

Quartet N^o 2.

N^o 1. The Forest.

a) The fight of the Crane and the Monster.

b) Rata enters the wood.

Allegro agitato. (♩=132)

p *mf* *f* *ff* *f* *fp*

pizz. *arco*

f *p*

p *cresc.* *ff*

fff *p* *0* *4* *sul G*

p (Hero Motive) *3* *4*

cresc. *f* **B**

(spring) *p*

(ordinary) *cresc.*

* Placed with the thumb on the G string and 1st finger on the E.

The musical score is written for the first violin and consists of 12 measures. It is divided into sections C, D, E, and F. Section C (measures 1-2) begins with a treble clef, a key signature of one flat, and a common time signature. The first measure starts with a forte (*f*) dynamic and a *mp dolce* instruction. Section D (measures 3-4) features a change to a D major key signature and includes *pizz.* (pizzicato) and *arco* (arco) markings. Dynamics range from *p* to *f*. Section E (measures 5-6) is marked "with anguish" and includes a *rall.* (rallentando) instruction. Dynamics include *p*, *f*, and *molto espr.* (molto espressivo). Section F (measures 7-12) includes a *getting weaker* instruction and a *a tempo* marking. Dynamics range from *mp* to *ff*. The score concludes with *pizz.* and *arco* markings and a *p* dynamic.

1st Violin.

f *p* *cresc.*
ff *fff*
p *p* *cresc.*
f *p* (spring)
 (ordinary) *cresc.*
f *mp dolce* *getting weaker*
pp *rall.* *sul G* *dim.*

Nº 2. The Dream.

Adagio. (♩=80) *No vibrato until D.*

sordino
sul G

pp calmo

pp

pp

ppp

A Broad

p cresc.

f

dim.

rall. **B a tempo**

ppp

restez

C

ppp

D

molto espr. senza sordino sul D

pp tranquil

mf

Viol. II.

sul G

cresc.

rall. **E** molto accel. Allegro. (♩=132)

f

p

f

F con passione

ff

pp

Poco lento. (♩=100)

rall.

getting fainter sordino

f

ffp

p

mf

mp

p *pp* *ppp* *<sf>* *pp* *rall.*

H Tempo I.

f ppp

I *pp* *mp* *pp* *ppp* *pppp*

J *pp tranquil*

D

Nº 3. Scherzo.

The karakia (Incantation) and the coming of the birds.

Adagio. (♩ = 80)

f *ff*

Presto. (♩ = 132)

pp *cresc.*

A *sf*

Ponticello *ff* *p* *dim.*

f *mf*

(ordinary bowing) *f* *ff*

B

p molto cresc.

ff *fff*

C (♩ = ♩)

p *sfff*

p *p espr.*

Ponticello.

D

f *pp*

f *pp*

ordinary *f-ff*

E

pp

F **G**

p espr. *f*

pp

pp

D. C.

N^o 4. Finale.

The dedication and launching of the canoe.

Poco adagio. (♩ = 72)

sordino

long

Allegro. (♩ = 132)

senza sord. Viol. II.

Broad $\text{♩} = \text{♩}$

p *f* *dim.*

rall. **I** *a tempo* *p* *p*

cresc. *ff*

p *f* *p* *f*

p *mf*

K *f* *p*

f *p*

ff

p *p*

f *f*

3

p *f* *mf*

1 *f* *pizz.* *M* *p dolce*

arco *p*

cresc. *f* *N* *p* *f* *p* *f*

pp cresc. *mp dolce*

f

p cresc.

5 *ff* *fff*

Lento. (♩ = 60) *fp* *rall.* *long* *sfff*

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*) 8^{va} lower ad. lib.

Quartet N^o 2.

N^o 1. The Forest.

a) The fight of the Crane and the Monster.

b) Rata enters the wood.

