



hold until  
subtone sounds

Aggressively, at constant tempo unless indicated

♩ = 80 rough, scratchy

ff f

5 *ff* *p* *mp* *ff* *p sub.*  
spicc. ord. gl. 3 3

9 *ff* *p* *mf* *mf*  
spicc. ord. 3 3 3

13 *mf*

16 *mp* *mf* *f* *mp*  
arco gliss. 3 gl. sul A gl. 3 sul D V

# pice

Violin

ord. gliss. gl. gl. *ff* *mf*

The first system of music is in 3/4 time. It begins with a series of eighth notes, followed by a glissando (gl.) over a group of notes. The dynamics range from fortissimo (*ff*) to mezzo-forte (*mf*). There are triplets of eighth notes at the end of the system.

ord. 3 3 spicc. spicc. ord. *f* *fp cresc.*

The second system is in 4/4 time. It features a series of eighth notes, followed by two triplet eighth notes. The dynamics range from forte (*f*) to fortissimo piano (*fp*) with a crescendo (*cresc.*). There are spiccato (spicc.) markings above some notes.

3 *f* 3 3 *ff* sul A half-stopped

The third system is in 4/4 time. It contains several triplet eighth notes. The dynamics range from forte (*f*) to fortissimo (*ff*). The system concludes with a note marked "sul A half-stopped".

*f* *f*

The fourth system is in 4/4 time. It features a series of eighth notes, followed by a half note. The dynamics range from forte (*f*) to fortissimo (*f*).

half-stopped gliss. *f* *mp* *f* *mp* *f* gl. gl.

The fifth system is in 4/4 time. It begins with a half-stopped glissando (gliss.) over a group of notes. The dynamics range from forte (*f*) to mezzo-piano (*mp*) and back to forte (*f*). There are glissando (gl.) markings above some notes.