

Beischer-Matyó Tamás

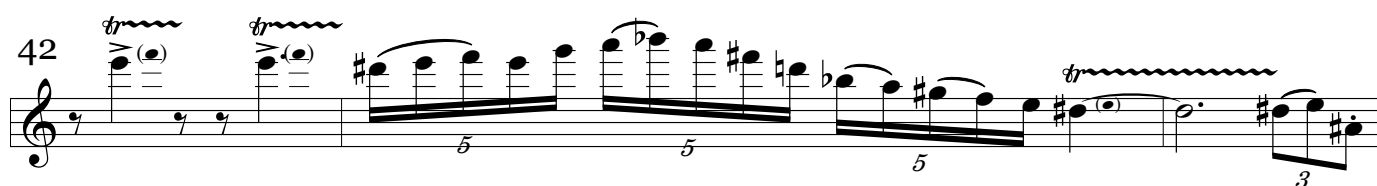
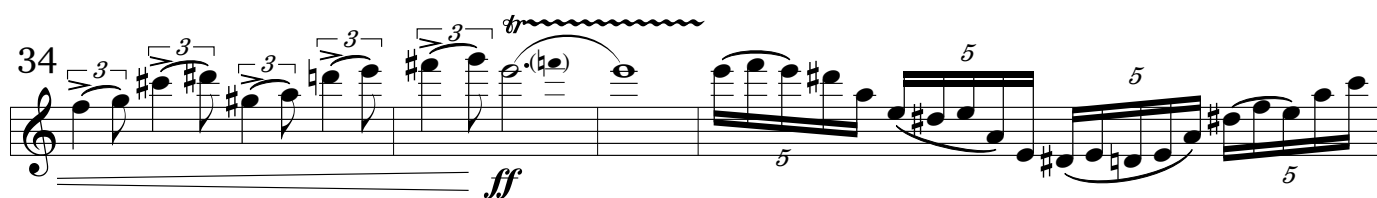
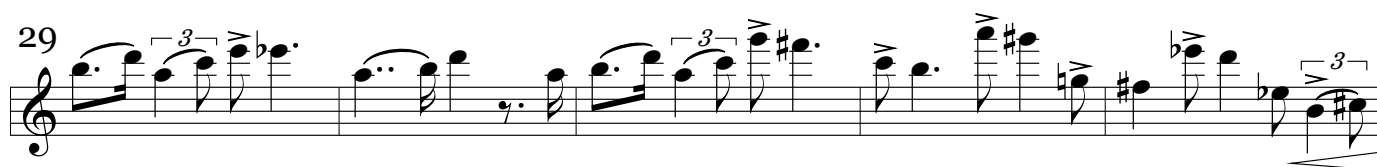
CONCERTO DA PONTE

