

5.^{me} CLARINO I.^{mo} in D. 9

SINFONIA
de Mozart

All.^o Maestoso

The main musical score for Clarinet I, measures 1-15, is written on ten staves. The notation includes various musical symbols such as notes, rests, and fingerings. The tempo is marked 'All.^o Maestoso'. The key signature is one sharp (F#). The score includes several measures with fingerings (1, 2, 3) and dynamic markings (F, All.^o molto). The first staff begins with a treble clef and a common time signature. The notation is in a standard musical notation style with a key signature of one sharp (F#).

Menuetto
Galante

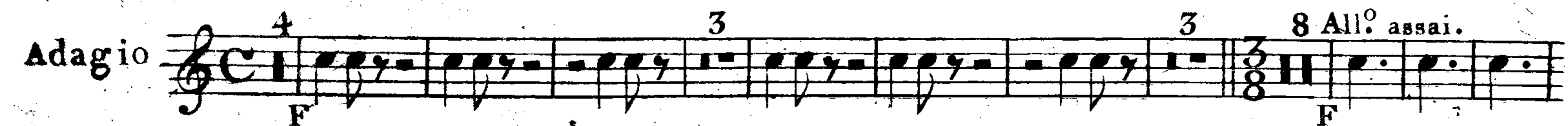
The musical score for the Menuetto Galante, measures 1-9, is written on two staves. The notation includes various musical symbols such as notes, rests, and fingerings. The tempo is marked 'Menuetto Galante'. The key signature is one sharp (F#). The score includes several measures with fingerings (1, 2, 3, 4, 5, 6, 9) and dynamic markings (F). The first staff begins with a treble clef and a common time signature. The notation is in a standard musical notation style with a key signature of one sharp (F#).

CLARINO I.^{mo}

Menuetto

Trio 1.^o Tacet M.D.C. Trio 2.^o Tacet M.D.C.

Adagio

8 All.^o assai.

5^{me}
SINFONIA
de Mozart

CLARINO 2.^{do} in D.
All.^o Maestoso

The musical score for Clarinet 2 in D, 2nd movement of Mozart's Symphony No. 5, consists of 14 staves. The first staff is marked 'All.^o Maestoso' and the second staff is marked 'All.^o molto'. The music features various fingerings (I, 2, 3, 6) and dynamic markings (F, P). The piece concludes with a double bar line on the 13th staff.

Menuetto
Galante

The musical score for Menuetto Galante, 3rd movement of Mozart's Symphony No. 5, consists of 2 staves. The first staff is marked 'Menuetto Galante' and the second staff is marked '325'. The music features various fingerings (I, 2, 3, 4, 5, 6, 9) and dynamic markings (P, F).

325

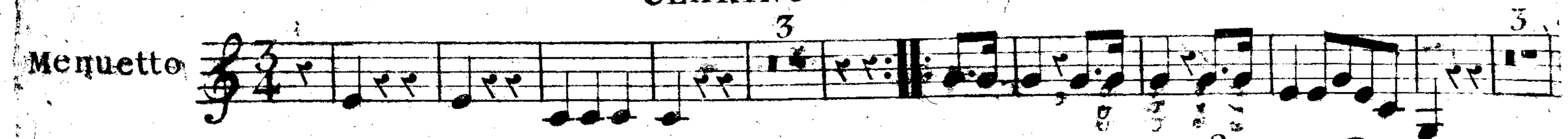
P O. O. O.

F

Trio Tacet M.D.C. Andante Tacet.

CLARINO 2.^{do}

Menuetto

Trio 2.^{do}

Adagio