Allegro agitato. (♩ = 132)

The musical score is written for the 2nd Violin part. It begins with a treble clef, a key signature of two flats (G minor), and a common time signature (C). The tempo is marked 'Allegro agitato' with a metronome marking of 132 quarter notes per minute. The score is divided into two parts: 'a) The fight of the Crane and the Monster' and 'b) Rata enters the wood'. The music features a variety of dynamics, including *mf*, *ff*, *p*, *f*, *fff*, and *pp*. Performance instructions include *pizz.* (pizzicato), *arco* (arco), *spring*, and *ordinary*. Section markers 'A' and 'B' are placed above the staves. The score concludes with a *cresc.* (crescendo) marking.

* Thumb on G string

ordinary
cresc.

C
f *mp dolce*

f

D
pp

f *p* *f*

p cresc. *p* *p* *cresc.*

E
pp *f* *pp* *f* *rall.* *espr.*

p

F
a tempo *cresc.* *ff* *p*

1

2nd Violin.

The musical score for the 2nd Violin part on page 14 is written in G minor and consists of ten staves. The notation includes various dynamics and articulations:

- Staff 1:** Starts with *pizz.* and *mf*. Dynamics include *ff*, *f*, *p*, and *f*. Ends with *arco*.
- Staff 2:** Dynamics include *p*, *mf*, *f*, *ff*, *f*, *fp*, and *f*.
- Staff 3:** Dynamics include *p*, *cresc.*, and *ff*.
- Staff 4:** Marked with **G**. Dynamics include *fff* and *p*.
- Staff 5:** Marked with *spring*. Dynamics include *pp*.
- Staff 6:** Dynamics include *cresc.*
- Staff 7:** Marked with **H** and *spring*. Dynamics include *f* and *p*.
- Staff 8:** Dynamics include *cresc.* and *f*.
- Staff 9:** Marked with *spring* and **I**. Dynamics include *pp* and *getting weaker.*
- Staff 10:** Dynamics include *p*, *dim.*, *pizz.*, *arco*, *rall.*, and *pizz.*

Nº 2. The Dream.

Adagio. (♩=80) *No vibrato until D.*

4 sordino

pp calmo *pp*

A *Broad*

pp *pp* *p cresc.*

f *dim.* *rall.* **B** *a tempo* *ppp*

pp *pp* **C**

pp tranquil *espr.*

D *p espress.* *cresc.*

senza sord. *rall.* **E** *molto accel.* **Allegro.** (♩=132)

f *p* *f*

ff **F** *pp* *f*

rall. *cresc.* *ff* *p* *f* *p* *espr.* **Poco lento.** (♩=100)

G *mf* *p* *pp* *ppp* *f* *rall.* *sordino*

Tempo I.

N^o 3. Scherzo.

The karakia (Incantation) and the coming of the birds.

Adagio. (♩=80)

Presto. (♩=132)

Ponticello.

(ordinary bowing)

f *mf* *f*

ff *sff*

sff *p* *molto cresc.* *ff*

f *p* *fff* *fff*

mp

p espr. *f*

mp

ff *pp*

p espress.

f *p*

1 B C D E F G

N^o 4. Finale.

The dedication and launching of the canoe.

Poco adagio. (♩=72)

sordino

Musical staff for the Poco adagio section. It begins with a treble clef, a key signature of one flat (B-flat), and a common time signature. The tempo is marked 'Poco adagio' with a quarter note equal to 72 beats. The instruction 'sordino' is written above the staff. The dynamics start at *p* (piano) and progress through *ppp* (pianississimo) and *pp* (pianissimo). There are triplets and a 'long' marking over a note. The section ends with a double bar line and a key signature change to two sharps (D major).

Allegro. (♩=132)

senza sord. *pp*

cresc.

