

Oboe 2^o

Orquesta Sinfónica de Madrid

Núm -47-

SAKUNTALA (OVERTURA)

GOLDMARK





OUVERTURE de SAKUNTALA.

OBOE II.

CARL GOLDMARK Op: 13.

Andante assai.

Moderato assai.

Musical notation for the first staff, starting with a 3/4 time signature. It includes dynamic markings such as *p* and *rit.*, and contains measure numbers 8, 7, 6, 8, 4, 1, 8, 1. Section markers A and B are present.

al tempo.

Musical notation for the second staff, starting with a 3/4 time signature. It includes dynamic markings such as *string.*, *cresc.*, and *f*. It contains measure numbers 10 and 3. Section marker D is present.

Poco più mosso.

Musical notation for the third staff, starting with a 3/4 time signature. It includes dynamic markings such as *f*. It contains measure numbers 3 and 3. Section marker E is present.

Musical notation for the fourth staff, starting with a 3/4 time signature. It includes dynamic markings such as *f*. Section marker F is present.

Musical notation for the fifth staff, starting with a 3/4 time signature. It includes dynamic markings such as *f* and *ff*. Section markers *b^b* and *b^b* are present.

calando.

Andante assai.

Musical notation for the sixth staff, starting with a 3/4 time signature. It includes dynamic markings such as *f*, *dim. p*, *accel. rit.*, *pp*, *p*, *cresc.*, *mf*, and *pp*. It contains measure numbers 1, 1, 8, 4, and 11. Section marker G is present.

Musical notation for the seventh staff, starting with a 3/4 time signature. It includes dynamic markings such as *pp*, *dim. p*, and *f cresc. molto.* Section marker I is present.

Più mosso, quasi All^o

Musical notation for the eighth staff, starting with a 3/4 time signature. It includes dynamic markings such as *f* and *rit.*. It contains measure numbers 2, 4, and 4. Section marker K is present.

Musical notation for the ninth staff, starting with a 3/4 time signature. It includes dynamic markings such as *f*. Section marker L is present.

Musical notation for the tenth staff, starting with a 3/4 time signature. It includes dynamic markings such as *f*. It contains measure numbers 3, 3, 1, 3, 1, and 1.

OBOE II.

M

S poco accel. *f* *cresc.* *f* *P* accel. piu. *cresc.*

N

f > *f* *f* > *f* > > *ff*

cresc. *fff* *ff* *ff* *dim.*

6 *ff* *dim.* *P* *pp* 11

Andante assai, Tempo I^o

Moderato assai.

9 0 3 1 8 1 P 10

rit. *string.* *cresc.*

Q

f *f* *cresc.* *ff* *ff*

R Poco più mosso.

ff *f*

S

f *f*

calando. 1 1

ff *f* *dim.* *P* *accel.* *rit.*

Andante assai.

8 T 3 U

pp *p* *cresc.* *mf* *pp* *pp*

V

dim. *p* < < *sf* *cresc.* *f* *cresc.* *molto.* 2 *rit.*

a tempo. a tempo. a tempo.

2 1 2 1 W 3 X 3

rit. *rit.* *pp* *sempre.*

OBOE II.



uaccel. *Piu mosso.* **Z** **8**

marc. *pp* *crese.* *crese.* *ff* *p*

Aa2 *f* *f*

crese. *f* *rit.* *ff* **Poco meno, Tempo I^o**

Ab *crese.*

fff

Più mosso, quasi All^o *f* *f*

Ae *ff*

crese. *crese.* *ff* **Più mosso, All^o vivace.**

Ae *ff* **Più mosso, quasi Presto.**

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