Bruckner, Anton
VI [Sechste] Symphonie

· UNIVERSAL-EDITION ·

№ 425

THIS ITEM HAS BEEN
PERMANENTLY WITHDRAWN
FROM CIRCULATION.
Suitable substitutes should be
available in the collection.

ANTON BRUCKNER

VI.

SYMPHONIE

A DUR - LA MAJEUR - A MAJOR.

JOSEF SCHALK

VI.

SYMPHONIE

FÜR

GROSSES ORCHESTER

VON

ANTON BRUCKNER

KLAVIERAUSZUG zu VIER HÄNDEN.

ARRANGIERT
VON

JOSEF SCHALK.

EIGENTHUM DES VERLEGERS
AUFFÜHRUNGSRECHT VORBEHALTEN

WIEN
LUDWIG DOBLINGER
(BERNHARD HERZMANSKY)

IN DIE „UNIVERSAL-EDITION" AUFGENOMMEN.

BUDAPEST
RÓZSAVÖLGYI ÉS TÁRSÁNÁL

POZSONY
STAMPFEL KÁROLYNÁL

FÜR DEUTSCHLAND BEI
HERMANN SEEMANN
NACHFOLGER
LEIPZIG

SOLE AGENTS FOR
GREAT BRITAIN AND THE COLONIES
LONDON
E. ASCHERBERG & Co
46, BERNERS STREET W.

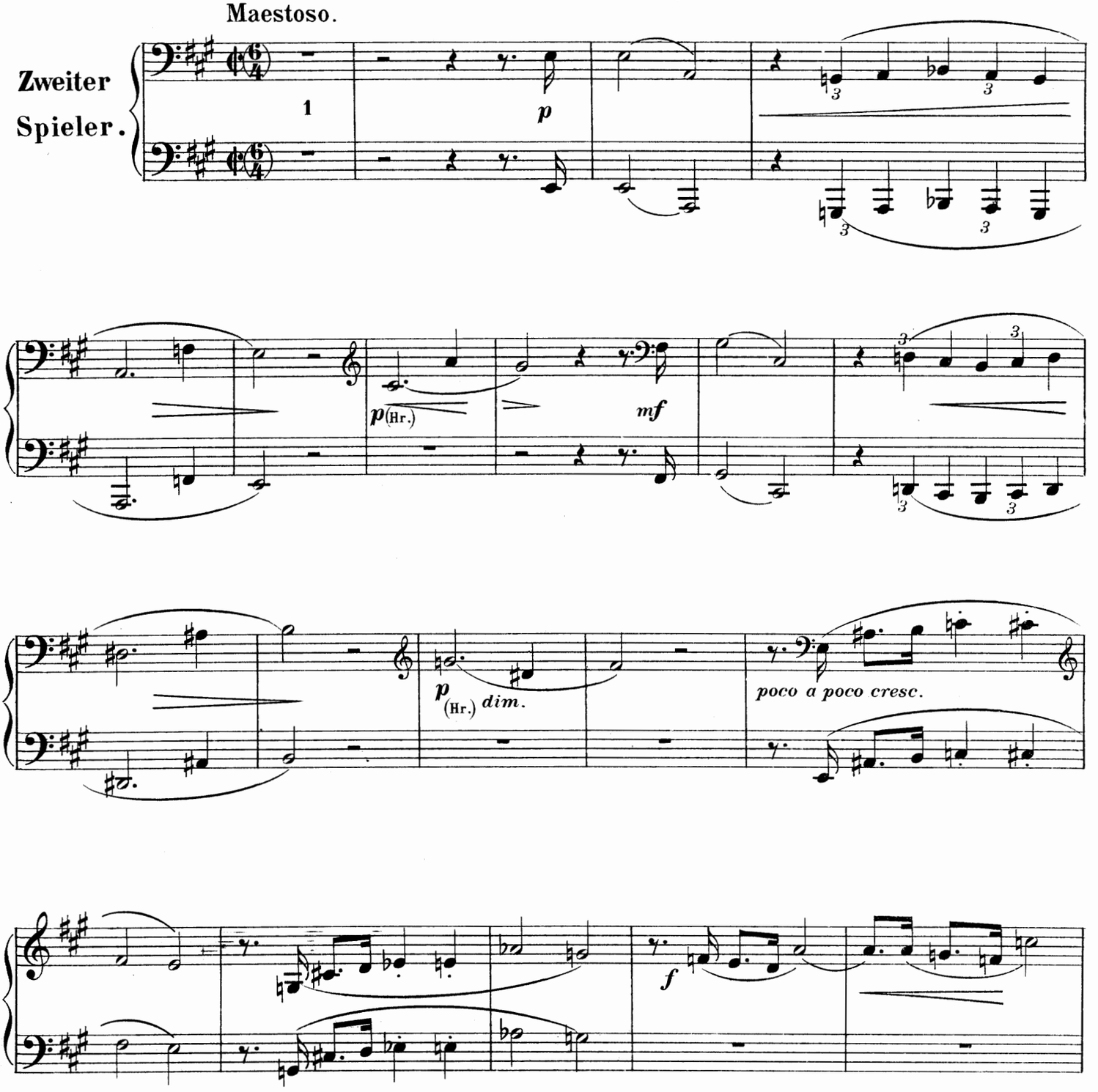
SYMPHONIE No. 6

von

Anton Bruckner.