Musical staff for the Allegro section. It begins with a treble clef, a key signature of two sharps (D major), and a common time signature. The tempo is marked 'Allegro' with a quarter note equal to 132 beats. The instruction 'senza sord.' (without sordino) is written below the staff. The dynamics start at *pp* (pianissimo) and progress through *sf* (sforzando), *mp* (mezzo-piano), *f* (forte), *p* (piano), *mf* (mezzo-forte), and *ff* (fortissimo). The section is divided into three parts: A, B, and C. Part A includes a fermata. Part B includes a fermata and a '1' marking. Part C includes a fermata. The section ends with a double bar line and a key signature change to two sharps (D major).

E

cresc. *f* *p* *f* *p* *f*

pp cresc. *mp dolce*

F

p *cresc.* *f* *p*

ppp molto cresc. *rall.* *ff* *a tempo* *pp*

cresc. *ff*

poco rall. *a tempo* *pp* *poco rall.* *ff*

a tempo *pp* *cresc.*

G

pp *cresc.*

H

pp *cresc. poco a poco* *rall.*

p *1* *2* **C**

Broad (♩=♩) *rall.*

I *a tempo*

pp *cresc.* *ff*

p *cresc.* *f* *p*

cresc. *f* *mp* *p*

mp

K *p* *f* *p*

f *p* *mf*

L *ff* *p*

p *f* *f* *mf*

f *f* *mf* *f*

M sul D
mf dolce

p *cresc.*

N
f *p* *f* *p* *f* *pp cresc.* *mf dolce*

f

p cresc.

ff p *cresc.*

fff

Lento. ($\text{♩} = 60$) **rall.** **long**

f p *fff*

Quartet N° 2.

N° 1. The Forest.

- a) The fight of the Crane and the Monster.
- b) Rata enters the wood.

Allegro agitato. (♩ = 132)

f *p* *ff* *f* *fp* *f* *p* *f* *fp* *f* *cresc.* *ff* *A* *fff* *p* *spring* *pp*

cresc. **B** *f* *dim.*

spring *p*

ordinary *cresc.* **C** *f* *dim.*

p dolce *mf*

D *pp* *f*

p *f* *p cresc.*

p *cresc.* **E** *pp* *f* *pp*

rall. *f* *p*

mp espr. *cresc.* **F** *ff*

Viola.

Musical score for Viola, measures 1-14. The score is written in G minor and 3/4 time. It features various dynamics (ff, f, fp, p, fff, p cresc., ff, f, dim., f espr., p, pp) and articulations (spring, ordinary, getting weaker, rall.). Measure numbers 1 through 14 are indicated at the start of their respective staves.

Nº 2. The Dream.

Adagio. (♩=80) *No vibrato until D.*

sordino Solo *espr.*

4 *p calmo*

pp *pp* *ppp*

A Broad

p cresc. *f* *dim.* *espr.*

rall. **B a tempo** *pp espr.*

cresc. **C**

pp tranquil

D senza sord. *p* *cresc.* *espr.*

rall. **E** *f* *p molto accel.*

Allegro. (♩=132)

f 3 3 3 3

F *pp* *f* *cresc.* *rall.*

Poco lento. (♩=100)

molto espr. *ff* *f* *p* *mf* *p* *mp*

Viola.

p *ppp* *f* *rall.* *sordino* *pp* *f*

G

H **Tempo I.** *pp solo espr.*

I *ppp* *pp*

J *pp tranquil* *pp*

mp espr. *pp* *ppp* *pppp*

Nº 3. Scherzo.

The karakia (Incantation) and the coming of the birds.

Adagio. (♩ = 80)

f *ff*

Presto. (♩ = 132)

fp

6/8
8/4

sff *f* *p*

A **1**

Ponticello.

ff *p* *dim.*

f

ordinary bowing

mf *f* *sff* *p molto* *cresc.* *ff* *f* *p* *fff* *p* *p espr.* *f* *p* *ff* *pp* *p espr.* *f* *pp* *D.C.*

Nº 4. Finale.

The dedication and launching of the canoe.

