



# Christus am Oelberge.

## FAGOTTO I.

### Nº 1. INTRODUZIONE.

L. van Beethoven, Op. 85.

Oratorium.

Grave.

Adagio.

Musical score for Bassoon I, Introduction, measures 1-42. The score is in bass clef with a key signature of three flats (B-flat, E-flat, A-flat). It features various dynamics including *p*, *sf*, *f*, *ff*, and *pp*, and includes markings for accents, *cresc.*, and *decresc.* Rehearsal marks 2, 3 A, and B3 are present.

Recit.

Ten.

von mir er-ko-ren schon, noch eh die Welt auf dein Ge-Heiss dem Cha-os sich ent-wand.

5

Allegro.

Allegro.

Musical score for Tenor, recitative, measures 43-48. The score is in treble clef with a key signature of three flats. It includes dynamics like *ppp* and *fp*.

Menschlich Verdammte

Maestoso.

Recit.

Basso.

Musical score for Bassoon, recitative, measures 49-53. The score is in bass clef with a key signature of three flats. It includes dynamics like *f*, *ff*, and *sf*, and features a 3-measure rest.

FAGOTTO I.

richt jetzt stellen will. O Va-ter! ich erschein' auf die-sen Ruf. Vermittler will ich

**Maestoso.**

*ff sf sf*

sein, ich bü-ße, ich al-lein, der Menschen Schuld. Wie könn-te dies Ge-schlecht, aus Staub ge-bil-det, ein Ge-richt er-

**Allegro. Adagio a tempo.**

*p sf sf*

tragen, das mich, mich deinen Sohn zu Boden drückt! Ach sieh, wie Bangigkeit, wie

**Adagio agitato.**

*sf sf sf cresc: sf*

Todesangst mein Herz mit Macht er-grei-ßt! Ich lei-de sehr, mein Va-ter! o sieh! ich lei-de sehr; er-barm dich mein!

**Adagio molto a tempo.**

*ff*

**ARIA.**

**Allegro.**

*p cresc. f ff p*

*cresc. f dim.*

**E**

*p f p*

**F 1**

*f sf p p cresc. p*

**6**

*cresc*

# FAGOTTO I.

*Un poco più lento.*

Tempo I.

1 2 1 4 1  
*f f p p espressivo p*  
*cresc. f f dim. p*  
*p*  
*f p cresc. p sf*  
*p f ff p p sf*  
*p cresc. f p decresc. pp*

Fag.

No 2. *Allegro.* *Poco Adagio.* *Allegro.*  
1 p *cresc. f* 3 7 *p più moto. Violl.* 4 5 *f*

## ARIA.

*Larghetto.*

*sf sf p sf sf p sf p*  
*sf p sf p*  
*sf sf cresc. f sf*  
*sf p*  
*cresc. sf sf cresc. p*

FAGOTTO I.

The musical score for Bassoon I consists of 12 staves of music. The notation includes various dynamic markings such as *p*, *cresc.*, *f*, *sf*, *ff*, *fp*, *tr*, and *pp*. The score is divided into sections labeled B, C, D, E, F<sub>2</sub>, and G. Section B begins with a *p* dynamic and a *cresc.* marking, leading to a *f* dynamic. Section C starts with a *ff* dynamic. Section D features a *sf* dynamic and a *cresc.* marking. Section E includes a *tr* (trill) marking. Section F<sub>2</sub> begins with a *p* dynamic. Section G starts with a *ff* dynamic. The score concludes with a *pp* dynamic and a *f* dynamic. The tempo marking *All<sup>o</sup> molto.* is present in the final section. There are also some handwritten annotations in blue ink, including a large 'd.' at the bottom and some markings above the final staff.

# FAGOTTO I.

5 I  
mf  
K  
fff sf sf sf p pp  
cresc. f f

a tempo. f

### Grave a tempo.

Recit. Sopr. 6 Fag.

