

DER SCHWANENDREHER

I. Zwischen Berg und tiefem Tal''

Langsam (♩ = 60)

Paul Hindemith

(1895-1963)

10 **A**

p

Musical staff 10-14, bass clef, 4/4 time. Measure 10 starts with a dynamic marking of *p*. The staff contains eighth and sixteenth notes with various rests.

15

mf

Musical staff 15-19, bass clef, 4/4 time. Measure 15 has a dynamic marking of *mf*. The staff contains eighth and sixteenth notes with various rests.

20 **B**

f *mf* *p* **2**

Musical staff 20-25, bass clef, 4/4 time. Measure 20 has a dynamic marking of *f*, measure 22 has *mf*, and measure 24 has *p*. A fermata with a '2' above it is over the final measure.

26 **C**

f *p*

Musical staff 26-29, bass clef, 4/4 time. Measure 26 has a dynamic marking of *f*, and measure 28 has *p*.

30

Mäßig bewegt,
mit Kraft (♩ = 100)

f *mf* **3**

Musical staff 30-35, bass clef, 4/4 time. Measure 30 has a dynamic marking of *f*, and measure 32 has *mf*. A fermata with a '3' above it is over the final measure.

36

2 *mf*

Musical staff 36-40, bass clef, 4/4 time. A fermata with a '2' above it is over the final measure, which has a dynamic marking of *mf*.

41 **D**

f **3**

Musical staff 41-45, bass clef, 4/4 time. Measure 41 has a dynamic marking of *f*. A fermata with a '3' above it is over the final measure.

46

f *fp* *mf* **3**

Musical staff 46-50, bass clef, 4/4 time. Measure 46 has a dynamic marking of *f*, measure 48 has *fp*, and measure 50 has *mf*. A fermata with a '3' above it is over the final measure.

51 **E**

f *f*

Musical staff 51-55, bass clef, 4/4 time. Measure 51 has a dynamic marking of *f*, and measure 53 has *f*.

57 **F**

63 *mf* *p* **4**

71 **G**

77 **H** **4** *f* *f*

86 **I** **5** *mf* *f*

95 **K** **3** *p*

104 **L** **3** **4** *f* *f*

117 **M** *f* *ff*

125

130 **N** *mf* **3**

137

mf *f* *p*

141 **O**

mf *p*

145

150 **P** **Q**

pp *mf*

165

f

169 **R**

f *ff*

175

179 **S**

f *ff*

183 **T**

9

201

p *f*

208

ff

211 Breiter

f

II "Nun laube, Lindlein, laube!"
Sehr ruhig (♩=40)

A B C

11 10 9 2

35 Langsam

p *f* *p*

45 D frei

mf

58 E

p *pp* *mf*

Der Gutzgach auf dem Zaune saß

73 Fugato (♩=108)

79 F

mp

86



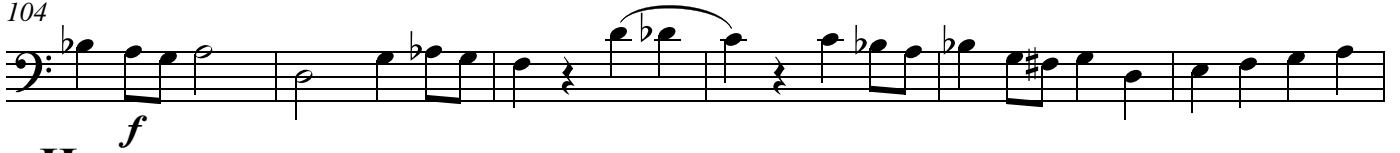
91



97 **G**



104



110 **H**



118 **I** **J**



141



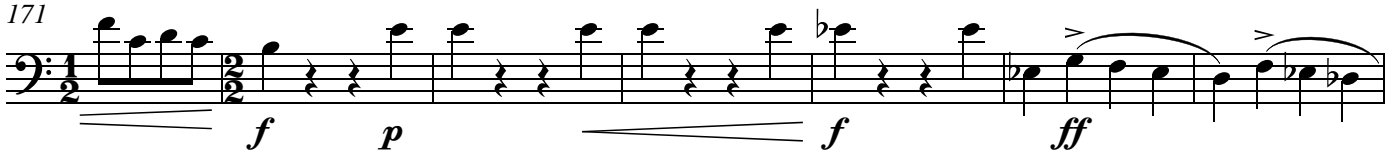
156



164 **L**



171



178 **N**

185

192 **O** **P** **ruhiger werden**

Wie am anfang **Q** **R** **Langsamer** **Seilen** **Langsam** **Langsamer**

218 (♩=40) **7** **12** **9** **4** **3** **5** **3**

III. Variationen "Seid ihr nich der Schwanendreher"

Mäßig schnell (♩=100)

6

13 **A**

18

25 **breiter** **B** **C**

5 **4** **7**

46

Musical staff 46-51. Bass clef, 3/4 time signature. Starts with a whole rest, then changes to 2/2 time. Dynamics: *mf*.

52

Musical staff 52-57. Bass clef, 2/2 time signature. Dynamics: *mf*. Marking **D** above the staff.

58

Musical staff 58-64. Bass clef, 2/2 time signature. Dynamics: *f*, *mf*, *f*. Marking **E** above the staff.

65

Musical staff 65-70. Bass clef, 2/2 time signature. Dynamics: *mp*.

71

Musical staff 71-112. Bass clef, 2/2 time signature. Dynamics: *f*, *f*. Markings **F**, **G**, **H**, **I** above the staff. Fingerings: 2, 6, 12, 13, 6.

113

Musical staff 113-121. Bass clef, 2/2 time signature. Dynamics: *f*. Marking **I** above the staff. Fingering: 2.

122

Musical staff 122-126. Bass clef, 2/2 time signature. Dynamics: *f*. Marking **breiter** above the staff.

Ruhig bewegt **K**

127 (♩.=50) **5**

Musical staff 127-136. Bass clef, 6/8 time signature. Dynamics: *p* 3, *mf*, *p*.

137

Musical staff 137-142. Bass clef, 6/8 time signature. Dynamics: *p* 3.

143 **L**

Musical staff 143-147. Bass clef, 6/8 time signature. Dynamics: *p*. Marking **einleiten** above the staff. Marking **Im Zeitmaß 10** above the staff.

157 **M** Lebhafter

f *f* *ff* *p* *f*

167 **N**

p *ff*

178 **O** Wieder ruhig

ff *p* *pp*

Zeitmaß wie früher

190 ($\text{♩} = 100$)

P **Q** **R**

mf

228

f

234 **S**

241

247 **T**

ff *f*

254

mf *mp*

259 *p* U 2 6

269 **Lebhafter** (♩=120) V 10 *f mp* W

283 *f mf*

290

296 *f* X 4 4 2

312 *f* 3

318 **Y** *ff ff*

325 *f mf mf*

331 *ff* wenig verbreitern Im Zeitmaß