

# BAGATELLES

## VIOLIN I

ANTONIN. DVÖRÁK, Op.47

Allegretto scherzando

I.

*p* *dim.*  
*pp*  
*mf* *dim.*  
*p* *dimin.* *pp* *sempre*  
*più p* *pp* *mf*  
*dim.* *mf*  
*cresc.* *in tempo*  
*poco ritard.* *f* *dim.* *p* *pp* *mf*  
*poco ritard.* *in tempo* *p* *dimin.* *p*  
*dim. sempre*  
*Meno mosso* *pizz.* *arco*  
*pp* *rit.* *attacca*

## VIOLIN I

## TEMPO DI MINUETTO

## II.

Grazioso

*pp* *cresc.* *f* *dim.*

*pp* *cresc.*

*f* *dim.* *p* *p*

*p* *p* *dim.* *pp*

*p* *pp* *tranquillo* *p*

*dim.* *pp sempre*

*cresc.* *f* *dim.* *p* *fz*

*dim.* *pp* *fz*

*p* *pp* *pp* 21 *poco ritard.* *p molto cresc.*

*string.* *Tempo I* *f* *dim.* *p*

*pp* *pp*

*molto tranquillo* *pp*

*pp* *3* *3*

*pp* *ritard.*

## VIOLIN I

## III.

## Allegretto scherzando

*p* *pp* *fp* *p* *fp* *p* *pp* *sempre pp* *poco a poco cresc.* *ff* *ff* *fz* *f* *fz* *p* *pp* *p* *f* *p* *f* *cresc.* *p* *fz*

## VIOLIN I

Violin I musical score page 4. The score is written in G minor (three flats) and 2/4 time. It consists of 13 staves of music. The first staff begins with a *p* dynamic, followed by *dim.* and *pp*. The second staff features a *p* dynamic at the end. The third staff has *pp* and *fp* dynamics. The fourth staff has *p* and *fp* dynamics. The fifth staff has *p* dynamics. The sixth staff has *pp* and *sempre pp* dynamics. The seventh staff has *poco a poco cresc.* dynamics. The eighth staff has *ff* dynamics. The ninth staff is marked **CODA**. The tenth staff has *p* and *dim.* dynamics. The eleventh staff has *pp* dynamics. The twelfth staff has *ppp* and *pizz.* dynamics. The score includes various musical notations such as slurs, ties, and fingerings.

*p* *dim.* *pp* *p* *pp* *fp* *p* *fp* *p* *pp* *sempre pp* *poco a poco cresc.* *ff* **CODA** *p* *dim.* *pp* *ppp* *pizz.*

## VIOLIN I

## I V.

## CANON

Andante con moto

*p* *cresc.* *dim.* *pp*

*p* *pp* *cresc.*

*f* *dim.* *p* *pp*

*sempre più p* *pp* *p* **Un poco più mosso**

*cresc.* *fp* *f*

*dim.* *p* *cresc.* *mf* **Tempo I**

*f* *molto dim.* *p* *pp sempre*

*pp*

*pp* *cresc.* *f*

*p* *pp* *pp*

*f* *dim.* *pp*

VIOLIN I  
V.

Poco Allegro

*fp* *mf* *f* *f#* *dim.* *p* *sempre dim.* *pp* *tr* *f* *molto cresc.* *ff* *cresc.* *f#* *dim.* *p* *pp* *pp* *pp sempre* *1* *pp* *a tempo mf* *ritard. 1* *p* *ritard. 1* *a tempo p*

# VIOLIN I

7

This page of a Violin I musical score contains ten staves of music. The key signature is one sharp (F#), and the time signature is 4/4. The score is characterized by a variety of dynamic markings and articulations.

**Staff 1:** Features a melodic line with slurs and a repeat sign. Dynamics include *pp* (pianissimo).

**Staff 2:** Continues the melodic line with a *cresc.* (crescendo) marking, followed by *f* (forte), *dim.* (diminuendo), and *p* (piano).

**Staff 3:** Shows a melodic line with *p* (piano) and *f* (forte) dynamics.

**Staff 4:** Continues the melodic line with *p* (piano) and *f* (forte) dynamics, ending with a *fz* (forzando) marking.

**Staff 5:** Features a melodic line with *fp* (fortissimo piano) and *mf* (mezzo-forte) dynamics.

**Staff 6:** Contains a series of sixteenth-note chords with *f* (forte) and *fz* (forzando) dynamics.

**Staff 7:** Continues the sixteenth-note chords with *f* (forte) and *fz* (forzando) dynamics.

**Staff 8:** Features a melodic line with *f* (forte) and *fz* (forzando) dynamics, followed by a *sempre dim.* (sempre diminuendo) marking.

**Staff 9:** Contains a series of sixteenth-note chords with *dim.* (diminuendo) and *p* (piano) dynamics.

**Staff 10:** Features a melodic line with *pp* (pianissimo), *tr* (trills), and *p* (piano) dynamics.

**Staff 11:** Contains a series of sixteenth-note chords with *f* (forte), *molto cresc.* (molto crescendo), *ff* (fortissimo), and *cresc.* (crescendo) dynamics.

**Staff 12:** Features a melodic line with *fz* (forzando), *dim.* (diminuendo), *p* (piano), and *pp* (pianissimo) dynamics.

**Staff 13:** Contains a series of sixteenth-note chords with *pp* (pianissimo) and *ritard.* (ritardando) markings.