

Mirapuru

Horn II in F

H. Villa-Lobos

Moderato

Poco adagio (♩ = ca. 40)

Musical score for Horn II in F, Moderato section. The score consists of five staves. The first staff begins with a treble clef, a 4/4 time signature, and a key signature of one flat (F major/D minor). It starts with a dynamic marking of *ff* and a fermata. The second staff has a dynamic marking of *mf* and a circled number 1. The third staff continues the melody. The fourth staff has a circled number 2 and a dynamic marking of *ff*. The fifth staff has a circled number 3, a dynamic marking of *sfzpp*, and a *rit.* marking. The section ends with a double bar line.

Repeat a few times, ad lib.

Tempo di marcia

poco a poco più animato

(♩ = ca. 152)

Musical score for Horn II in F, Tempo di marcia section. The score consists of two staves. The first staff has a treble clef, a 2/4 time signature, and a key signature of one flat. It starts with a dynamic marking of *mf* and a circled number 2. The second staff has a circled number 4 and a dynamic marking of *mf*. The section ends with a double bar line.

animando poco a poco

V.S.

2
Hr. II

f

5

cresc.
ff

Modto
Poco adagio
ff
mf
4

1 bis
mf

2 bis
ff

3 bis

sfz
rit.
Tempo di marcia poco a poco più animato
1
mf

6
mf

3
Hr. II

animando poco a poco

2 4 bis 4

f

5 bis

cresc. **f**

2 3 **morendo poco a poco e rall.** 3

6 Allegro non troppo, ben ritmato (♩ = ca. 152) 7 meno mosso

rall. 1 a tempo 11 7 bis 1 meno mosso 2

rall. poco a poco 4 8 6 rall. 1

9 Meno mosso e calmo (Come prima) 8 Hns. III. IV. affrett. a tempo

4
Hn. II

rit 10 a tempo

1

mf p

11 12 Più mosso

pp f

allarg. 3 Allegretto (poco animato)

sffz cresc. mf

4 Più mosso

mf

5
Hr.H

15 Più mosso (ancora)

16

17

15

18

5

18 bis

19

rall. poco a poco

20 Moderato

6
Hn. II

21 6 Hn. I

mf *cresc.*

22 Grandioso

mf *cresc. poco a poco*

cresc. *allarg. poco a poco*

23

fff *rall. poco a poco*

Allegretto deciso Più mosso

fff *rall. poco a poco*

24 a tempo Hn. I Adagio 25

p *rit.*

dim. e rall. poco a poco

pp *Play*