



10

Cl. *ff p f p*

B. Cl. *f p f sf p*

E. Hn. *ff p f p mf p mf pp*

Tpt. *ff p f p f' p*

Tbn. *ff p f p f' p f*

Perc. 1 (Motor on slow) *pp* Ped. → Motor off 1 Timp. *f* Ped. J

Perc. 2 (Motor on fast) → Ped. → Ped. J (Motor off) *pp* Ped. → *f* Ped. J

V. *pp* Ped. → *f* Ped. J

Gtr. E-Bow Slide *pp* Whammy Bar (Tremolo on med.) (M3) ord. (Tremolo off)

Pno. *p* *(p)* *sf* *f* 3. Ped. J *p* *f* Ped. →

Vln. flaut. arco II → *p* *mf* *p* *f* *p* III *p* *mf* *p*

Vla. flaut. arco I → *p* *mp* *p* *f* *p* III *p* *mf* *p*

Vc. *f* *p* *fp* *mf* *p*

For each instance of Ebow: use normal setting on Ebow (not overdrive) when a dynamic marking is provided use Volume Pedal to balance sound with the ensemble to achieve the indicated dynamic level.

flaut. arco II → *p* *mf* *p* *f* *p* III *p* *mf* *p*

flaut. arco I → *p* *mp* *p* *f* *p* III *p* *mf* *p*

III →

20

♩ = 76

Cl. *p* *mf* *f* *p* *f* *p* *p*

B. Cl. *mp* *f* *pp*

E. Hn. *mp* *mf* *p* *pp*

Tpt. *fpp* *f* *p* *p*

Tbn. *f'* *p* *f'* *f* *mp* *f* *p*

Perc. 1 *p* *f* *pp* *mf* *p*

Perc. 2 *ff* *pp* *f*

V. *p* *mf* *p*

Gtr. Whammy Bar (M2) ord.

Pno. *ff* *p* *p*

Vln. *p < f* *p* *pp*

Vla. *p < f* *mp* *p* *pp*

Vc. *f* *mp* *f* *p* *pp*

Und voll mit wil - den Ros - en

ord. (o) (o) 3:4 (o) (o)

sul pont. IV, III *pp*

sul pont. *pp*

II I III *pp*