

Paul Dukas

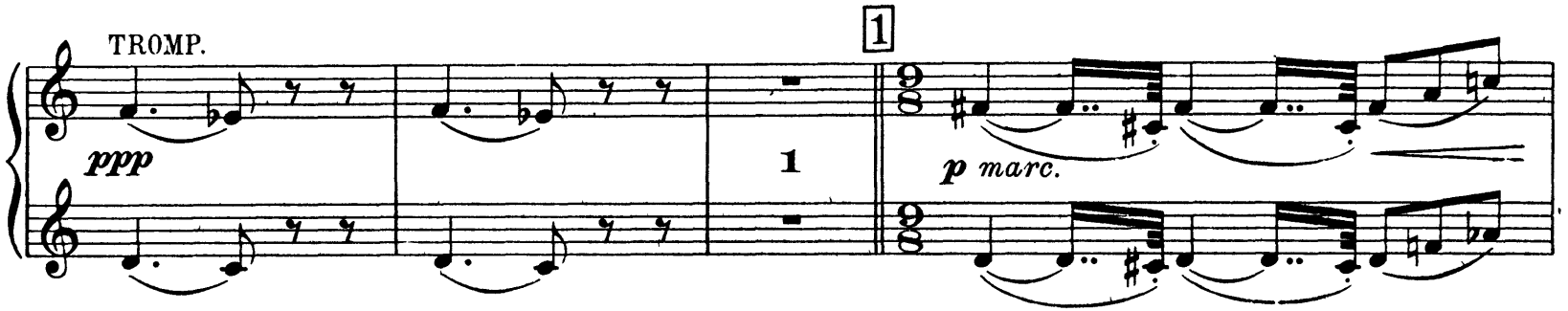
La Peri

1^{re} & 2^e TROMPETTES

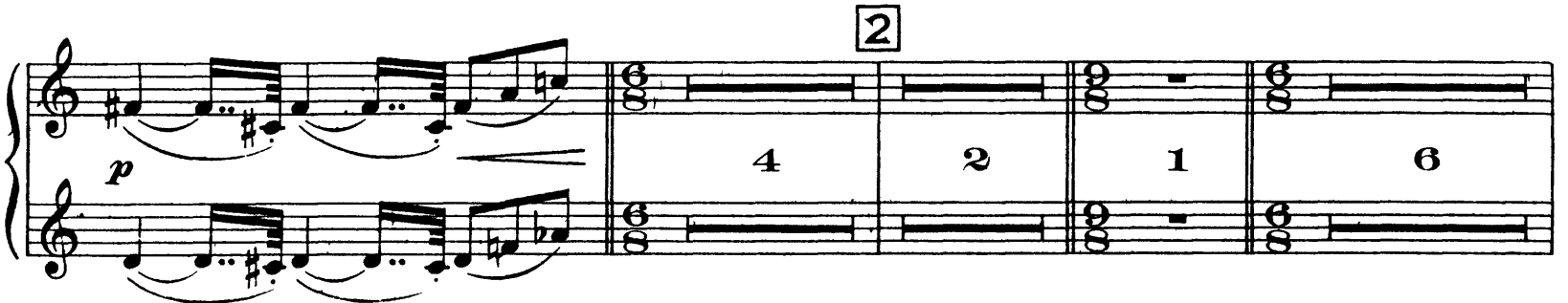
En UT **Lent** Cors



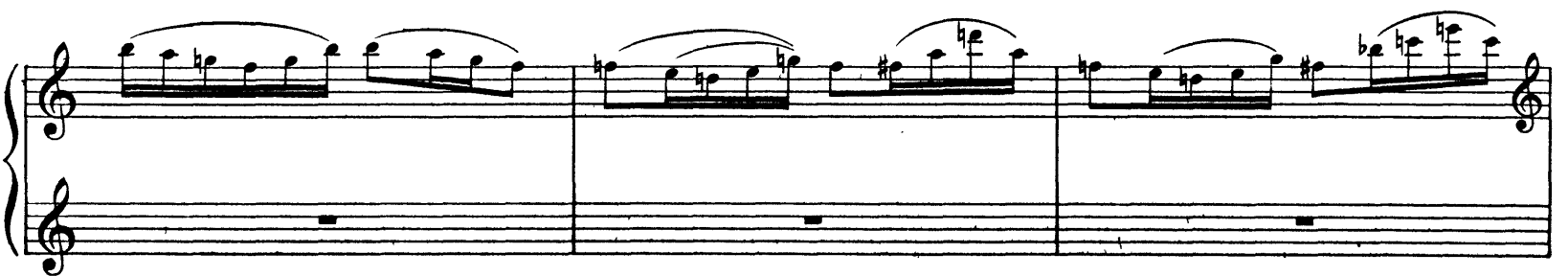
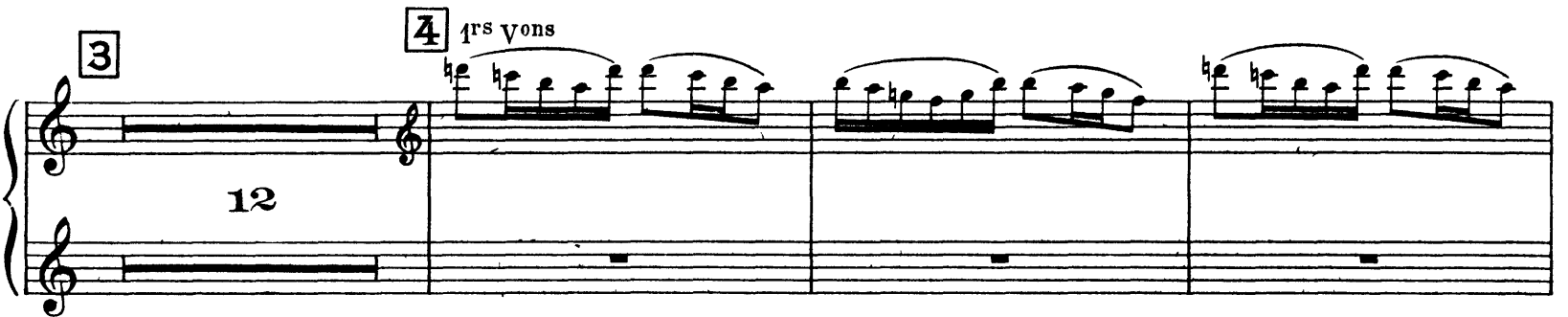
TROMP. *ppp* **1** *p marc.*



p **2** 4 2 1 6



3 **4** 1^{rs} vons 12



1^{re} & 2^e TROMPETTES

TROMP. **5**

Fl. **Un peu élargi**
TROMP. *p marc.*

Retenu **6** **Mouvt du début (Un peu moins lent)**

1^{rs} Vons 2^{ds} Vons *pp*

TROMP. *ppp* 5 *f* 3

En serrant le mouvt 1^{rs} Vons

1^{re} & 2^e TROMPETTES

7 Modérément animé ♩ = 110

TROMP.

The musical score consists of six systems, each with two staves. The first system includes dynamic markings *f* and *sf*. The second system includes *f* and *sf*. The third system features two measures with triplets. The fourth system features two measures with triplets. The fifth system includes *f* and *sf*. The sixth system includes *f* and *sf*. The score is written in 4/4 time and includes various musical notations such as slurs, accents, and dynamic markings.

First system of musical notation for the 1st and 2nd Trumpets. It consists of two staves. The upper staff contains a melodic line with two triplet markings (indicated by a '3' above the notes). The lower staff contains a bass line with corresponding triplet markings. The music is in 3/4 time and features a key signature of one sharp (F#).

Second system of musical notation for the 1st and 2nd Trumpets. It consists of two staves. The upper staff continues the melodic line with triplet markings. The lower staff continues the bass line with triplet markings. The music is in 3/4 time and features a key signature of one sharp (F#).