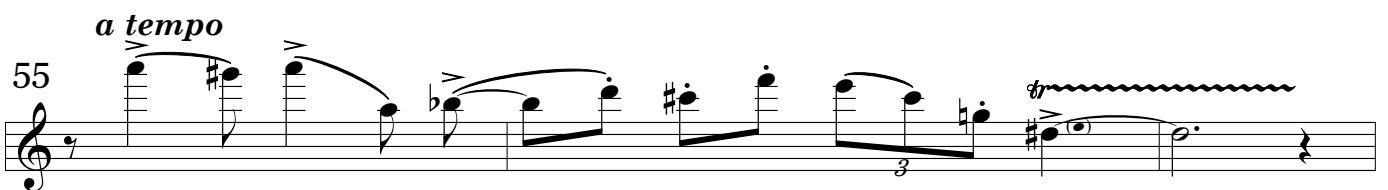
Flauto solo

CONCERTO DA PONTE

Beischer-Matyó Tamás

Allegro vivace ♩ = 152





65

p *f*

69

p *f*

72

ff

74

ff

75

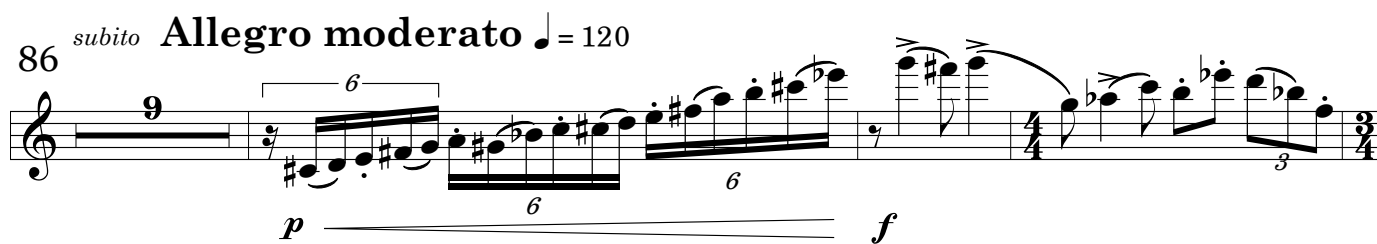
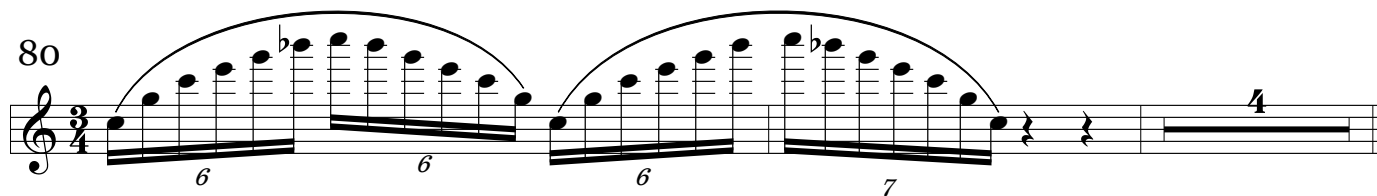
ff

76

ff



accelerando poco a poco



Flauto solo

6

109

p

113

p *f* *p* *f* *mp*

119

f *p grazioso*

124

f *p*

127

f *p*

130

f *p* *f* *p* *f*

132

p *f* *p* *f* *p* *f*

134

p ————— *f* *ff marcatisissimo*

136

p

140

p ————— *f* ————— *p* ————— *f* ————— *p* ————— *f*

142

p ————— *f* ————— *p* ————— *f* ————— *p* ————— *f*

145

p ————— *p*

148

f ————— *p* ————— *f*

158

p ————— *rall.* ————— *a tempo* ♩ = 120

165 *a tempo, poco quieto*

p molto cantabile

172

179 *a tempo, poco quieto*

più espr.

186

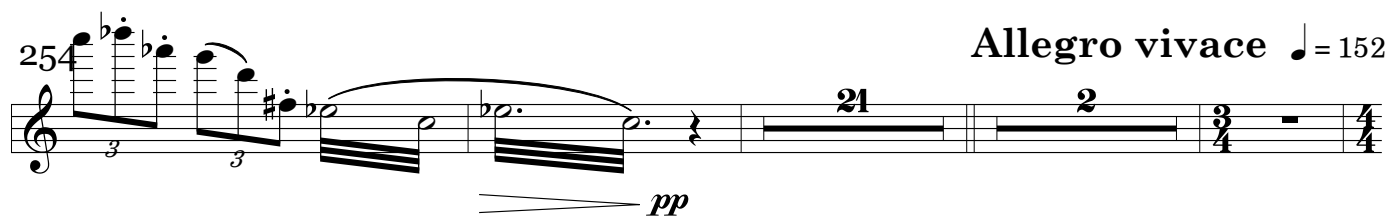
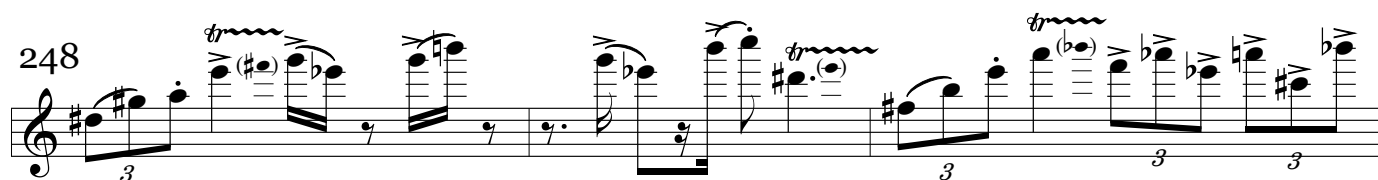
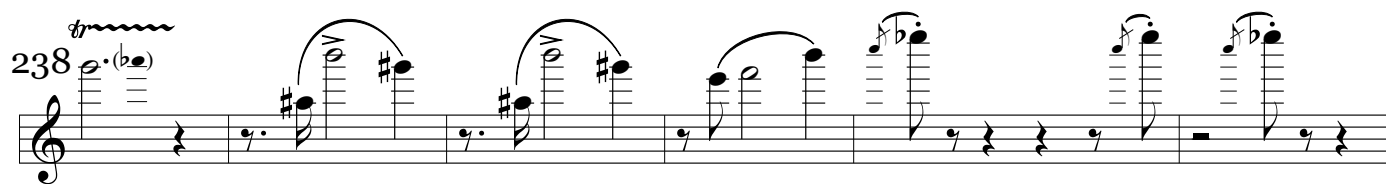
193 **Molto vivace** ♩ = 168

