

Oeuvre Neuvième.

QUATUOR I.

Violino 2°

1. 2. 1. 5. 5. Fz.

St. F. 1. p. fz. p.

2. F. fz. > F.

Mez. F.

fz. f. Fz. Fz. Fz. Mez. F.

Dol. F. p.

Mez. F. p.

Fz. Fz. F. Mez. F. fz.

1. p. Dol. 3.

1. Fz. Fz. Mez. F. Mez. F.

Cres. F. Mez. F.

Fz. Fz. Fz. Mez. F. Cres.

F. Mez. F. St. > L. fz.

VIOLINO 2.

10.

Adagio.

staccato.

p *f* *p* *fz.* *Dol.*

Fz. *p* *Fz.* *p* *Fz.* *p* *Mez.* *f* *p* *Dol.*

f *p* *fz.* *p* *Fz.*

p *Fz.* *fz.* *p* *fz.* *p* *Fz.* *Dol.* *p*

f *Dol.*

p *Fz.* *p* *Fz.* *p*

fz. *Dol.*

fz.

p *Fz.* *p* *Fz.* *p*

fz. *Dol.*

f *p* *p* *p*

Miracetto.

Poco

Allegretto.

Mez. F.

mez. f.

p fine. Dol.

fz. fz. fz. fz. fz.

Mez. F D.C. sino al Fine

Finale.

Vivace

assai.

Mez. F.

Mez. F Cres. fz. p fz. p fz. p Cres.

Sf. Sf. Fz. F

p fz. Fz. fz.

fz. fz. fz. fz.

p f

p fz. F Fz. p

Violino 2 musical score page 157. The score is written in G major (one sharp) and 4/4 time. It consists of 14 staves of music. The notation includes various dynamics, articulations, and performance instructions.

Staff 1: Starts with a half note G4, followed by a half note A4, then a half note B4. Dynamics: *p*, *p*, *Dol.*

Staff 2: Continues the melody. Dynamics: *Cres.*, *F*

Staff 3: Features a series of eighth notes. Dynamics: *fz.*, *p*, *fz.*, *p*

Staff 4: Continues the eighth-note pattern. Dynamics: *Fz.*, *p*, *Fz.*, *p*, *Fz.*, *p*, *F*

Staff 5: Continues the eighth-note pattern. Dynamics: *p*

Staff 6: Continues the eighth-note pattern. Dynamics: *Dol.*

Staff 7: Continues the eighth-note pattern. Dynamics: *Mez F.*, *Poco F.*, *p*

Staff 8: Continues the eighth-note pattern. Dynamics: *Cres.*

Staff 9: Continues the eighth-note pattern. Dynamics: *Mez F.*, *p*, *p*, *p*, *f*, *sf.*

Staff 10: Continues the eighth-note pattern. Dynamics: *Fz.*, *Fz.*, *f*

Staff 11: Continues the eighth-note pattern. Dynamics: *p*, *F*

Staff 12: Continues the eighth-note pattern. Dynamics: *p*

Staff 13: Continues the eighth-note pattern. Dynamics: *3*, *p*

Staff 14: Continues the eighth-note pattern. Dynamics: *f*