

(met. ♩ = 104)

N° 2. ALTO - VIOLONCELLO .

2^e
QUINTETTO
Op 1.^{er}

Introduzione Largo .

Alto .

violino . P

2

Rit. PP

(♩ = 120)
Allegro moderato . P

I
Cres. Mf. Cres.

cresc. F F

FP

2
Cres. F

P

Cres. cen - do . Mf. Cres.

1^{re} fois. 2^e fois.
F Dim. Dim. P

Cres.

N.º 2. ALTO - VIOLONC. ^{no}

The musical score consists of 14 staves of music. The key signature has two flats (B-flat and E-flat), and the time signature is 4/4. The score includes various dynamics and performance markings:

- Staff 1: *pp*
- Staff 2: *pp*, *p*, *I*
- Staff 3: *pp*
- Staff 4: *f*
- Staff 5: *I*
- Staff 6: *I*, *fz.*
- Staff 7: *Do!*
- Staff 8: *60*, *Rf.*, *2 Cres.*
- Staff 9: *I*, *f*
- Staff 10: *Cres - - - cen - - - do*, *f*, *f*
- Staff 11: *p*, *Cres - - - cen - - - do!*, *f*
- Staff 12: *2*, *pp*, *Piz.*, *Arco.*, *p*, *f*

N.º 2. ALTO - VIOLONC. IIº

(♩. = 80)

Minuetto.

Allegro.

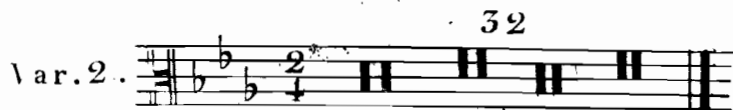
The musical score is written for Alto Viola II and consists of 13 staves. The key signature has two flats (B-flat and E-flat), and the time signature is 3/4. The tempo is marked 'Allegro' and the piece is a 'Minuetto'. The score includes various dynamic markings such as *p*, *f*, *pp*, and *ff*, as well as performance instructions like 'Crescendo', 'Dim.', and 'Sempre Più'. There are also first and second endings marked 'I' and '2'. The piece ends with a double bar line and a final dynamic of *pp*.

Andante con Variazioni

(♩ = 76)

Var. I.

(♩ = 104)

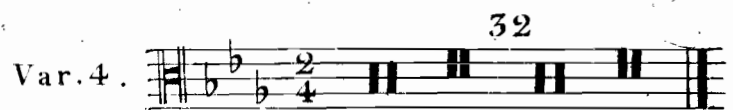
Var. 2. 

(♩ = 96)

Tempo I.º

Var. 3. 



Var. 4. 

Stesso moto Fieramente.

Var. 5. 







(♩ = 96)

Poco più Lento.



N.º 2. ALTO - VIOLONC II.º

Finale
Allegro
Vivace

(♩. = 152)

* En liant le second groupe de croche de la meme maniere que le premier L'execution devient plus facile.

17

p *Crescendo* *F*

I *p* *Cres.* *F*

F *p* *F*

FF

3 *Dol.*

p *8*

N.º 2. ALTO - VIOLONC^{II}º

Cres - - - cen - - - do .

F F F

I

P

1 2 3

1 2

1 2 b

1 2 b

Piz .

4 Arco .

4

2 1 2
pp P. Cres.

4
pp

Cres - cen do FF

I I
Dol

3
Cres - cendo . F