



II

♩ = ca. 72-80

Alt-Fl. in G

Cello

AKK.

Handwritten musical score for the first system. It consists of three staves: Alt-Fl. in G (top), Cello (middle), and AKK. (bottom). The time signature is 3/4. The music is in a key with one sharp (F#). The Cello staff includes a 'pizz.' (pizzicato) marking and a circled 'ff' dynamic. The AKK. staff includes a circled 'ff' dynamic and a circled '3' indicating a triplet. The notation includes various rhythmic values, accidentals, and dynamic markings.

Handwritten musical score for the second system. It consists of two staves: Cello (top) and AKK. (bottom). The time signature is 3/4. The music is in a key with one sharp (F#). The Cello staff includes 'arco' and 'pizz.' markings. The AKK. staff includes a circled '3' indicating a triplet. The notation includes various rhythmic values, accidentals, and dynamic markings.

Handwritten musical score for the third system. It consists of three staves: Alt-Fl. in G (top), Cello (middle), and AKK. (bottom). The time signature is 3/4. The music is in a key with one sharp (F#). The Alt-Fl. staff starts with a circled '5' and includes 'pp' and 'f (sub.)' markings. The Cello staff includes 'pizz.', 'arco', and 'batt.' markings. The AKK. staff includes 'mf' and 'f' markings. The notation includes various rhythmic values, accidentals, and dynamic markings.

♩ = 64-72

III

ALT-Fl. in G

Cello

AKK.

pp s.v.

pp s.v.

poco marcato

poco marcato

vib.

⑤

→ s.v.

→ 0

molto tasto

pp

3 3

P PPP

⑨

PPP

norm. P

molto s.p.

gett.

(arco) tasto

P PPP

F

PPP

P PPP

frei

# IV

Alt-Fl. in G

Cello

AKK.

hinterm Steg\*) coll. l. (sempre) batt. (secco) summen: PPP

(rubato)

P PP

\*) Stellung auf der Saite variieren, Abfolge schnell und etwas unregelmäßig, Flöte und AKKordeon orientieren sich am Cello

ord.

summen: PPP

PP

PP

klopfen \*\*)

\*\*\*) auf den Korpus mit der Hand schlagen

3

summen:

(Klopfen) \*\*\*)

ord.

PP

(am Saitenh. zum Steg) → auf d. Steg

(mit Klappengeräusch)

(Kord.)

C "Klopfen"

\*\*\*) klopfen an jeweils verschiedenen Stellen des Korpus