

SIX
SONATES

Trois pour deux Violons et Violoncelle
et trois pour un Violon Tenor et Violoncelle

Composés

PAR

JOSEPH SCHMITT

ŒUVRE XI

À BRUXELLES

Chez M^{rs} Van Ypen et Mechtler

4 83

VIOLINO SECONDO

274
SONATA II

All.^o moderato

Rondo's.
Allegro ma non tanto

VIOLENO SECONDO

2455

The first section of the score consists of ten staves of music. It begins with a treble clef, a key signature of one flat (B-flat), and a 4/4 time signature. The music features a variety of rhythmic patterns, including eighth and sixteenth notes, and rests. Dynamic markings such as *p* (piano), *f* (forte), and *ff* (fortissimo) are used throughout. A first ending bracket labeled '1' spans the first two staves, and a second ending bracket labeled '2' spans the third and fourth staves. A 'Cres.' (Crescendo) marking is present in the fifth staff. The section concludes with a double bar line and a repeat sign.

Adagio
af sai

The Adagio section begins with a treble clef, a key signature of two flats (B-flat and E-flat), and a 3/8 time signature. The tempo is marked 'Adagio' and the performance instruction is 'af sai'. The music is characterized by a slower pace and features a mix of eighth and sixteenth notes. Dynamic markings include *p*, *mf* (mezzo-forte), *f*, and *hr* (ritardando). A first ending bracket labeled '1' is present in the second staff. The section ends with a double bar line and a repeat sign.

Tempo
Primo

The Tempo Primo section begins with a treble clef, a key signature of two flats, and a 6/8 time signature. The tempo is marked 'Tempo Primo'. The music features a mix of eighth and sixteenth notes. Dynamic markings include *p*, *f*, and *hr*. The section concludes with a double bar line and a repeat sign.

6 84
276

VIOLA

SONATA III

And^{te} con espreffione

The musical score is written for the Viola part of Sonata III. It begins with a treble clef, a key signature of one sharp (F#), and a 2/4 time signature. The tempo and expression are marked "And^{te} con espreffione". The score is divided into measures across 14 staves. Dynamics include piano (p), forte (f), fortissimo (ff), and pianissimo (pp). There are first and second endings marked with "1" and "2". The piece concludes with a double bar line and repeat dots.

VIOLA

2427

Adagio

Musical score for the Adagio section, measures 1 through 12. The music is in 3/8 time with a key signature of one sharp (F#). The first staff begins with a piano (*p*) dynamic. The second staff features a forte (*f*) dynamic and includes first and second endings. The third staff continues with first and second endings and includes a *tr* (trill) marking. The fourth staff concludes the section with a forte (*f*) dynamic and a piano (*p*) dynamic.

Allegro scherzando

Musical score for the Allegro scherzando section, measures 13 through 24. The music is in 2/4 time with a key signature of one sharp (F#). The first staff begins with a piano (*p*) dynamic. The second staff includes a *Cres.* (crescendo) marking and a forte (*f*) dynamic. The third staff features a piano (*p*) dynamic. The fourth staff includes a forte (*f*) dynamic. The fifth staff includes a forte (*f*) dynamic. The sixth staff includes a piano (*p*) dynamic and a forte (*f*) dynamic. The seventh staff includes a piano (*p*) dynamic and a forte (*f*) dynamic. The eighth staff includes a piano (*p*) dynamic and a forte (*f*) dynamic. The ninth staff includes a piano (*p*) dynamic and a forte (*f*) dynamic. The tenth staff includes a piano (*p*) dynamic and a fortissimo (*ff*) dynamic.

8 85

VIOLINO SECONDO

All^o Moderato

SONATA IV

The musical score is written for the second violin part of a sonata. It begins with a treble clef, a key signature of two flats (G minor), and a common time signature. The tempo is marked 'All^o Moderato'. The score is divided into measures by vertical bar lines. Dynamics such as *f* (forte), *p* (piano), *cres* (crescendo), and *rinf* (rinfacciato) are used throughout. First endings are indicated by 'I' above the staff. The notation includes eighth and sixteenth notes, often beamed together, and rests. The piece concludes with a final cadence.

VIOLINO SECONDO

279 9

Musical notation for the first two staves, including dynamics like *f*, *hr*, *cres*, and *f*.

RONDO
Andante
espressivo

Main body of musical notation for the Rondo section, featuring tempo changes like *Tempo primo* and *lento*, and various dynamics including *pp*, *f*, *mf*, and *ppmo*. It includes performance markings like *ritf* and *Eccho*.

10 86
280

VIOLA
Andante grazioso

SONATA V

First movement of Sonata V, marked *Andante grazioso*. The score consists of ten staves of music. The key signature is G major (one sharp) and the time signature is 2/4. The music is characterized by flowing eighth and sixteenth notes, often with slurs and accents. Dynamics include *f*, *p*, *ff*, and *mf*. First and second endings are indicated with '1' and '2' above the notes. The movement concludes with a double bar line.

Allegro

Second movement of Sonata V, marked *Allegro*. The score consists of ten staves of music. The key signature is G major (one sharp) and the time signature is 2/4. The music is more rhythmic and energetic than the first movement, featuring eighth and sixteenth notes with frequent slurs and accents. Dynamics include *f*, *p*, and *mf*. First and second endings are indicated with '1' and '2' above the notes. The movement concludes with a double bar line.

SONATA VI

Moderato

Andante

VIOLINO SECONDO

Allegro
Fugato

4

The musical score consists of 12 staves of music. The first staff begins with a treble clef, a key signature of two flats (B-flat and E-flat), and a common time signature (C). A '4' is written above the staff. The tempo is 'Allegro' and the movement is 'Fugato'. The score includes various dynamics such as *f* (forte), *p* (piano), and *Cres.* (Crescendo). There are first and second endings marked with '1' and '2' above the staves. The music features complex rhythmic patterns, including sixteenth and thirty-second notes, and rests. The piece concludes with a double bar line and repeat dots.