No. 3. Soprintendente: *sf sf sf sf sf sf sf sf sf sf p*

### DUETTO. 5

Adagio molto.

sp sf sf sf sf sf sf sf sf p

A 8 B  
fp fp sf fp cresc. fp fp

C  
p f p ff ff sf sf

D 3  
p cresc. p ff ff fp sf sf

E 4  
p cresc. f p ff f più moto.   
decrec. p 3

FAGOTTO 1.

Alla Marcia.

Nº 4. Recit. tacet. zur Seligkeit erwachen.

Nº 5. **Recit.** **Ten.**  
**Listesso tempo della Marcia.** **3 Adagio.**

FAGOTTO I.

The musical score for Bassoon I consists of 12 staves of music. The first staff includes the tempo marking "Adagio." and the instruction "Tempo della Marcia." The piece begins with "All: molto." and a dynamic marking of *f* decresc. *p*. The score is characterized by a variety of dynamic markings, including *p*, *f*, *sf*, *ff*, and *cresc.*. The music features complex rhythmic patterns, including sixteenth and thirty-second notes, and rests. Key signatures change throughout the piece, with markings for B major (B#), C major (C), D major (D), and E major (E). The score concludes with a final dynamic marking of *p*.

# FAGOTTO I.

Recit.

Molto All<sup>o</sup> Poco Adagio. 6

Allegro. Fag. 7

N<sup>o</sup> 6.

8 5 Ge-swalt der Feinde mich zu retten. *peresc.* *f*

Andante cantabile.

so würden Le-gio-nen Engel *sf* *p*

TERZETTO.

All<sup>o</sup> ma non troppo.

*sf* *sf* *sf* *f* *p*

**A** 1 *sfp* *sf* *sf* *sf* *sf* *p* *sfp*

**B** 15 **C** 2 *sfp* *sf* *p*

**D** 3 *cresc.* *p* *pp* *cresc.*

*ff* *p* *cresc.*

**E** 3 *f* *p* *f* *sf* **6** **F** *pp*

*cresc.* *ff* *p*

*cresc.* *f* *p* **1** **3** **1** *ff* **G**

*p* *sf* *cresc.*

Più All<sup>o</sup>

Un poco Adagio. Tempo 1.

Un poco più lento.

a tempo. Adagio. Tempo 1.



FAGOTTO I.

*Molto Allegro.*

*G* *p* *f* *f* *sf* *sf* *sf*

*p cresc.* *decresc.* *p* *f* *p cresc.* *decresc.*

*p* *f* *sf* *sf* *sf* *sf* *pp* *cresc.*

*ff* *p* *cresc.* *f* *decresc.* *p*

*sf* *sf* *sf* *decresc.* *p* *f* *p* *f* *p* *f* *sf* *sf*

*p* *f* *p* *f* *p* *f* *sf* *sf* *p*

*f* *p* *ff*

*Adagio. Maestoso.*

*p cresc.* *f* *ff* *colla voce* *ff*

*sf*

*cresc.*

*sf* *sf* *sf*

# FAGOTTO I.

Allegro.

The musical score for Bassoon I consists of 12 staves of music. The first staff begins with a treble clef, a key signature of one flat, and a common time signature. The tempo is marked 'Allegro.' and the dynamics are 'f' and 'sf'. A handwritten '8' is written above the first staff. The second staff has a handwritten 'M' above it. The third staff has a handwritten 'N' above it. The fourth staff has a handwritten 'P' above it. The fifth staff has a handwritten 'O' above it. The sixth staff has a handwritten 'Q' above it. The seventh staff has a handwritten 'R' above it. The eighth staff has a handwritten 'S' above it. The ninth staff has a handwritten 'T' above it. The tenth staff has a handwritten 'U' above it. The eleventh staff has a handwritten 'V' above it. The twelfth staff has a handwritten 'W' above it. The score includes various musical notations such as slurs, trills, and dynamic markings like 'p', 'cresc.', and 'più f'. The tempo changes to 'Più Allegro.' at the beginning of the eighth staff.