I.

Bearbeitung für Klavier zu vier Händen von Josef Schalk.



Aufführungsrecht vorbehalten.

Stich und Druck von Jos. Eberle & Co Wien VII

D. 2301.

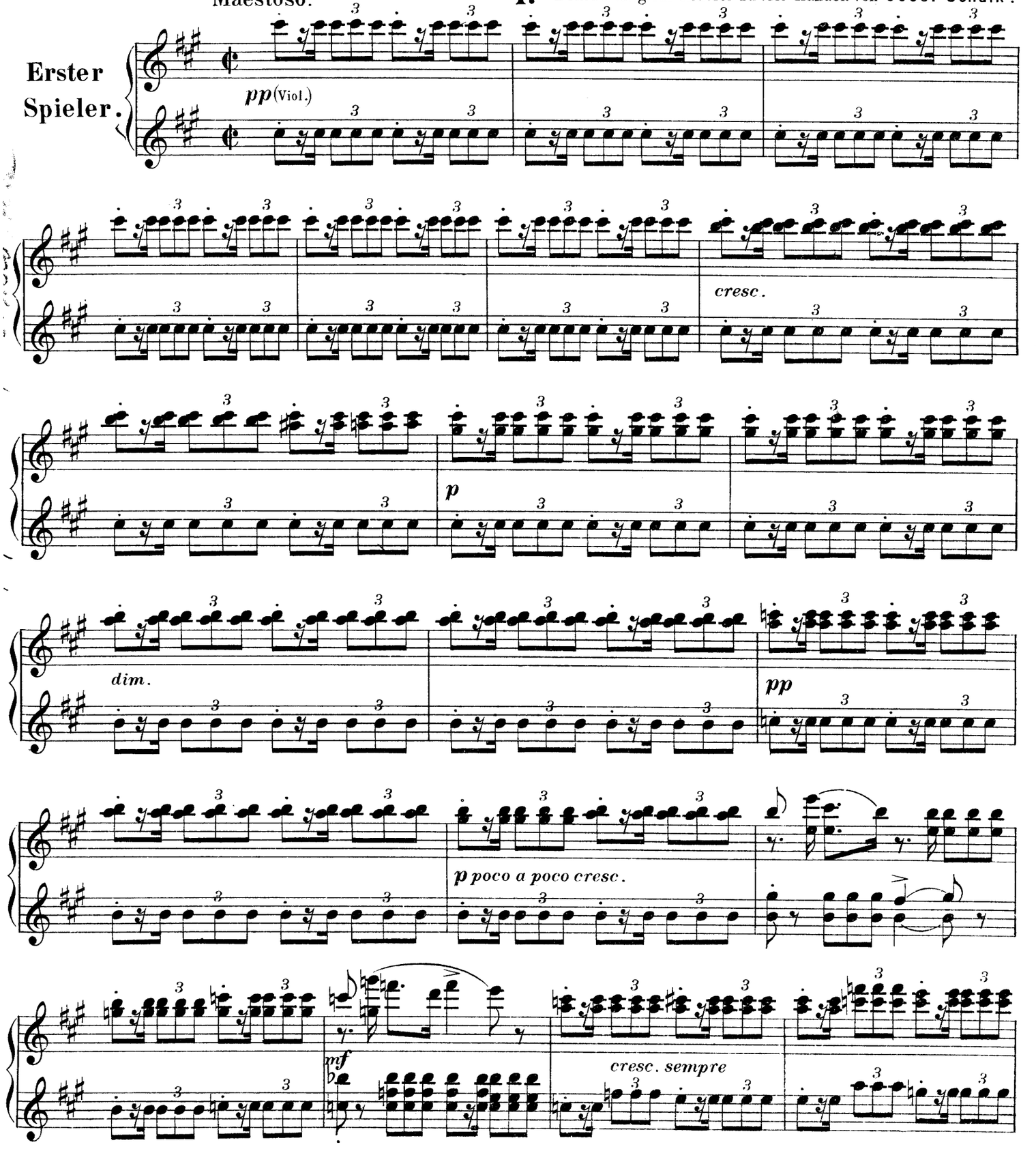
SYMPHONIE No. 6

von

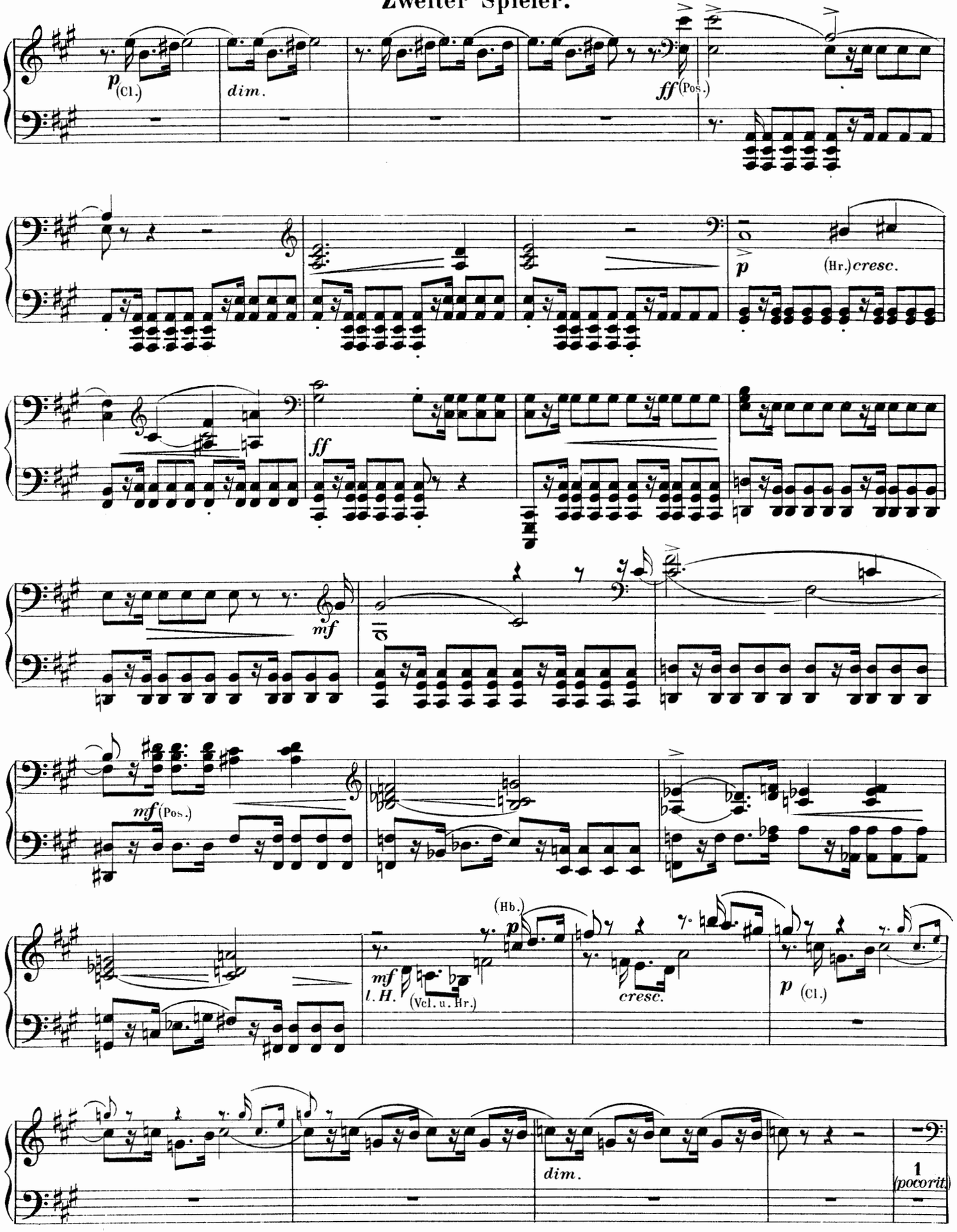
Anton Bruckner.

