

OUVERTURE .

FAGOTTO PRIMO

P. Lindpaintner, Op. 70.

1

Andante.

pp < cres ff . pp < cres ff pp < cres ff

p < > pp pp dolcissimo

cres p

cres

ff p < f > p < f > Andante religioso.

cres > fz fz ff dol

Allegro molto agitato.

15

15

f

p

cres

ff

FAGOTTO PRIMO

ff ff

fz p cresc fz p

cres p cresc

f f

ff fz fz

1 mf

ff ff > tr

Solo.

1

p mf >

17 ff f

3 12

3

ff

FAGOTTO SECONDO

P. Lindpaintner, Op. 70. 1

OUVERTURE.

Andante.

First system of the musical score for Bassoon 2, marked *Andante*. The key signature is one sharp (F#) and the time signature is common time (C). The score consists of five staves. The first staff begins with a *pp* dynamic, followed by a crescendo (*cres*) to *ff*, and then another *pp* with a crescendo to *ff*. The second staff starts with a first ending bracket and a *pp* dynamic, followed by a *dolcissimo* marking. The third staff has a first ending bracket, a *cres* marking, and a *p* dynamic. The fourth staff features a *ff* dynamic and a crescendo. The fifth staff includes a first ending bracket, a *p* dynamic, a crescendo to *f*, and a *ff* dynamic.

All^o molto agitato.

Andante religioso.

Second system of the musical score for Bassoon 2, marked *All^o molto agitato*. The key signature remains one sharp (F#) and the time signature is common time (C). The score consists of seven staves. The first staff is labeled *Viol.* and features a *ff* dynamic. The second staff has a first ending bracket and a *p* dynamic. The third staff includes a first ending bracket, a *p* dynamic, and a crescendo. The fourth staff starts with a *ff* dynamic. The fifth staff has a first ending bracket and a *ff* dynamic. The sixth staff features a first ending bracket, a *p* dynamic, and a crescendo. The seventh staff has a first ending bracket and a *ff* dynamic.

ff

fz

p

cres

fz

p

cres

p

cres

f

ff

fz

fz

1

mf

ff

ff

tr

mf

17

mf

17

ff

f

3

12

p

2

3

FAGOTTO SECONDO

3

pp *cres* *f*

Più moto.

ff

fz *p* *cres* *fz*

p *cres* *f* *f*

ff

ff *fz* *fz* *fz*

fz *fz*

ff

ff

ff

ff

ff

ff