

Antonín Dvorák
Symphony No. 6 in D Major, Op. 60

Pauken.

D.A.
Allegro non tanto.

I. *un poco più animato*

A Tempo I. 8 **B** 32

C 31 *Hoboe* *Viol.* 32 33 34 35 36 37 38 39 *pp*

6 7 8 1 2. 8 4 2 3 4 5 6 7 *ppp*

20 **D** 50 **E** 14 15 16 17 18 19 20 *ff*

Basspos. u. Tuba. **F** *Più tranquillo.*

14 15 16 17 18 *ff*

Bass. *Poco animato.* *Viol.* 11 3 24 **G** 18 19 20 21 22

pp *p* *pp*

G 13 **H** 7 22 *pp*

5 **I** 5 *f* *cresc.*

accelerando 5 1 2 3 *f*

1 5 6 7 8 4 2 3 4 5 6 5

Pauken.

ff
K 14
ff
f
p — *pp*
poco sostenuto 10
in tempo
dim.

in B. F.
Adagio.

II.

Poco più animato.

Tempo I.

34 A 38 B 16 C 6 6
Hörner in F. *rit.*
tr tr tr tr tr
ff *f* *f* *f* *f*
Flote
D 27 E 24
25 26 27 28 29
ritard.
Fin tempo
Solo
pp *pp* *pp* *mf* *f*
16
Hoboe
17 18
ff

III. SCHERZO. (Furiant).

in D. A.
Presto.

2 tr 2
f
tr 16 tr 75
p — *f*
Tromp. in D.
76 77 78
79 80 81 82 83
f — *ff* *grandioso*
2 2
f
p *dimin.*
attacca Trio.

Trio.

Poco meno mosso.

Pauken.

43 Viol. 44 45 46 47 pp pp

42 Viol. 43 44 45 46 p mf

16 p

Tempo I. (Presto.)

f f

16 75 Tromp. in D. 76 77 78 79 p f

80 81 82 83 f ff grandioso

2 poco a

poco accelerando

in D.A.

Allegro con spirito.

IV. FINALE.

24 ff

A Tempo I.

ff grandioso

9 p cresc. f

2 B 12 Flöt. 10

f p f f f f f

10 f f f f C 7

Pauken.

The musical score for Percussion (Pauken) is written in bass clef and includes the following elements:

- Staff 1:** Starts with a trill (tr) and a series of notes. Dynamics include *f*. Rehearsal mark 6.
- Staff 2:** Features a trill and notes. Dynamics include *ff*, *f*, and *pp*. Rehearsal mark 36. Key signature change to D major.
- Staff 3:** Includes notes and rests. Dynamics include *f*. Rehearsal marks 21, E, 37, F, and 7. A Violin part is indicated.
- Staff 4:** Contains notes and rests. Dynamics include *f* and *ff*. Rehearsal marks 1, 1, and 15.
- Staff 5:** Starts with a trill and notes. Dynamics include *ff*, *ritard.*, *ff*, *p dim.*, and *pp*. Rehearsal marks 1, 2, 3, 4, 5, 6, 7, and 5. Tempo change to *in tempo*.
- Staff 6:** Features notes and rests. Dynamics include *pp*, *f*, and *f*. Rehearsal marks 30 and 4.
- Staff 7:** Includes notes and rests. Dynamics include *f*. Rehearsal marks 5, H, 12, Fl. 8, and 1.
- Staff 8:** Contains notes and rests. Dynamics include *f* and *ff*. Rehearsal marks 8, 1, and 10.
- Staff 9:** Features notes and rests. Dynamics include *f* and *ff*. Rehearsal marks 3, 3, 3, and 3.
- Staff 10:** Starts with a trill and notes. Dynamics include *f*. Rehearsal mark 6. Tempo change to *Presto.*
- Staff 11:** Includes notes and rests. Dynamics include *ff* and *f*. Rehearsal marks 23, K, 10, 3, and 12.
- Staff 12:** Features notes and rests. Dynamics include *f* and *ff*. Rehearsal marks 9 and L.
- Staff 13:** Contains notes and rests. Dynamics include *ff*. Rehearsal marks 9, 2, and 2. Tempo change to *ritard.*
- Staff 14:** Starts with a trill and notes. Dynamics include *ff*. Rehearsal marks 1, 2, 3, 4, 5, and 6. Tempo change to *in tempo*.