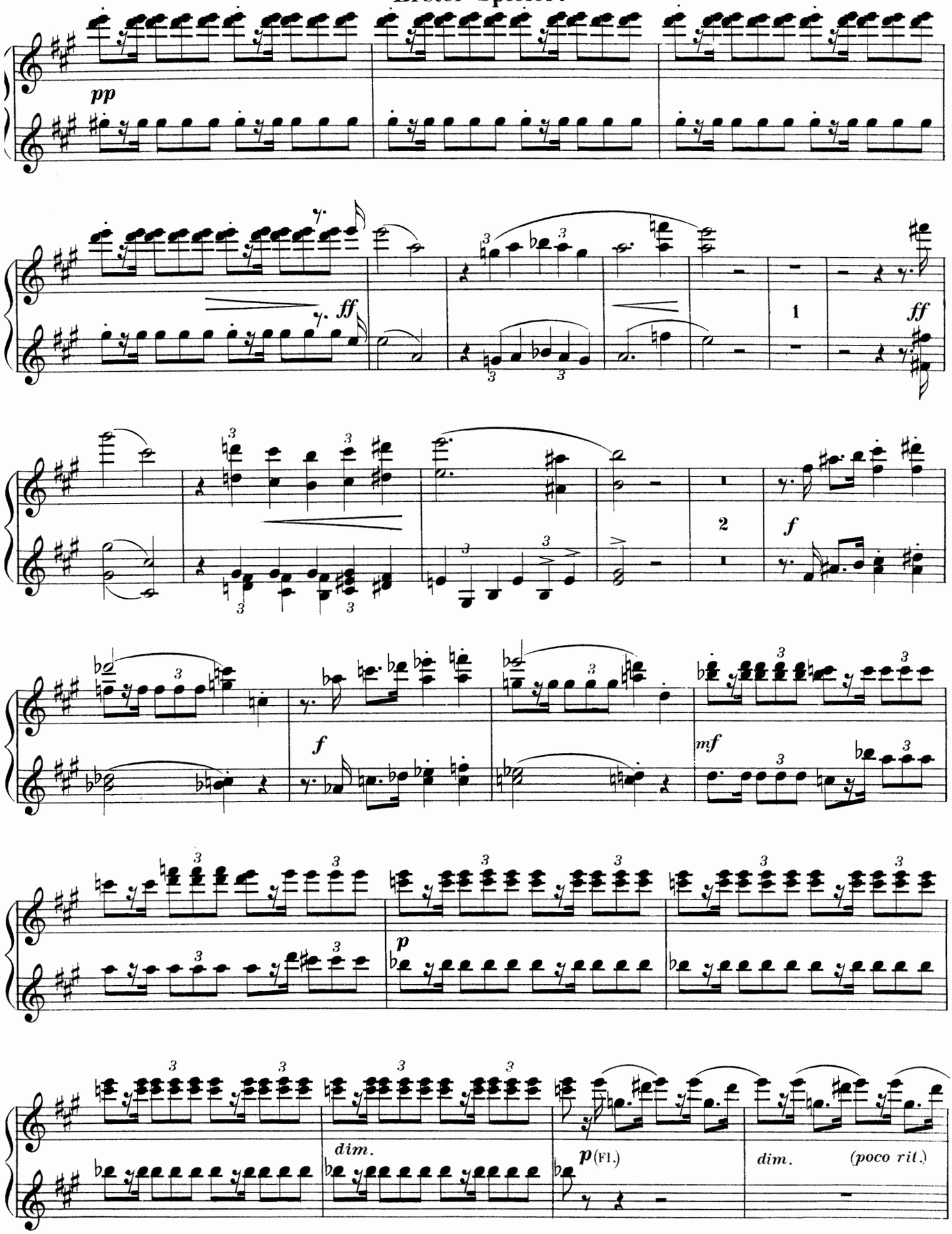
Storage
M
209
.B88
no. 6
1900z

Maestoso. **I.** Bearbeitung für Klavier zu vier Händen von Josef Schalk.



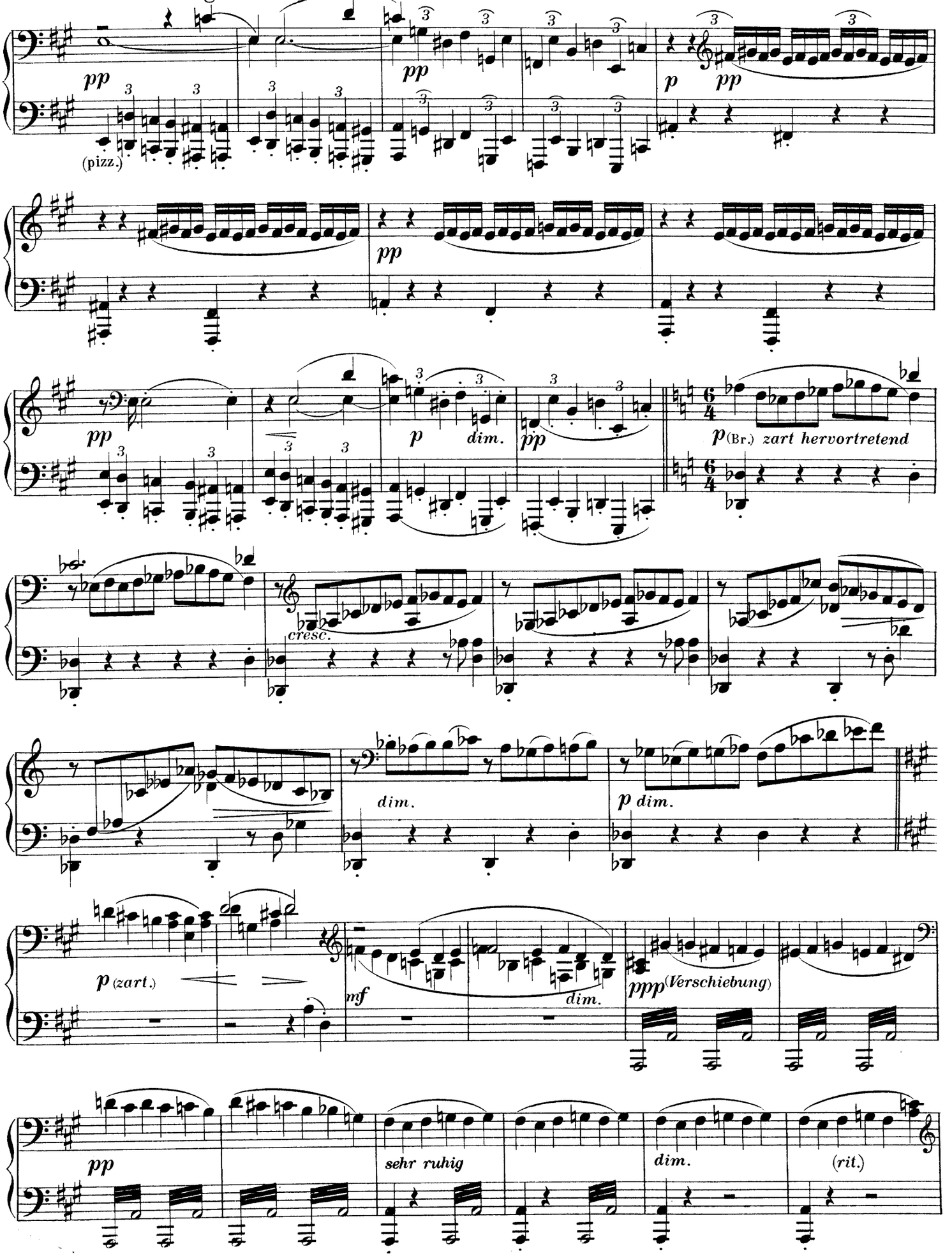
Zweiter Spieler.