Third system of musical notation for the 1st and 2nd Trumpets. It consists of two staves. The upper staff features a melodic line with a dynamic marking of *f* (forte) at the beginning. The lower staff provides a bass line. The music is in 3/4 time and features a key signature of one sharp (F#).

Fourth system of musical notation for the 1st and 2nd Trumpets. It consists of two staves. The upper staff features a melodic line with a dynamic marking of *f* at the beginning and a sextuplet marking (indicated by a '6' above the notes). The lower staff provides a bass line with triplet markings. The music is in 3/4 time and features a key signature of one sharp (F#).

Fifth system of musical notation for the 1st and 2nd Trumpets. It consists of two staves. The upper staff features a melodic line with a dynamic marking of *f* at the beginning and *sf* (sforzando) later in the system, and a sextuplet marking. The lower staff provides a bass line with triplet markings. The music is in 3/4 time and features a key signature of one sharp (F#).

Sixth system of musical notation for the 1st and 2nd Trumpets, starting at measure 8. It consists of two staves. The upper staff begins with a boxed measure number '8' and contains the instruction *Serrez légèrement* (tighten slightly), followed by *En calmant* (while softening) and *Plus élargi* (more expanded). The lower staff contains dynamic markings of *f*, *dim.* (diminuendo), and *p* (piano). The system concludes with two measures marked with the numbers '2' and '3' above the notes. The music is in 3/4 time and features a key signature of one sharp (F#).

