

Variationen – Variations

E^b D^b
F A^b Allegretto

17. *p* *f*

1. 2. Adagio *tr* *tr* *tr*
pp

tr *tr* *tr* *tr* *tr* *tr* *tr* *tr* *tr* *tr*
6 6 6 6

tr *tr* *tr* *f* *sub pp* *f*

tr *tr* *tr* 3 3 3 *più f* 3 *p* Allegro

f

1. 2. Valse *p* *p*

f

Moderato *tr*
p *f* *pp*

The musical score consists of ten staves of music in bass clef, with a key signature of three flats (B-flat, E-flat, A-flat) and a time signature of 2/4. The first staff is marked 'Allegretto' and starts with a piano (*p*) dynamic, followed by a forte (*f*) dynamic. The second staff is marked 'Adagio' and features trills (*tr*) and a pianissimo (*pp*) dynamic. The third staff continues with trills and sixteenth-note patterns, marked with a forte (*f*) dynamic and a *sub pp* dynamic. The fourth staff is marked 'Allegro' and includes triplets (*3*) and a *più f* dynamic. The fifth staff is marked with a forte (*f*) dynamic. The sixth staff is marked 'Valse' and starts with a piano (*p*) dynamic. The seventh staff is marked with a forte (*f*) dynamic. The eighth staff is marked 'Moderato' and features a trill (*tr*) and a dynamic range from piano (*p*) to forte (*f*) to pianissimo (*pp*). The ninth and tenth staves continue the musical piece with various rhythmic patterns.

Die Klangmöglichkeiten der Felle nutzen – Use the colour variations of the drum-head

f 3 3 3 3 **ff** 3 3
 Lebhaft – Lively
ff **f** > > > > >
p **f** 3
Presto
 → As **p**
f 2 2 4 → D^b **p**
Allegretto
f
 cresc. **ff**
Marsch – March
f
p cresc.
f **ff**

Mit den Schlägeln ist es zuerst ein Spiel der Finger –
 With the mallets, primarily it is a game of the fingers