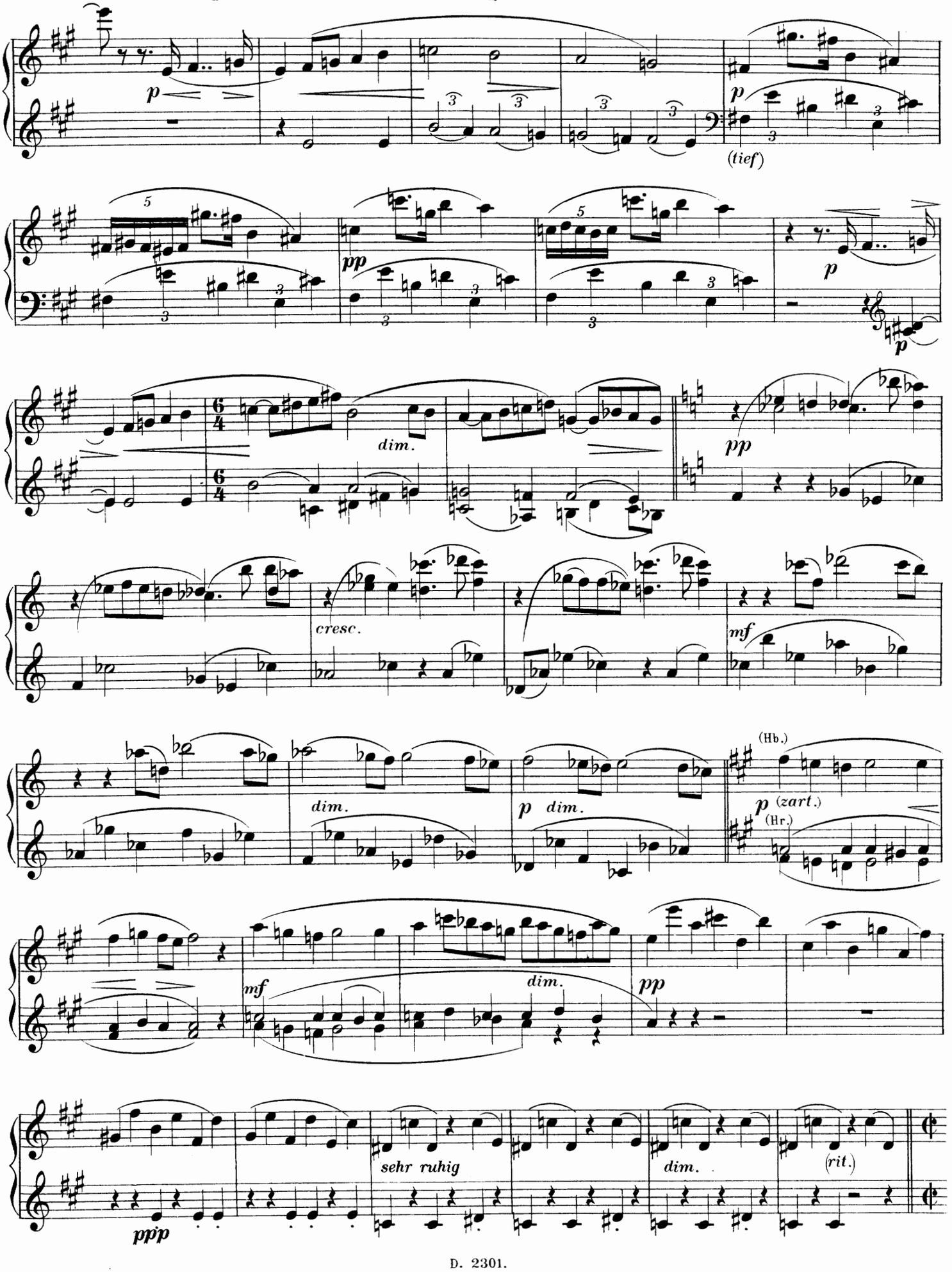

pp
ff
1
ff
2
f
f
mf
p
dim.
p (Fl.)
dim.
(poco rit.)

Bedeutend langsamer.

