

In assetto



Ruée

Vito Žuraj
2000

Clarinetto in Si \flat

pp* 5 3 fp

tr gl. ff pp* 3

tr tr tr tr f 5 fff

p 3 mf mp 3 3 f

p f 6 3 fp 6 f mp

sffzp mf 3 fp sffzp

ACCIDENTALS AFFECT ONLY THE NOTE IMMEDIATELY FOLLOWING!



The variable "y" represents the lowest, the constant "x" the highest tempo per quarter (displayed in number of beats per second) to be played in the region untill the next change of "x" and "y". The lines dotted between each set of "x" and "y" values indicate fine variations in tempo (accelerandi and ritenuti) between these two extremes. These prescribed tempi are intended as indications, the precise tempi being left to the performer's discretion.

Two types of cesura sign are printed: the "//" is approximately equal to the 16th rest (♩), the "/" to the 32nd rest (♩) - in the latter case merely to signify that individual portamenti are not be slurred together. The notes marked "Λ" should be played a little longer, those with "∞" considerably longer.

vibrato

mp *fp* *f* *p* *fff*

80

40

* The last 3 or 4 notes may be played so quietly, that the key slaps sound louder than notes themselves.

ca. 3'' *ca. 4''* *ca. 2''*

pppp *fff* *pppp* *ppp* *mf* *pppp* *pp* *mp* *pp*

pp *p* *pp* *sfzpp* *mp* *pp*

80

60

ca. 3''

* It is possible to replace C# with C_♯ in order to achieve a better trill.

pp *mf* *sfzp* *p* *mf* *pp*

92

72

100

60