

Viola

I.

Ocean

$\text{♩} = 72$ [♩ + ♩ + ♩.]

18 rit. 2

A tempo ($\text{♩} = 72$)

fl. fl. fl. fl. fl. fl.

(C) — φ (C) — φ (C) — φ (C) — φ (C) I — φ (C) — φ

sf mf mf sf sf p sf p sf 3 p sf 3 p

25

fl. fl. arco digitato
fl. fl.

(C) 3 II (C) IV (C) I + III ④ 3 I (C) II (C) II (C) 3 II

sf p sf p sf mf 5:3 ♩ sf p sf p sf p pp f pp

31

φ ○ → φ ○ φ ○ → φ ○ φ ○ → φ ○ φ ○ → φ ○ φ ○ → φ ○

(C) I (C) II (C) I (C) II (C) I (C) I (C) II (C) I

mf pp < sf sf mf pp < sf

37 **A Rivers**

2 ○

2 (C)

13:11 ♩ 13:11 ♩ 5:4 ♩ 3 13:11 ♩ 5:3 ♩ 13:11 ♩ II I II III I II III IV

sf sf sf sf sf sf p sf sf sf 3

φ arco digitato φ 13:11 ♩ II I II III I II III IV

Viola

2

44

sf *mf* *sf* *mf* *sf* *sf* *p* *sf* ³ *p*

50

sfp *sf* *sfp* *sf* *sf* *sf*

54

2 ○ fl. ○ fl.

p 1.5 cm. *mp* 1.5 cm. *p* 1.5 cm. *f*

2 ○ fl. ○ fl.

p

62

1.5 cm. ○ fl. 1.5 cm. ○ fl.

p 1.5 cm. *mp* 1.5 cm. *p* 1.5 cm. *sf*

8

BEarth

69 fl. fl. fl. niente

c.l.b. (at the middle of the bow) ord. con sord.

1.5 cm. 1.5 cm.

mp sul II^III sf pp <mf >ppp
(put bow down)

7 8 7 8

82 pizz. Hold instrument like a guitar!

poco a poco rasgando! very WILD, strong stroke!

correndo! C VIOLENT, WILD PIZZ. tapping sul III (put on instrument in normal position and take bow!)

(guitar fingering! THUMB =1) L.V.! cresc. molto!

sffz (normal fingering, no thumb)

8:7

93 (c.l.b.) (segue simile) (c) (c) segue tapping sempre sul IV

ppp

spazzolato

100 segue

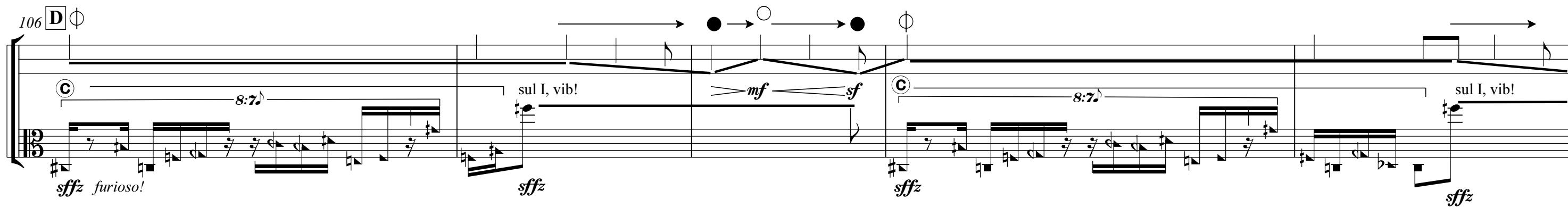
areo sul I

dim. ppp cresc. f sffz

Viola

4

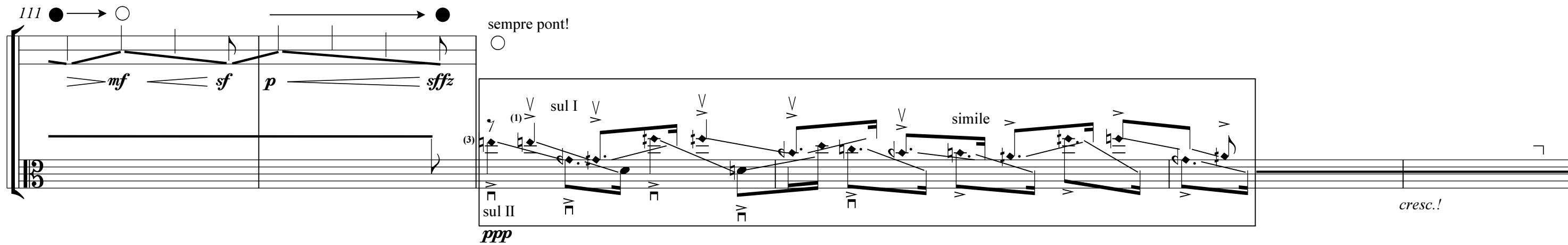
106 **D** 



C 8:7  sul I, vib!   **C** 8:7  sul I, vib! 

sffz furioso!  

111   



sempre pont!     

(3)    



E A tempo!  unis a la voce
(whispering/sprechgesang)

10''   dyss us  dyss us 

accellerate wildly and
independently of the other players!  Lift bow dramatically!  sul II pont.

1.5 cm.    

Viola

5

3

F

2 **7** **8**

arco ord.

G D

mp dolce

III.

<> >

<> >sf

<> >sf <> >

p sf p

sf p

A > D

D > A

A >

2

p sf p sf sf p

A > D A A D

D A A D

A >

2

p sf p sf

p sf

D A >

>D G D

2

p sf

D

D A >

>D G D

2

p sf

D A >

>D G D

2

p sf

**Go to the Center
of the Stage, put Mask ON**