

Eberhard Böttcher

C A R M I N A

f ü r

Tenorblockflöte

und Gitarre

DURATA CA. 6 MIN.



I

Animato (♩+♩.)

Tenor
Blackfl.

Gitarre

mf

mf

mp

poco rit.

mp

a tp^o

mf

mf

mp

ritard.

mp

sostenuto (♯)

mp

espr.

mp

mf

6 8 rubato

mf

poco rit.

a tpz sosten.

mp

4 4

2 4

mp

allargando

mf

mp

espr.

mf

mp espr.

attacca

II

Con moto (=♩.)

poco rit.

meno mosso (♩)

poco a poco accel. e cresc.

rallentando

a tpe con moto

Handwritten musical score for the first system. The treble staff begins with a *mf* dynamic marking. The bass staff starts with an *mf* dynamic marking. The music is written in 8/8 time, indicated by a large '8' in the bottom left of the bass staff. The notation includes various note values, rests, and slurs.

poco rit.

Handwritten musical score for the second system. The treble staff begins with a *mf* dynamic marking. The bass staff starts with an *mf* dynamic marking. The music is written in 8/8 time, indicated by a large '8' in the bottom left of the bass staff. The notation includes various note values, rests, and slurs.

meno mosso (♩)

poco a poco accel. e cresc.

Handwritten musical score for the third system. The treble staff begins with a *mp* dynamic marking. The bass staff starts with a *mp* dynamic marking. The music is written in 3/4 time, indicated by a large '3/4' in the bottom left of the bass staff. The notation includes various note values, rests, and slurs.

rallentando

Handwritten musical score for the fourth system. The treble staff begins with a *mf* dynamic marking. The bass staff starts with a *mf* dynamic marking. The music is written in 3/4 time, indicated by a large '3/4' in the bottom left of the bass staff. The notation includes various note values, rests, and slurs. The system concludes with a *p* dynamic marking and the instruction *attacca*.

III

Sostenuto (♯)

mp

5/8 espr.

mp

poco rit.

mf

6/8 rubato

mf

a tp^o sosten.

mp

mp

allargando

mf

3/4 espr.

mp

a tpe animato (2+2.)

mf

mf

poco rit.

mp

mp

a tpe animato

mf

mf

ritard.

mp

mp

