

Flötenstimme

# I. Prélude

Herbert BAUMANN

Andante ♩ = 80

4

7

10

12

14

16 *8va*

18 (*8va*)

20

22

25

28

31

8va-----

(8va)-----

33

(8va)-----

35

38

41

3 3 3 3 3 3 3 3 3 3 3

44

8va-----

3 3

(8va)-----

47

3 3 3 3 3 3 3 3 3 3 3

(8va)-----

49

3 3 3 3 3 3 3 3 3 3 3

51

3 3 3 3 3 3 3 3 3 3 3

54

3 3 3 3 3 3 3 3 3 3 3

57

3 3 3 3 3 3 3 3 3 3 3

60

rit.-----

3 3 3 3 3 3 3 3 3 3 3

# II. Andante cantabile

Flöte

Herbert BAUMANN

8va-----

7 (8va)-----

13 (8va)-----

20 (8va)-----

26 3 8va-----

35 (8va)-----

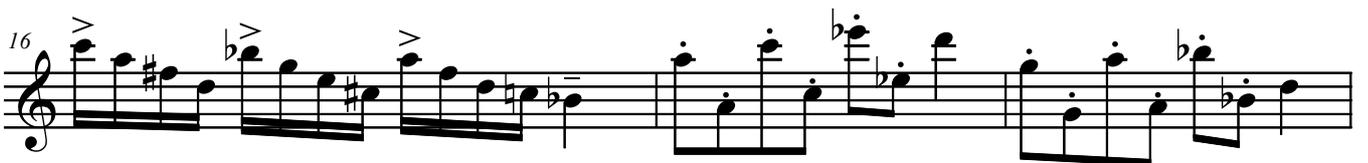
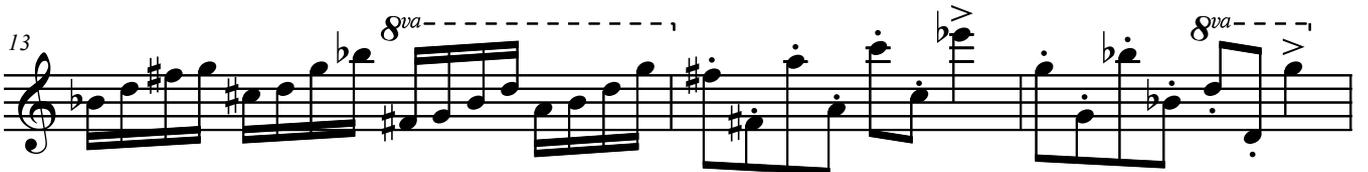
41 (8va)-----

48 (8va)-----

Flöte

# III. Scherzo

Herbert BAUMANN



21

Musical staff 21: Treble clef, starting with a treble clef and a key signature of one sharp (F#). The staff contains a sequence of eighth and sixteenth notes with various accidentals (sharps, flats, naturals) and accents (>). A first ending bracket spans the final two measures, with a second ending bracket below it.

24

Musical staff 24: Treble clef, continuing the key signature of one sharp. The staff features a series of eighth notes with accents (>) and a "pva" marking above a dashed line. The staff concludes with a few notes and a final accent.

27

Musical staff 27: Treble clef, continuing the key signature of one sharp. The staff contains eighth notes with various accidentals and accents (>).

29

Musical staff 29: Treble clef, continuing the key signature of one sharp. The staff features eighth notes with accents (>) and a "pva" marking above a dashed line.

32

Musical staff 32: Treble clef, continuing the key signature of one sharp. The staff contains eighth notes with various accidentals and accents (>).

35

Musical staff 35: Treble clef, continuing the key signature of one sharp. The staff contains eighth notes with various accidentals and accents (>).

37

Musical staff 37: Treble clef, continuing the key signature of one sharp. The staff contains eighth notes with various accidentals and accents (>).

39

41

43

45

47

rit ----- a tempo

50

53

