

BANDURRIA 1ª

BANDURRIA 2ª

LAÚD

GUITARRA

CONTRABAJO



Score for the second system of the piece, starting with a double bar line and a repeat sign. The instruments and their parts are:

- B1** (Bandurria 1ª): Treble clef, 3/4 time signature. Starts with a forte (*f*) dynamic, playing a melodic line with eighth notes and quarter notes.
- B2** (Bandurria 2ª): Treble clef, 3/4 time signature. Starts with a piano (*p*) dynamic, playing a melodic line with eighth notes and quarter notes.
- L** (Laúd): Treble clef, 3/4 time signature. Starts with a piano (*p*) dynamic, playing a melodic line with eighth notes and quarter notes.
- G** (Guitarra): Treble clef, 3/4 time signature. Starts with a piano (*p*) dynamic, playing a melodic line with eighth notes and quarter notes.
- CB** (Contrabajo): Bass clef, 3/4 time signature. Starts with a piano (*p*) dynamic, playing a melodic line with eighth notes and quarter notes.

The score includes various musical notations such as dynamics (*f*, *p*, *mf*), articulation marks (accents, slurs), and repeat signs. The key signature is three sharps (F#, C#, G#).

A

21

B1

B2

L

G

CB

B

30

B1

B2

L

G

CB

616J

68

B1

B2

L

G

CB

meno mosso

pp

pp

pp

pp

6

98

B1

B2

L

G

CB

p *mf* *fz* *p* *fz* *p*

div. pizz. *fz* *p*

109

B1

B2

L

G

CB

f *pp* *pp* *pp* *f* *pp*

cresc. dim. unis.

G

120

B1 *pp* *p* *f* *ff* *p*

B2 *pp* *pp* *ff*

L *pp* *pp* *ff*

G *pp* *ff*

CB *pp* *ff*

unis

Ullis.

H

130

B1 *f* *p*

B2 *pp* *f*

L *pp* *f*

G *pp* *mf*

CB *pp* *mf*

8 SERENATA n° 1 op 22

140 141 142 143 144

B1 *p* *pp* *ff* marcatisissimo

B2 *pp* *ff* marcatisissimo

L *p* *pp* *ff* marcatisissimo

G *pp* *ff* marcatisissimo

CB *p* *pp* *ff* marcatisissimo

The musical score is for five voices: B1, B2, L, G, and CB. It is written in 4/4 time and features complex polyphonic textures with many accidentals and dynamic markings. The score is divided into measures by vertical bar lines. The voices are arranged vertically, with B1 at the top and CB at the bottom. The notation includes various note values, rests, and accidentals, with some notes marked with a 'v' (voicing) or a '^' (accents). The score is a complex polyphonic texture with many accidentals and dynamic markings.

616J

616J

[illegible][illegible]