Poco adagio. (♩ = 72)

sordino
p
ppp
pp
long

Allegro. (♩ = 132)
senza sord.

pp
pp
cresc.

sf
mf
Solo

p

p

f
p
B

f
p
p

ff
p
C

p
f

f
p
f

f
mf
f
f
1

D

First staff of music, starting with a treble clef and a key signature of two sharps (D major). The music begins with a *p dolce* dynamic and ends with an *mf dolce* dynamic. The notes are mostly quarter and eighth notes with some slurs.

Second staff of music, continuing the melodic line. It ends with a *f* dynamic followed by a *p* dynamic. A fermata is placed over the final note.

Third staff of music, featuring a more active melodic line. Dynamics include *f*, *p < f*, and *pp cresc.*

Fourth staff of music, consisting of a series of chords. The dynamic is marked *p*.

Fifth staff of music, continuing the chordal texture. Dynamics include *mf dolce* and *f*.

F

Sixth staff of music, starting with a treble clef and a key signature of two sharps (F major). Dynamics include *p* and *ppp molto cresc.*

Seventh staff of music, consisting of chords. Dynamics include *ff* and *rall.*

a tempo

Eighth staff of music, featuring a melodic line with slurs. Dynamics include *pp* and *cresc.*

poco rall.

cresc.

a tempo

Ninth staff of music, featuring a melodic line with slurs and a triplet. Dynamics include *ff* and *pp*.

G

Tenth staff of music, featuring a melodic line with slurs. Dynamics include *poco rall.*, *cresc.*, and *f*.

poco rall.

cresc.

a tempo

Eleventh staff of music, featuring a melodic line with slurs. Dynamics include *p cresc.*

Viola.

pp cresc. pp cresc.

rall.

Broad (♩ = ♩)

p cresc. f dim. rall.

I a tempo pp

cresc. ff

ff p f p

J f mp mf

p

K

f p f p

L p ff p

Staff 1: Bass clef, treble clef, key signature of one sharp (F#). Dynamics: *p*, *f*.

Staff 2: Bass clef, treble clef, key signature of one sharp (F#). Dynamics: *f*, *p*, *f*.

Staff 3: Bass clef, treble clef, key signature of one sharp (F#). Dynamics: *f*, *mf*, *f*, *f*.

Staff 4: Bass clef, treble clef, key signature of one sharp (F#). Markings: **M**, *p dolce*, *mf dolce*.

Staff 5: Treble clef, bass clef, key signature of one sharp (F#). Markings: **N**, *f*, *p < f*, *p <*.

Staff 6: Bass clef, treble clef, key signature of one sharp (F#). Dynamics: *f*, *pp cresc.*, *espr.*

Staff 7: Bass clef, treble clef, key signature of one sharp (F#). Dynamics: *p dolce*.

Staff 8: Treble clef, bass clef, key signature of one sharp (F#). Dynamics: *f*.

Staff 9: Bass clef, treble clef, key signature of one sharp (F#). Dynamics: *ff molto espr.*

Staff 10: Bass clef, treble clef, key signature of one sharp (F#). Dynamics: *ff*, *cresc.*

Staff 11: Bass clef, treble clef, key signature of one sharp (F#). Dynamics: *fff*.

Staff 12: Bass clef, treble clef, key signature of one sharp (F#). Markings: **Lento.** ($\text{♩} = 60$), *rall.*, *long*.

Staff 13: Bass clef, treble clef, key signature of one sharp (F#). Dynamics: *fp*, *fff*.

Quartet N° 2.

N° 1. The Forest.

a) The fight of the Crane and the Monster.

b) Rata enters the wood.

Allegro agitato. (♩ = 132)

The musical score is written for the Violoncello part of a quartet. It begins with the tempo marking **Allegro agitato.** and a metronome marking of 132 quarter notes per minute. The key signature has one flat (B-flat) and the time signature is common time (C). The score is divided into two main sections, A and B. Section A starts with a dynamic of *f* and includes markings for *pizz.* and *arco*. Section B begins with a dynamic of *f* and includes markings for *dim.*, *mf*, and *espr.*. The score concludes with a dynamic of *cresc.* and the word *ordinary*.