mf

217

233

ff espr.



280

p *f* *p*

286

f *ff*

290

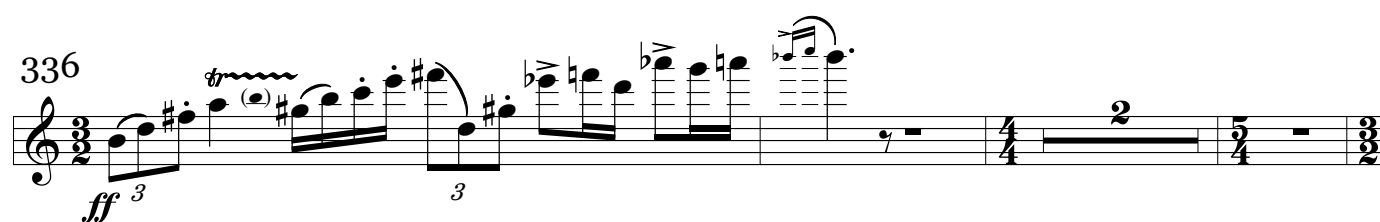
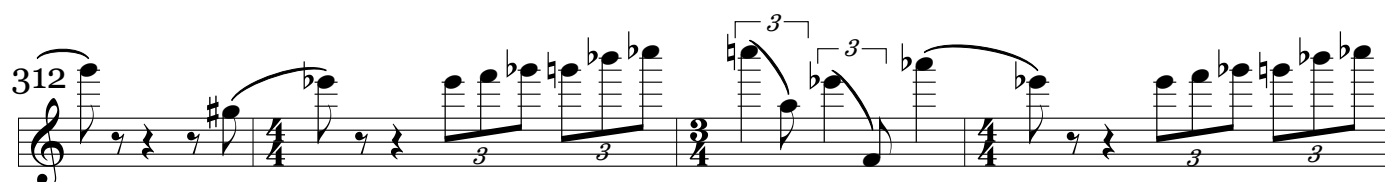
f *ff*

296

ff

300

ff *appassionato*



352 ^(8^{va}) - - ,

flatt. *fff*

358

363 **Molto vivace** ♩ = 168

f espr.

373

379

383

401 *rall. molto* ----- *al* cca.: ♩ = 52 - 60

pp

CADENZA

408 *un poco liberamente, ma a tempo primo* ♩ = 152

f p p

f f f f

robusto

f

p

pp

The musical score for Flute solo, page 15, consists of eight staves of music. The notation includes various musical symbols such as triplets (3), sixteenth notes, and dynamic markings. The key signature has one flat (B-flat).

Staff 1: Features a triplet of eighth notes, followed by a sixteenth-note run. Dynamic markings include *p* and *f*.

Staff 2: Continues the sixteenth-note run. Dynamic markings include *pp* and *f*.

Staff 3: Continues the sixteenth-note run. Dynamic marking includes *ff*.

Staff 4: Features a triplet of eighth notes, followed by a sixteenth-note run. Dynamic markings include *ff* capriccioso, *p*, and *ff*.

