IV.

Molto vivace.

tempo *f* *meno mosso* *p*

f *meno mosso* *tempo* *p*

sffz *sfz*

p

p espr.

sfz *p*

sfz *p* *pp*

poco rit. *1*

B tempo *pp dol.* *4* *1* *0* *1* *1*

mf *f* *dim.* *f* *3* *1*

3

Bratsche.

sfz p *f* *p* *mp* *p* *sfz* *sfz* *p* *cresc.* *f* *f* *p* *molto cresc.* *sfz* *ff* *tempo*
strin - - - - - gen - - - - - do

Musical score for Violin (Bratsche) in 3/4 time. The score consists of 12 staves. It begins with a key signature of one sharp (F#) and a 3/4 time signature. The first staff starts with a dynamic of *sfz p* and a tempo marking of *sfz p*. The second staff has a dynamic of *p*. The third staff has a dynamic of *mp*. The fourth staff has a dynamic of *p*. The fifth staff has a dynamic of *p*. The sixth staff has a dynamic of *f*. The seventh staff has a dynamic of *p*. The eighth staff has a dynamic of *f*. The ninth staff has a dynamic of *f*. The tenth staff has a dynamic of *p*. The eleventh staff has a dynamic of *sfz*. The twelfth staff has a dynamic of *ff*. The score includes various articulations such as slurs, accents, and fingerings (1, 2, 3). There are also performance instructions like *cresc.*, *molto cresc.*, and *tempo*. The piece ends with a double bar line.

Bratsche.

H

The score consists of ten staves. The first seven staves are for the Violin II (Bratsche) part, and the last three are for the string ensemble. The vocal line is written in a separate staff with lyrics. The music is in 3/4 time and G major. Dynamics range from *pp* to *ff*. Performance markings include *arco*, *pizz.*, and *string.*. The tempo marking *poco ral - len - tan - do tempo* appears in the sixth staff.

f *mf* *f* *p* *cre - -*

scen - - - do - - - ff

sfz

f *poco ral - len - tan - do tempo* *di - - - m -*

nu - en - do - - p *pp*

pp *molto espr.*

f *f* *pizz.*

K *arco* *pp* *cre - - - scen - - -*

do - - - f *ff*

string. *f*

ff

Bratsche.

poco a poco meno mosso

sfz *f* *rit.* *mf* *p* *tempo* *2M1* *f* *fp* *p* *1* *p* *N* *C* *p* *sfz* *sfz* *3* *3* *2* *3* *f* *p* *cresc.* *1*

Bratsche.

ff

strin

gen *do*

con fuoco
f marcato

3

3

1

1

poco rit.
ff

p *sfz*

tempo *sfz*

p *sfz*

scen do *ff*