

103 players 1,2 non vib.
fff molto intenso

players 3,4,5 non vib.
fff molto intenso

players 1,2 non vib.
fff molto intenso

players 3,4,5 non vib.
fff molto intenso

players 1,2 non vib.
fff molto intenso

player 3 non vib.
fff molto intenso

player 1 non vib.
fff molto intenso

players 2, 3 non vib.
fff molto intenso

non vib.
fff molto intenso

fff molto intenso

||

112 (2+3)

unis.

unis.

gliss.

f *fff*

116 (2+3) (players 1,2) (2+3)

Vln. I (players 3,4,5)

Vln. II (players 1,2) (players 3,4,5)

Vla. (players 1,2)

Vc. (player 3)

Db.

f *fff*

120 (2+3) accel. rit. (div.)

Vln. I (players 1,2) *p* *fff* (div.)

(players 3,4) *p* *fff* (div.)

player 5 *p* *fff*

Vln. II (players 1,2) *p* *fff*

(players 3,4) *p* *fff*

player 5 *p* *fff*

Vla. (players 1,2) *p* *fff* molto sul pont.

player 3 *p* *fff* molto sul pont.

Vc. *sffp* *fff*

Db. *sffp* *fff*

a tempo (♩ = 72)

125

(players 1,2.)

p < *fff* *p* < *fff* *p* < *fff* *p* < *fff* *p* < *fff* *p* < *fff* *f* *p* < *fff* *p* < *fff* *p* < *fff* *p* < *fff*

(players 3,4)

p < *fff* *p* < *fff* *p* < *fff* *p* < *fff* *p* < *fff* *p* < *fff* *f* *p* < *fff* *p* < *fff* *p* < *fff* *p* < *fff*

(player 5)

p < *fff* *p* < *fff* *p* < *fff* *p* < *fff* *p* < *fff* *p* < *fff* *f* *p* < *fff* *p* < *fff* *p* < *fff* *p* < *fff*

(players 1,2.)

p < *fff* *p* < *fff* *p* < *fff* *p* < *fff* *p* < *fff* *p* < *fff* *p* < *fff* *p* < *fff* *p* < *fff* *p* < *fff* *p* < *fff*

(players 3,4)

p < *fff* *p* < *fff* *p* < *fff* *p* < *fff* *p* < *fff* *p* < *fff* *p* < *fff* *p* < *fff* *p* < *fff* *p* < *fff* *p* < *fff*

(player 5)

p < *fff* *p* < *fff* *p* < *fff* *p* < *fff* *p* < *fff* *p* < *fff* *p* < *fff* *p* < *fff* *p* < *fff* *p* < *fff* *p* < *fff*

unis. norm.

fff 6 6

unis.

fff 6 6

fff 6 6

128

(2+3)

p < *fff* *p* < *fff* *f* *p* < *fff* *p* < *fff* *sim.*

p < *fff* *p* < *fff* *f* *p* < *fff* *p* < *fff* *sim.*

p < *fff* *p* < *fff* *f* *p* < *fff* *p* < *fff* *sim.*

fff *p* < *fff* *p* < *fff* *sim.* *p* < *fff* *p* < *fff* *sim.*

fff *p* < *fff* *p* < *fff* *sim.* *p* < *fff* *p* < *fff* *sim.*

fff *p* < *fff* *p* < *fff* *sim.* *p* < *fff* *p* < *fff* *sim.*

6 6 6 6 3

6 6 6 6 3

6 6 6 6 3

131

(players 1,2,)

(players 3,4)

(player 5)

(players 1,2,)

(players 3,4)

(player 5)

Vln. I

Vln. II

Vla.

Vc.

Db.



133

Vln. I

Vln. II

Vla.

Vc.

Db.

135

Vln. I

Vln. II

Vla.

Vc.

Db.

fff furioso

||

137

Vln. I

Vln. II

Vla.

Vc.

Db.