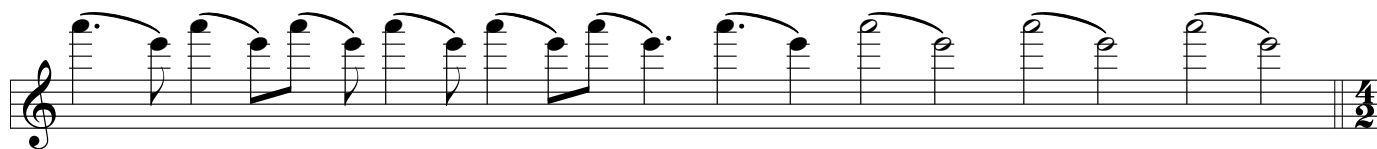
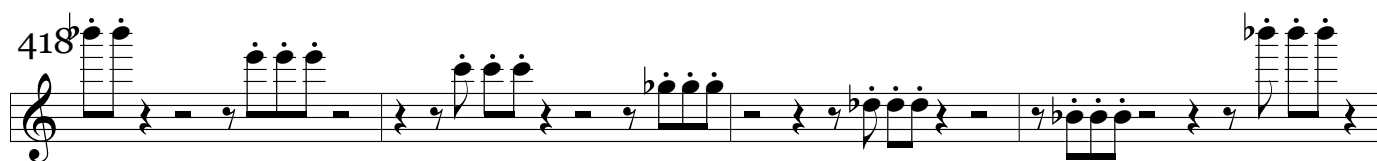
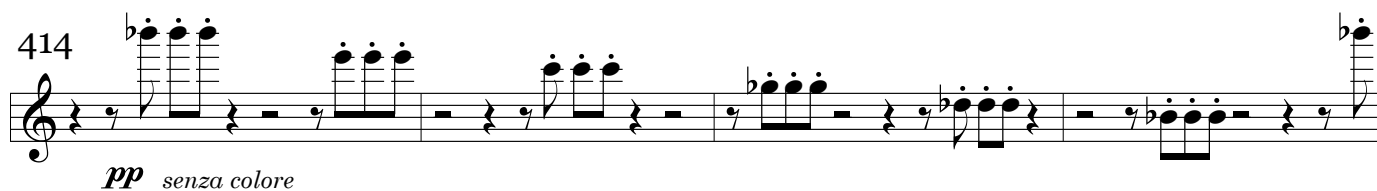
Staff 5: Continues the sixteenth-note run. Dynamic markings include *ff* capriccioso, *p*, *ff*, and *p*.

Staff 6: Continues the sixteenth-note run. Dynamic markings include *ff* and *ff*.

Staff 7: Continues the sixteenth-note run. Dynamic marking includes *ff*.

Staff 8: Continues the sixteenth-note run. Dynamic marking includes *ff*.

The musical score for Flauto solo, page 16, consists of six staves of music in treble clef. The first staff features a long slur over a series of eighth notes. The second staff has a slur over a series of eighth notes, followed by a rest and then a series of eighth notes with a slur. The third staff has a series of eighth notes with a slur, followed by a rest and then a series of eighth notes with a slur. The fourth staff has a series of eighth notes with a slur, followed by a rest and then a series of eighth notes with a slur. The fifth staff has a series of eighth notes with a slur, followed by a rest and then a series of eighth notes with a slur. The sixth staff has a series of eighth notes with a slur, followed by a rest and then a series of eighth notes with a slur.

*rall.* -----**Molto lento e misterioso** ♩ = 52

427 **Molto vivace** ♩ = 168

f risoluto

438

f ma cantabile

443

ff

449

ff ff p f

454

fff p f fff

458

fff

461

fff

465

470

475

482

p *grazioso*

486

490

pp

molto vibrato

The musical score is written for a solo flute in treble clef. It consists of six staves of music. The first staff (measures 465-469) features a repeating eighth-note pattern with slurs and accents. The second staff (measures 470-474) continues this pattern with trills and slurs. The third staff (measures 475-481) includes a triplet of eighth notes at the end. The fourth staff (measures 482-485) is marked *p* *grazioso* and features a more melodic line with slurs and accents. The fifth staff (measures 486-489) is marked *pp* and features a rapid sixteenth-note passage with many slurs. The sixth staff (measures 490) begins with a half rest, followed by a half note, then a half note with a wavy line above it labeled *molto vibrato*, and ends with a half rest.