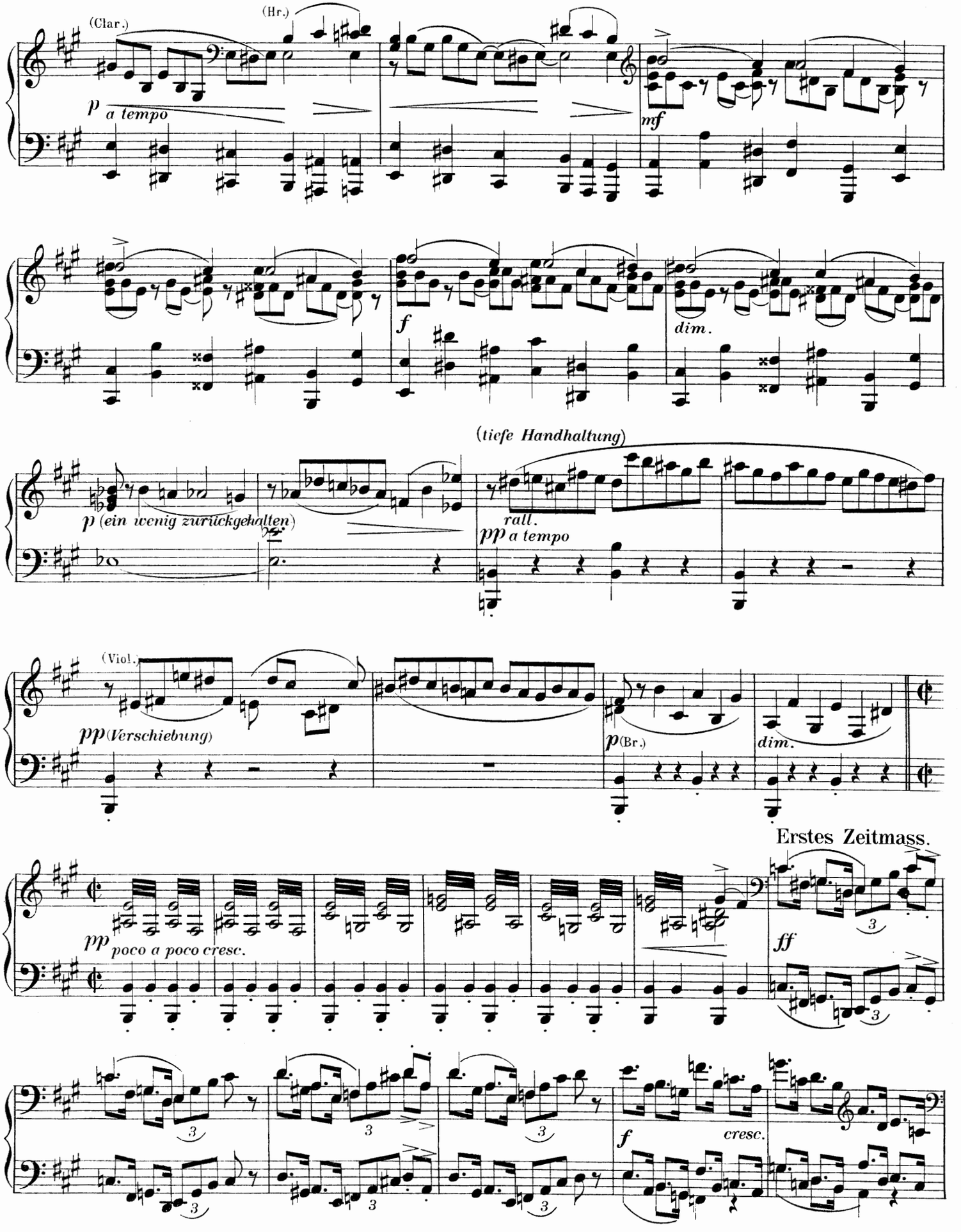
Zweiter Spieler.



Bedeutend langsamer. **Erster Spieler.**



Zweiter Spieler.



Erster Spieler.

a tempo *mf*

f *dim.*

(ein wenig zurückgehalten) *dim.*

p

(Fl.) *p* *a tempo*

(hohe Handhaltung.)

(Viol.) *pp*

p (Vcl.)

dim.

poco a poco cresc.

p

cresc.

