

200

Picc.

Fl. 1

Ob. 1

Ob. 2

Cl. 1

Cl. 2

Bsn. 1  
*mp sfp sfmp sfmp*

Bsn. 2  
*mp sfp sfmp sfmp*

Hn. 1  
*f mp*

Hn. 2  
*f mp*

C Tpt. 1  
*mp* senza sord.

C Tpt. 2  
*mp* senza sord.

Timp.  
*pp mf pp*

B. D.  
*mf pp pp*

Vln. 1  
*mp sfp sfmp sfmp*

Vln. 2  
*mp sfp sfmp sfmp*

Vla.  
*mp sfp sfmp sfmp*

Vcl.  
*mp sfp sfmp sfmp*

Cb.  
*mp sfp sfmp sfmp*



208

Picc.

Fl. 1

Ob. 1

Ob. 2

Cl. 1

Cl. 2

Bsn. 1

Bsn. 2

Hn. 1

Hn. 2

C Tpt. 1

C Tpt. 2

Timp.

Glock.

Vln. 1

Vln. 2

Vla.

Vcl.

Cb.

*p cresc.*

*f*

*mf*

*p subito*

*cresc.*

as before

212

213

Picc. *f* *p* *f*

Fl. 1 *f* *p* *f*

Ob. 1 *f* *mp* *f*

Ob. 2 *f* *mp* *f*

Cl. 1 *f* *p cresc.* *accel. to trem.*

Cl. 2 *f* *p cresc.* *accel. to trem.* *f*

Bsn. 1 *fp* *f*

Bsn. 2 *fp* *f*

Hn. 1 *f* *mp* *f*

Hn. 2 *f* *mp* *f* *mp*

C Tpt. 1 *f* *mp*

C Tpt. 2 *f* *mp* *f*

Timp. *f*

Glock. *f* *p*

Vln. 1 *ff* *p* *ff*  
*div. nV nV (ad. lib bow changes very quickly)*

Vln. 2 *ff* *p* *ff*  
*div. nV nV (ad. lib bow changes very quickly)*

Vla. *ff* *mf* *ff*  
*div. nV nV (ad. lib bow changes very quickly)*

Vcl. *ff* *p*  
*div. nV nV (ad. lib bow changes very quickly)*

Cb. *ff* *p* *ff*  
*div. nV nV (ad. lib bow changes very quickly)*

216

Picc. *p* *f* *p* *f*

Fl. 1 *p* *f* *p* *f*

Ob. 1 *p* *f*

Ob. 2 *p cresc.* *f* *mf* *accel. to trem.*

Cl. 1 *f* *mf* *p cresc.* *f* *mf* *accel. to trem.*

Cl. 2 *p cresc.* *f* *p cresc.* *accel. to trem.*

Bsn. 1 *p cresc.* *ff* *f* *p cresc.* *f* *accel. to trem.*

Bsn. 2 *p cresc.* *ff* *f* *p cresc.* *f* *accel. to trem.*

Hn. 1 *mp* *f*

Hn. 2 *f* *mp* *f*

C Tpt. 1 *f* *mp*

C Tpt. 2 *mp* *f* *mp* *f*

Timp.

Glock.

Vln. 1 *p* *ff*

Vln. 2 *p* *ff*

Vla. *p* *ff*

Vcl. *ff* *mf* *ff* *p*

Cb. *p* *ff* *p* *ff*

220

Score for measures 220-223, featuring various instruments and dynamics. The score includes parts for Picc., Fl. 1, Ob. 1, Ob. 2, Cl. 1, Cl. 2, Bsn. 1, Bsn. 2, Hn. 1, Hn. 2, C Tpt. 1, C Tpt. 2, Timp., Glock., Vln. 1, Vln. 2, Vla., Vcl., and Cb. The music features various dynamics such as *p*, *fp*, *f*, *mf*, *mp*, and *fff*, along with performance instructions like "accel. to trem." and "molto vib."