1^{re} & 2^e TROMPETTES

DANSE

Modéré avec souplesse ♩.:46

1^{rs} Vons

10

p

9

TROMP.
Sourdine

mf

1

10

mf

2

1

mf

1

mf 2^e mettez la Sourdine

mf *espress.*

1

p

1

11

p

pp

pp

Un peu plus animé ♩.:52

Solo

3

p *espress*

pp *dolciss.*

Ôtez les Sourdines

1^{re} & 2^e TROMPETTES

12

1^{rs} Vons

Animez un peu par degrés

TROMP.

Sans Sourdine

p

p

1

p

1

13

Assez En calmant (Sans ralentir vif)

H^{tb}

mf

1

mf

1

4

mf

le mouvt principal)

Sourdine

14

Serrez un peu

TROMP. Solo

pp

mf

dim.

Sourdine

Cédez légèrement

Comme précédemment

1

p

pp

3

mf

1^{re} & 2^e TROMPETTES

H^{tb} *mf* **TROMP.** *pp* Sourdine

mf Sourdine *dim.* *mf* Cédez légèrement

14^{bis} Animez par degrés *schertz.* 4 Ôtez les Sourdines

1 *p*

p schertz. *cresc.* *p*

cresc. *più f* **15** 3 4

1^{re} & 2^e TROMPETTES

Bons, Cor Ang. De plus en plus
TROMP.

mf *mf marc.*

animé

cresc. *f cresc.* *ff* *mf*

mf *f cresc.* *ff* Tromb.
f

mf *f cresc.* *ff* *f*

16 Un peu plus animé
TROMP.

pù f légèrement *cresc.* *f cresc.*

ff *f* *cresc.* *f cresc.*

Serrez **17**

f *1* *mf cresc.* *1* *pù f* *4*

1^{re} & 2^e TROMPETTES

18 Cédez un peu Au mouvt Cédez

ff espress.

Au mouvt En retenant graduellement

f *mf* *dim.*

19 Plus lent Lent

p

1 8 1
Mettez la Sourdine

19bis Très lent, expressif et

F1

1 1 2 2

soutenu En animant un peu

TROMP.

p espress.

Cédez **Animez** **Au mouvt** **Cédez**

1 *pp* *p espress.* *p*

Animez **20 Soli** **Lent**

pp *pp* **20 Soli** **Lent**

Cédez

1 1

21 **Au mouvt**

1 *pp* 1

Retenu **Au mouvt**

pp 1 3 *pp*

Paul Dukas
La Peri

3^e TROMPETTE

Lent

En UT Cors

TROMP.

ppp *p marc.*

p

Cors

TROMP.

p

Fl. **Un peu élargi**
TROMP.
p marc.

Retenu **Mouv^t du début (Un peu moins lent)**

ppp

2^{ds} Vons

TROMP.

ppp *f*

En serrant le mouv^t
1^{rs} Vons

3^e TROMPETTE

Modérément animé ♩ : 110

7 TROMP. *f*

8 Serrez légèrement *f*

En calmant *dim.* *p* Plus élargi 2 3 6 8

DANSE Modéré, avec souplesse ♩ : 46 9 6 10 4 1^{re} & 2^e Tromp.

1^{re} Tromp. 11 TROMP. *pp*

Un peu plus animé 8 ♩ : 52

12 14 8 13 Assez vif (Sans ralentir le mouv't principal) pte Fl. 1 1

3^e TROMPETTE

Cl. 1^{re} Tromp.

14 Serrez un peu TROMP. Cédez légèrement Comme précédemment

mf Sourdine *dim.* *mf* *dim.* 2 4 H^{tb}

1^{re} Tromp. Sourdine Serrez un peu TROMP. *mf* *dim.*

Cédez légèrement **14bis** Animez par 4 degrés

mf Ôtez la Sourdine

1^{re} & 2^e Tromp. Cors TROMP *p*

p scherz

cresc. *p* *cresc.* *più f*

15 Bons Cor Ang 3 4

Bons De plus en plus animé TROMP. *mf*

1 5 *mf*

3^e TROMPETTE

16 Un peu plus vif
TROMP.
più f légèrement

17 Serrez
f

18 Cédez un peu Au mouv^t
mf cresc. ff

Cédez Au mouv^t
ff

19 Plus lent Lent
p
Mettez la Sourdine

19bis Très lent, expressif et soutenu
Fl

En animant un peu
TROMP
Sourdine
Animez Cédez Au mouv^t
pp p espress.

Cédez Animez Cédez **20** Lent Soli
p pp

Cédez

21 Au mouv^t Retenu Au mouv^t
pp