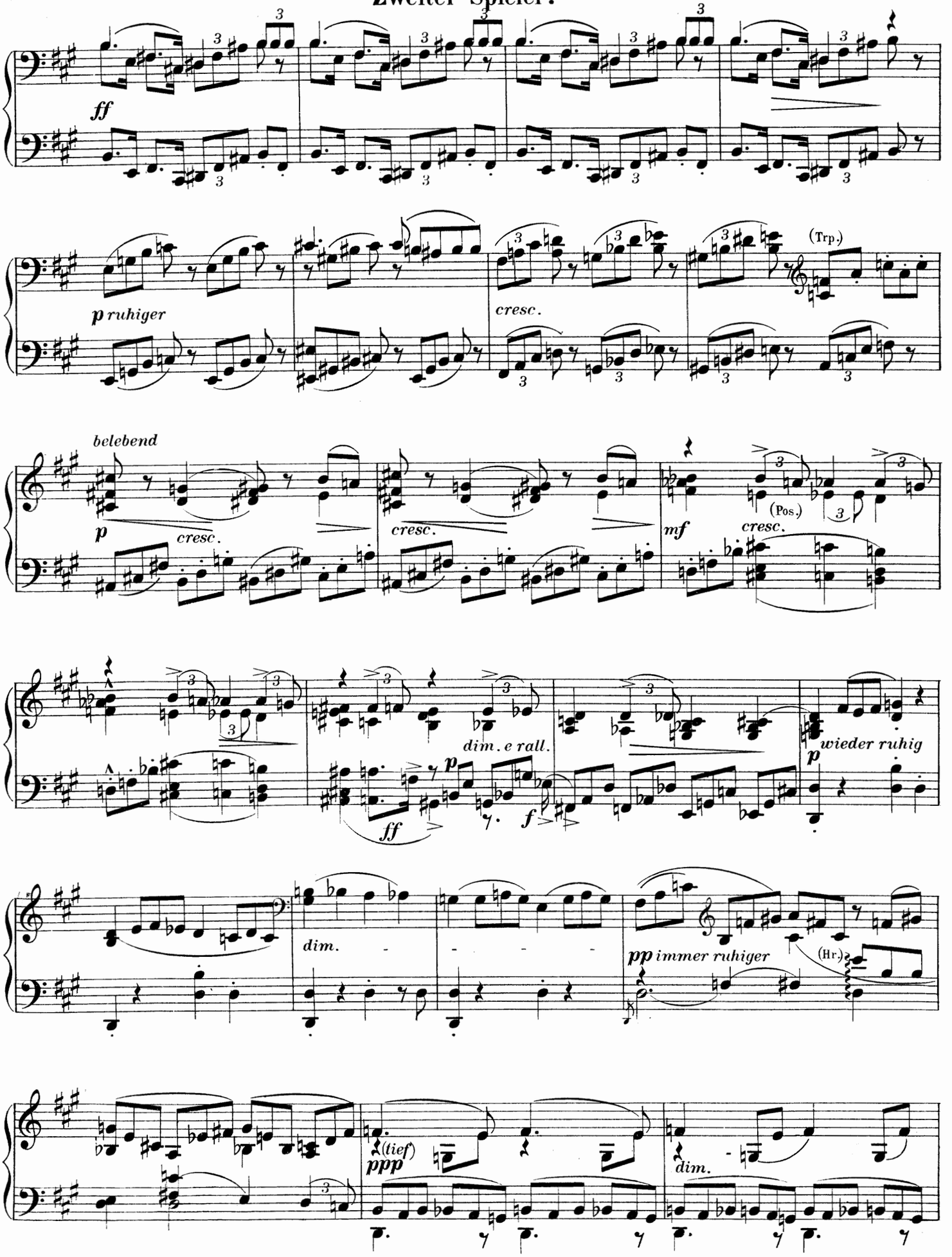
Erstes Zeitmass.

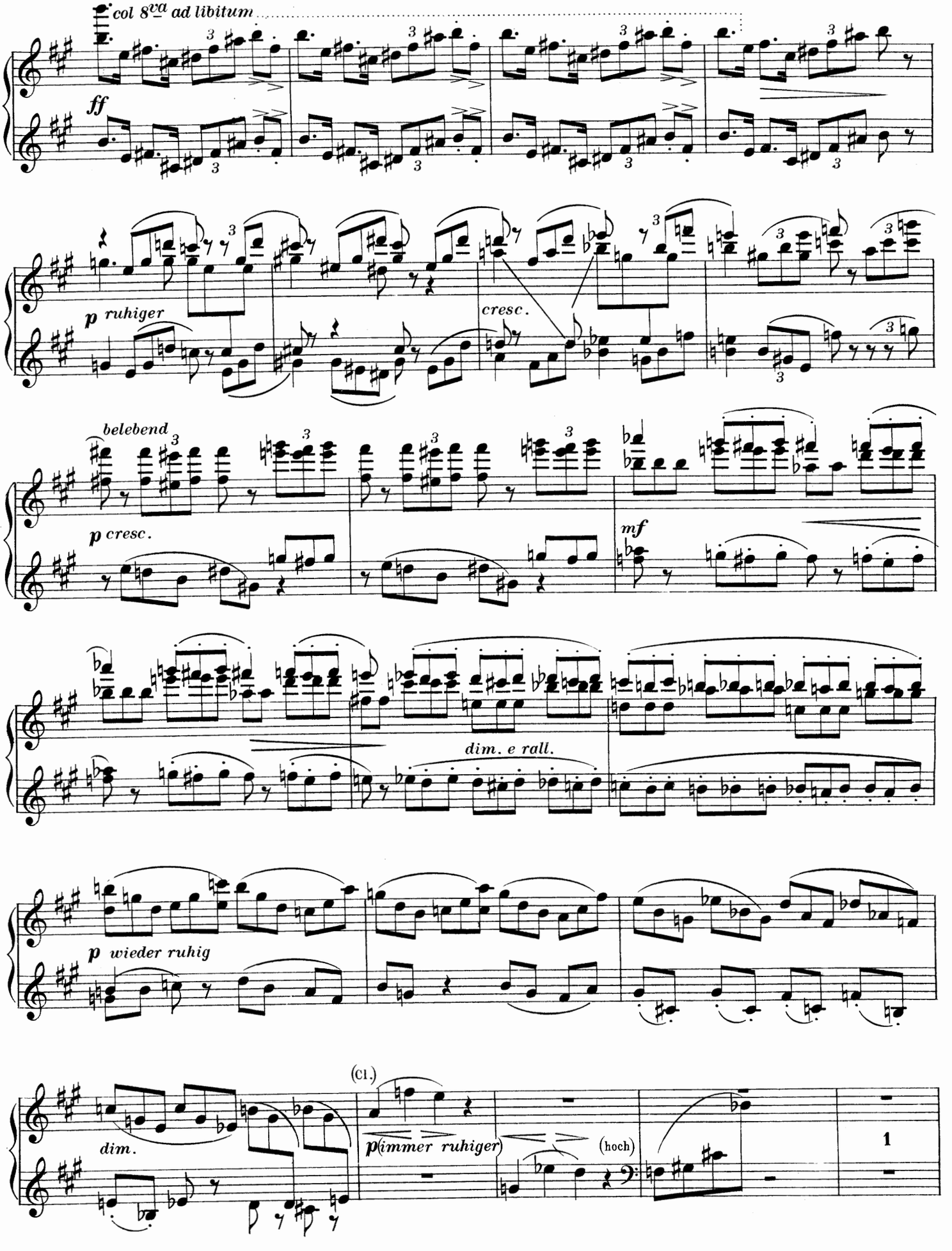
ff

f

cresc.