Violoncello.

a tempo **F**
mf espr. > *p cresc.* *ff* *p*

f > *p* < *ff* *f* *fp* < *f* > *mf* *pizz.*

f *cresc.*

arco *ff*

G *fff* *p*

spring *p*

ordinary *cresc.*

H *f* *spring* *p*

mf espr. *mf cresc.* *f* *p*

spring *espr.* *rall.* *pizz.* *arco* **J**

dim. *p* *pp*

Nº 2. The Dream.

Adagio. (♩=80) *No vibrato until D.*
sordino

4

pp calmo

pp

A *Broad*

pp *ppp* *cresc.*

rall.

dim.

B *a tempo*

ppp *pp*

C

pp *pp tranquil*

D *senza sord.*

p *cresc.* *espr.* *rall.*

mf *f*

E *Allegro.* (♩=132)

p *f* *molto accel.* *espr.*

F

pp *f* *pp*

rall. *Poco lento.* (♩=100)

f *p* *mf*

G *rall.*

p *pp* *ppp-f*

Violoncello.

sordino **H** Tempo I. *espr.*

pp \leftarrow *f* *ppp* *pp*

I Ponticello. *pp*

(ordinary) *pp tranquil* *p*

pizz. *arco*

pp *ppp dim.* \leftarrow *pppp*

Nº 3. Scherzo.

The karakia (Incantation) and the coming of the birds.

Adagio. (♩ = 80)

f *ff*

Presto. (♩ = 132)

fp *cresc.*

1 2 3 4 5 6 7 8

A 1 16

sf *f* *p* *ff*

B 1

ff *ff* *p molto cresc.*

ff *f* *p*

fff *fff* *p*

p espr.

f

D

p

ff *p*

pp

F 4 G

pp

D. C.

Nº 4. Finale.

The dedication and launching of the canoe.

Poco adagio. (♩ = 72)
sordino

Allegro. (♩ = 132)

pp *pp* *pp*

p *ppp*

pp *poco a poco cresc.*

A *f* *pp*

p *f* *senza sord.* *3*

pizz. *B* *arco* *f* *p*

f *p* *ff* *C*

p *p*

f *f* *p*

f *mf* *f* *f*

D
p dolce

E
cresc. *f* *p* *f* *p*

F
f *pp cresc.* *p*

cresc. *f* *p* *ppp molto cresc.*

ff

rall. *a tempo*
pp

G
cresc. *f*

poco rall. *a tempo*
pp

cresc. *ff*

poco rall. *a tempo*
pp

Violoncello.

cresc. H
pp cresc.

pp *rall.*

Broad (♩ = ♩)

p cresc. *rall.*
f dim.

I *a tempo*

1 2 3 4 5 6 7 8
pp

9 10
ff

p cresc. f p cresc. J
f pp

p

3 *pizz.*
f p

K *arco*

f p

2 L
p ff p

The musical score consists of ten staves of music in bass clef with a key signature of one sharp (F#). The dynamics and performance instructions are as follows:

- Staff 1: *p*
- Staff 2: *f*, *p*, *f*, **1**
- Staff 3: *mf*, *f*, *f*, **M**, *p dolce*
- Staff 4: *p*
- Staff 5: *cresc.*, *f*, *p*, *f*, *p*, *f*, *pp*, *cresc.*, **N**
- Staff 6: *p dolce*, **0**
- Staff 7: *f*
- Staff 8: *p*, *cresc.*
- Staff 9: *cresc.*
- Staff 10: *ffp*, *cresc.*, *fff*, *rall.*, *long*, **P**
- Staff 11: *Lento.* ($\text{♩} = 60$), *Solo*, *f*, *molto espr.*, *fff*