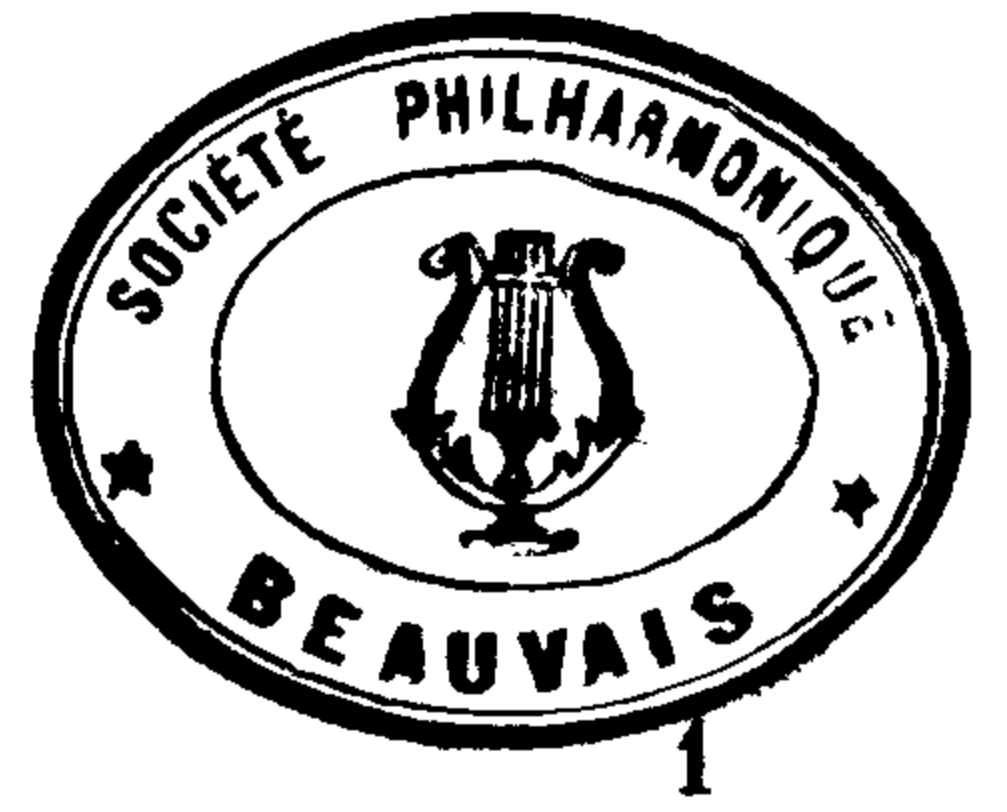


2/



PHÈDRE

OUVERTURE.

2^d VIOLON.

J. MASSENET.

And^{te} molto sostenuto.

ff > dim pp ff dim pp

ff cresc. p

unis // // 2/4 // C //

divisés PP P

PP poco p PP

B

cresc.

unis C

fp pp

En animant peu à peu.

poco a poco cresc. mf

f sempre cresc. ff

D

ff

Beaucoup plus vite et en animant.

2
2^d VIOLON.

Élargi.

E All^o appassionato.

fp Très animé *fp* *fp* *cresc.*

unis
ff

F
ffp *ffp*

fp *ff*

G Cédez un peu, mais très peu. *cresc.*
p 6

appassionato

4^e corde *cresc. sost.*
più f

H
ff *ff*

6

3
2^d VIOLONS

appassionato. **J**

cresc. 6

1^o Tempo *ff*

K 2 Cl: *Von ff >*

L

2 *Bon Von non legato sostenuto dim p*

f ff fff

O

divisés ff pp subito

Divisi

fpp fpp ff

P **R** *And^{te} sostenuto.*

pp pizz. suvez

pp mf p pp

cresc.

The score consists of several systems of staves. The first system includes a treble clef staff with a melodic line and a bass clef staff with accompaniment. The second system continues the melodic line with a '1^o Tempo' marking and a 'ff' dynamic. The third system introduces a woodwind part for '2 Cl:' (two Clarinets) with a 'Von' (Vibrato) instruction and 'ff' dynamic. The fourth system shows a woodwind part for '2 Bon' (two Bassoons) with 'non legato' and 'sostenuto' markings, and dynamics 'dim' and 'p'. The fifth system features a piano accompaniment with 'divisés ff pp subito' markings. The sixth system is marked 'Divisi' and includes dynamics 'fpp', 'fpp', and 'ff'. The seventh system includes an 'Alto' part with 'And^{te} sostenuto.' marking and 'pp pizz. suvez' instruction. The eighth system concludes with dynamics 'pp', 'mf', 'p', and 'pp', and a 'cresc.' marking.

S All^o appassionato.

1^o V^{on} arco

2^o V^{on} *mf*

p *mf*

6

più f *cresc.* *sost:*

T *ff* *f* *ff*

cresc.

6

cresc. ed appassionato

U Molto più mosso.

ff

cresc. *ed appassionato*

cresc.

b2 *2* *b2* *2*

b2 *2* *b2* *2* *b2* *2* *b2* *2*

X

tutta la forza possibile.

2 3 4 5 6 7 8

cresc.

L And^{te} (sans lenteur.)

fff *Très élargi* *fff* *sec sec*