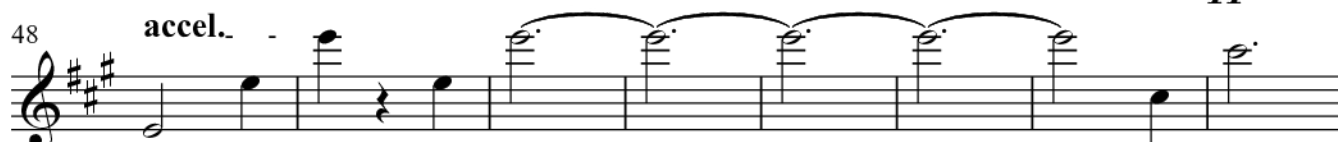


VALSE II

Violine II

1 Allegretto



67 *tr*

71 *mp subito* *tr*

78 *cresc.*

84

89

95 *spicc.*

103 *poco cresc.*

111 *poco rit.* *a tempo* *p*

117

120

126

musicalion
click for more

The image displays a page of a musical score for Violine II, spanning measures 67 to 126. The notation is in treble clef with a key signature of one flat (B-flat). The score includes various musical elements: trills (tr) at measures 67 and 71; dynamics such as mezzo-piano (mp) at measure 71, crescendo (cresc.) at measure 78, poco crescendo (poco cresc.) at measure 103, poco ritardando (poco rit.) at measure 111, a tempo at measure 111, and piano (p) at measure 111; articulation like staccato (spicc.) at measure 95. The score is divided into systems, with measures 67-70, 71-74, 75-78, 79-82, 83-86, 87-90, 91-94, 95-98, 99-102, 103-106, 107-110, 111-114, 115-118, 119-122, 123-126. A central watermark for 'musicalion' is overlaid on the score, with the text 'click for more' below it.

132

137 *div.*
cresc.

144 *unis.*
mf

149

153

157

161

166 *molto cresc.* *div.* *ff* *molto dim.*

171 *unis.* *mf* *div.* *p*

178 *pizz. unis.* *arco* *pp*

musicalion
click for more

The image displays a page of a musical score for Violine II, spanning measures 132 to 178. The notation is in treble clef with a key signature of one sharp (F#). The score includes various musical notations such as slurs, accents, and dynamic markings. A central watermark for 'musicalion' is overlaid on the score.

Type: Sheet music

Título: [Serenade for String Orchestra - 2. Waltz](#)

Compositor: [Gerhard Richter](#)

Época: Romanticismo

Tema: .Misceláneas

Categoría: Suites

Dificultad: Mittel bis schwer

Instrumentación Grupo: Música de cámara cuerdas

Arrangement: Violín 2+[Vla+Vc+Cb]

Instrumentación: Violín = VI(2), Contrabajo = Cb(1), Viola = Vla(1), Violoncello (Cello) = Vc(1)

The finished work will have the following movements:

1. Serenade in C
2. Valse in a
3. Scherzo in ? (in progress)
4. Nocturne in G (in progress)
5. Fugue in C