

Beethoven — Symphony No. 5

Viola

Andante con moto $\text{♩} = 92$

p dolce *f*

p *f* *p*

p dolce

f *p* *cresc.* *f*

p dolce

pp

pp

Richard Strauss
Don Juan, Op.20

VIOLA

Allegro, molto con brio

ff

ff

ff

mf

ff

ff

fff

ff

f *ff* *pp*

tranquillo

p

1

Mendelssohn — Midsummer Night's Dream

VIOLA.

Scherzo.

Allegro vivace.

16

p

A

cresc.

5

B

cresc.

sf

V

sf

p

sf

2

3

4

5

C

pp

p

D

21

Detailed description: This is a musical score for the Viola part of Mendelssohn's Scherzo from A Midsummer Night's Dream. The score is written in 3/8 time and begins at measure 16. It consists of ten staves of music. The first staff starts with a treble clef, a key signature of one flat (B-flat), and a 3/8 time signature. The music is characterized by rapid sixteenth-note passages and dynamic markings such as *p* (piano), *cresc.* (crescendo), *sf* (sforzando), and *pp* (pianissimo). Section markers A, B, C, and D are placed above the staves. Measure numbers 16, 5, and 21 are also indicated. The score concludes with a double bar line at measure 21.

Shostakovich Symphony No.5

I

The image displays a page of musical notation for the first movement of Shostakovich's Symphony No. 5. The score is written in G major and 2/4 time. It consists of several staves of music. At the top right, there is a small treble clef staff with a key signature of one sharp (F#) and the instruction *p espress.* below it. The main score begins with a treble clef staff containing measures 16 and 17. Below this is another treble clef staff with measures 17 and 12. The lower portion of the page features six bass clef staves, each containing a sequence of measures. The first of these staves is labeled with measure 32 and includes the dynamic marking *ff*. The subsequent staves are labeled with measures 33, 34, and 35. The notation includes various rhythmic values, slurs, and accidentals, characteristic of Shostakovich's style.

Viola

cresc.
ritenuto

36 *Largamente*
fff

37

38 *molto*

ritenuto *a tempo con tutta forza*

rallentando *dim.* *p* **1**