

Louis Herold Zampa Overture

Violine II.

Allegro vivace impetuoso. $\text{♩} = 96.$

First system of the Violine II part, marked *Allegro vivace impetuoso. ♩ = 96.* The music is in D major (two sharps) and 2/4 time. It begins with a *ff* dynamic. The first staff contains a melodic line with eighth and sixteenth notes, including accents and slurs. The second staff continues the melody with similar rhythmic patterns. The third staff features a more complex texture with sixteenth-note runs and slurs, marked *p spiccato*. The fourth staff continues the melodic line, marked *cresc.* and *ff*. The fifth staff continues the melody. The sixth staff concludes the system with a long note marked *lunga*.

Andante misurato. $\text{♩} = 84.$

Un poco più mosso.

Second system of the Violine II part. The first staff is marked *Andante misurato. ♩ = 84.* and features a series of chords marked *pp*. The second staff continues with chords, marked *pp* and *cresc.*. The third staff is marked *Un poco più mosso.* and features a melodic line starting with a *p* dynamic, marked *cresc.* and *p*.

Andante, non lento. $\text{♩} = 100.$

Third system of the Violine II part, marked *Andante, non lento. ♩ = 100.* The music is in D major. It begins with a *pizz.* (pizzicato) marking and a *mf* dynamic. The first staff contains a series of chords marked *mf*. The second staff continues with chords, marked *pizz.* and *mf*. The third staff features a melodic line starting with a *pizz.* marking and a *mf* dynamic. The fourth staff continues the melodic line, marked *mf*.

Violine II.

Poco a poco animato.

A arco
p
Animato.
Allegro vivace assai con grande forza. $d=116$.
f poco a poco accel. **ff** **ff**
B 1 **ff** **ff**

Violine II.

3

Più lento.
pizz.
p

arco accel.
cresc. *dim.* *colla parte pizz.*

arco accel. *rall. colla parte* *Un poco più vivo. ♩ = 100.*
pp

p

C pizz.
pp

D

Un poco più animato. ♩ = 116.
2 arco
ff *2*

Violine II.

ff *pp molto legg.*

p

Più mosso. ♩ = 132.

ff

ff

ff con tutta la forza

spiccato

ff *ff*