

Richard Strauss Aus Italien, Op. 16

Basso.

1. Auf der Campagna.

Andante, molto tranquillo.

The musical score is written for Bassoon in a single system with ten staves. It begins in the key of D major and common time (C). The tempo is marked 'Andante, molto tranquillo'. The score is divided into sections labeled A through F. Section A starts with a *pp* dynamic and includes the instruction 'A un poco vivo'. Section B is marked 'arco tranquillo' and *pp*. Section C features a *p* dynamic and 'arco' instruction. Section D includes 'accelerando' and dynamic markings from *dim.* to *f*. Section E is marked 'tranquillo' and *pp*. Section F is marked 'a tempo' and *ff*. The score concludes with a *pp* dynamic and 'pizz.' instruction. Various other markings include 'pizz.', 'cresc.', 'dim.', 'espress.', and 'un poco stringendo'.

Basso.

arco p p p cresc. arco p cresc. H p pizz. ff arco p dim. pp 1 **I** *riten.* *a tempo, ma molto tranquillo*

2. In Rom's Ruinen.

Fantastische Bilder entschwundener Herrlichkeit, Gefühle der Wehmut und des Schmerzes inmitten sonnigster Gegenwart.

Allegro, molto con brio.

pizz. arco p mf f ff dim. p p 1 **A** *vivo* arco p p 1 *mf* 1 *tranquillo* 1 **B** *vivo* arco p p cresc. ff cresc. ff

Basso.

C
ff
marcato
dim.

D₃
pp
pp
pp

dim. *pp* *pp*

E
ppp
p
p

F
cresc. *ff*

G
ff
p
cresc.

f *ff* *dim.* *p* 12

Basso.

The musical score for the Bassoon part consists of 13 staves of music. The notation includes various dynamics such as *p*, *cresc.*, *ff*, *f*, *dim.*, *pp*, *ppp*, *molto cresc.*, *molto*, *pizz.*, and *nif*. Performance instructions include *etwas ruhiger werdend.*, *tranquillo*, *immer ruhiger werdend*, and *1 P vivo Parco*. The score features several measures with rests and specific fingering or bowing indications like *H*, *K*, *L2*, *M 4*, *N*, *6 I 2*, and *1 Pivo Parco*. The piece concludes with a *nif* (fine) marking.

Basso.

ff *pizz.* *p*

arco *f* *cresc.*

ff *ff*

marc.

R 3 *dim* *pp* *pp*

pp

dim. *pp* **1**

S *ppp* *p* **2**

mf *f*

T *cresc.* *ff*

ff *p* **1** **1**

Basso.

cresc. *f* **U** *pizz. più vivo*
f *arco* *pizz.* *ff* *arco* *mf*
string: *f* *mf* *f* *mf* *a tempo*
cresc. *ff*
V *cresc.* *ff*
molto vivo
ff
marc. *ff*

3. Am Strande von Sorrent.

Andantino.
con sordini
 4 *pizz.*
pp
calando a tempo
 3 2 1 4 2 1
pp
a tempo
 11 **A** *arco*
pp
B *pizz.*
pp *mf* *p* *1 accel.*
cresc.
C *pizz.* 1 *cal. a tempo*
a tempo *arco*
f *pp* *pp* *pp*

Basso.

D arco
p *dim.* *pp*

E
pp

F
p *cresc.* *p* *pp*

G *pp* *ppp* *p* *pp*

H *pp* *cresc.* *pp* *cresc.* *pp*

I *pp* *pp*

K *pp* *cresc.* *f* *cresc.* *ff* senza sord.

L *ff* *ff* *dim.* *p* *pp* con sord.

M *pp*

a tempo arco *mf* *p* *calando* *dim.* *pp*

string. pizz. *1*

Basso.

4. FINALE. Neapolitanisches Volksleben.

Allegro molto.

6 arco
ff
pp
6
7
8
9
10
11
12
1
2
3
4
5
cresc.
mf
cresc.
f
cresc.
ff
pizz.
p
pp
pp
4
7
B arco
pp
mf
f
cresc.
ff
dim.
p
C 8 un poco calando a tempo
pizz.
pp
p
f
p
cresc.
D div. pizz. 1 2 3 4 5 6 7
ff ppp
6 div. pizz. 1 2 3 4 5 6 7
ppp
8 9 10 3 E 5 pizz. 5 arco
pp pp

Basso.

The musical score for the Bassoon part consists of ten staves of music. The key signature is one sharp (F#) and the time signature is 3/4. The score includes various dynamics such as *pp*, *f*, *ff*, *sf*, *dim.*, and *poco rit.*. It also features performance instructions like *pizz.*, *arco*, *stringendo*, and *a tempo*. The score is marked with several letters and numbers: **F 2**, **G 3**, **H 1**, **I Furioso.**, **K 2**, **L 4**, **M 1**, **N 1**, and **O 1**. The music includes a variety of rhythmic patterns, including eighth and sixteenth notes, and rests. The final measure of the piece is marked *poco rit.*

Basso.

O *a tempo*
ff

P 5 *pizz. calando a tempo* 5
fff *pizz. calando* 3 *a tempo* 3 *f*

Q *a tempo un poco calando a tempo*
pizz. ppp 3 8 1 *arco* 6 *arco* *f* *p*

R *cresc.* *ff* *p* 1 *pp*

pizz. 1 2

S 1 *pp* *pp*

T *f* 1 *cresc.*

ff

Basso.

U 4 *fff* *dim.*

V *pizz.* 1 *un poco accelerando* - 1

p *p*

W 1 6 2 *molto string.* *pizz.* *p* *cresc.*

arco 1 - **Presto.** 8

X 10 2 3 *f* *f*

Y *cresc.* *ff* *marcato*

Z *marc.* *pizz.* 3 *p*

cresc.

Aa 1 2 3 4 5 6 *arco* *f*

7 8 *marc.* *cresc.*

Bb 1 1 1 2 3 *ff*

4 5 6 7 8 1 **Prestissimo.** *ff*