

LITTLE SUITE

I. Präludium.

1

Violino I. Carl Nielsen, Op. 1.
Andante con moto. ♩ = 56.
Viol. II.

f *dim.*

A *pp* *cre*

scen *do*

B *div.* *ff*

div. *dim.* *pp pizz.*

arco

C *fz mf* *fz mf* *p* *rit.*

II. Intermezzo

2

Allegro moderato
con sordino

Violin I (*edited with optional octaves and fingering*)

The musical score for Violin I is written in 3/4 time with a key signature of one flat (B-flat). The tempo is **Allegro moderato** and the instruction **con sordino** (with mute) is present. The score includes various dynamics such as *p* (piano), *fz* (forzando), *mf* (mezzo-forte), *pp* (pianissimo), *f* (forte), and *ff* (fortissimo). Performance instructions include **arco** (arco), **Div.** (divisi), **Tutti**, **diminuendo**, **f sempre**, and **simile**. The score is marked with **A** and **B** for first and second endings. The piece concludes with a key signature change to two sharps (F# and C#) and a final measure marked **1**.

Violino I.

[illegible]

Violino I.

H *Violino I.*

mf

di - - - - *mi* - - - -

- - - *nu* - - - - *do* (*n*) *p*

Flag.

III. Finale.

Andante con moto. ♩ = 56.

Andante con moto. $\text{♩} = 56$.

Viol. II.

p *div.* *V* *cre* *scen* *do* *f* *di* *mi* *nu* *en* *do*

Allegro con brio

Allegro con brio

The first system of the musical score consists of three staves. The top staff is for the Violin (V), marked 'Div.' and '2', with a first ending bracket labeled '1'. The middle staff is for the Flute (F), marked 'ff' and 'molto', with a 'stay' marking and a second ending bracket labeled '2'. The bottom staff is for the Bassoon (B), marked 'B'. The key signature is one sharp (F#) and the time signature is 2/4. The tempo is 'Allegro con brio'. The first system ends with a repeat sign.

1. V V V 3 (2) Div. 3 stay

Tutti 3

f Div. 2 (1) Tutti 2

diminuendo

1 C V 3 V

(2) V V (3)

mf crescendo

(2) (2) Div. 3 2 D 4 4 2 1 3 2

ff ff fz

fz p

*(cut)

p I

p 4

Violino I.

Violino I.

p *mf* *ff* *dim.*

cre - scen - do

Più mosso.

pp *ff* *etc*

cre - scen - do