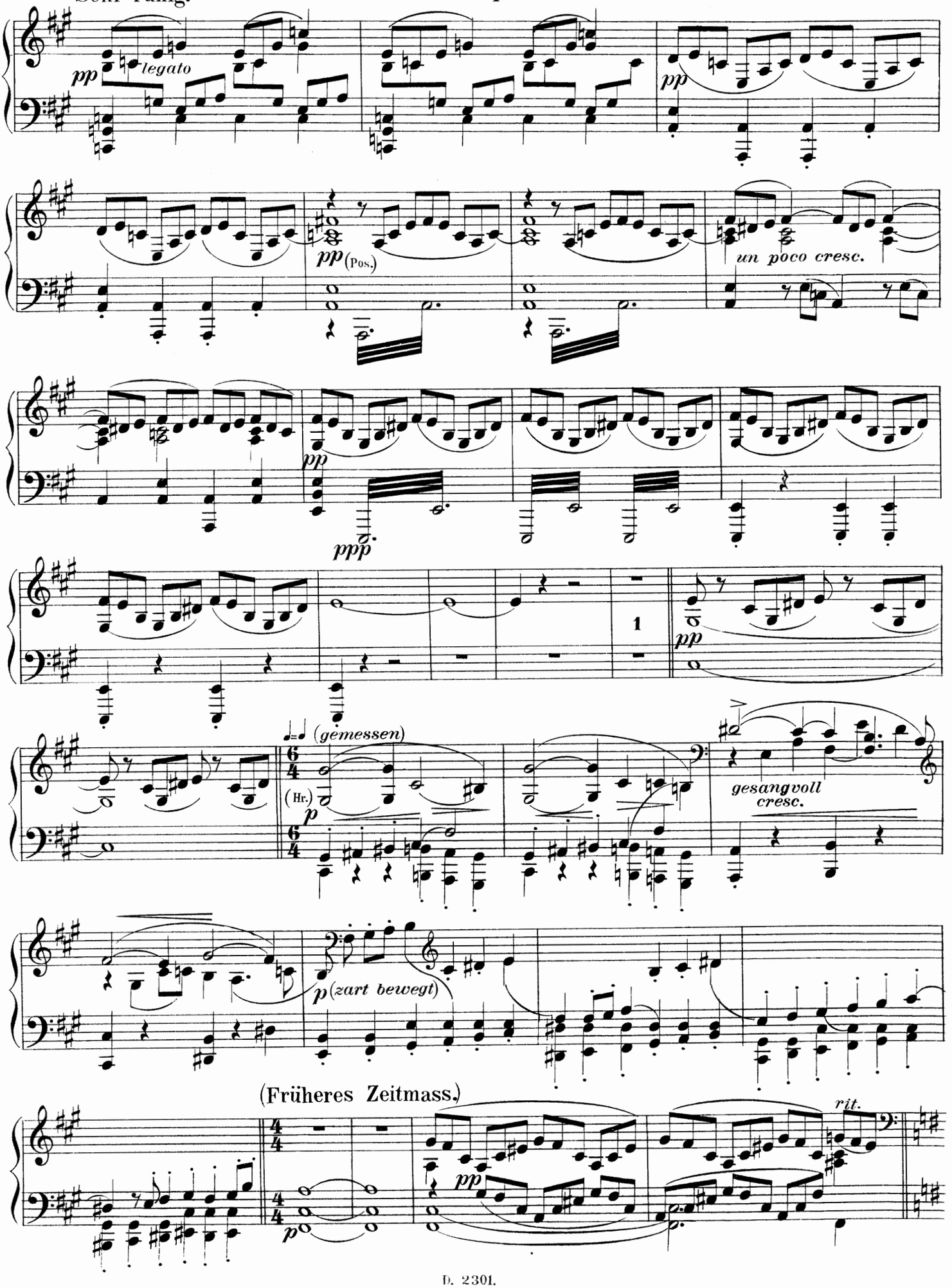
Zweiter Spieler.




col 8va ad libitum
ff
p ruhiger
cresc.
belebend
p cresc.
mf
dim. e rall.
p wieder ruhig
(Cl.)
dim.
p(immer ruhiger)
(hoch)
1

Sehr ruhig.

Zweiter Spieler.



Erster Spieler.

Sehr ruhig.

p (Hlzbl.)

pp

un poco cresc.

pp

pp

(Fl.)

pp

(Viol.)

pp

(♩= ♩)

p

2

p (Hlzbl.)
(zart bewegt.)

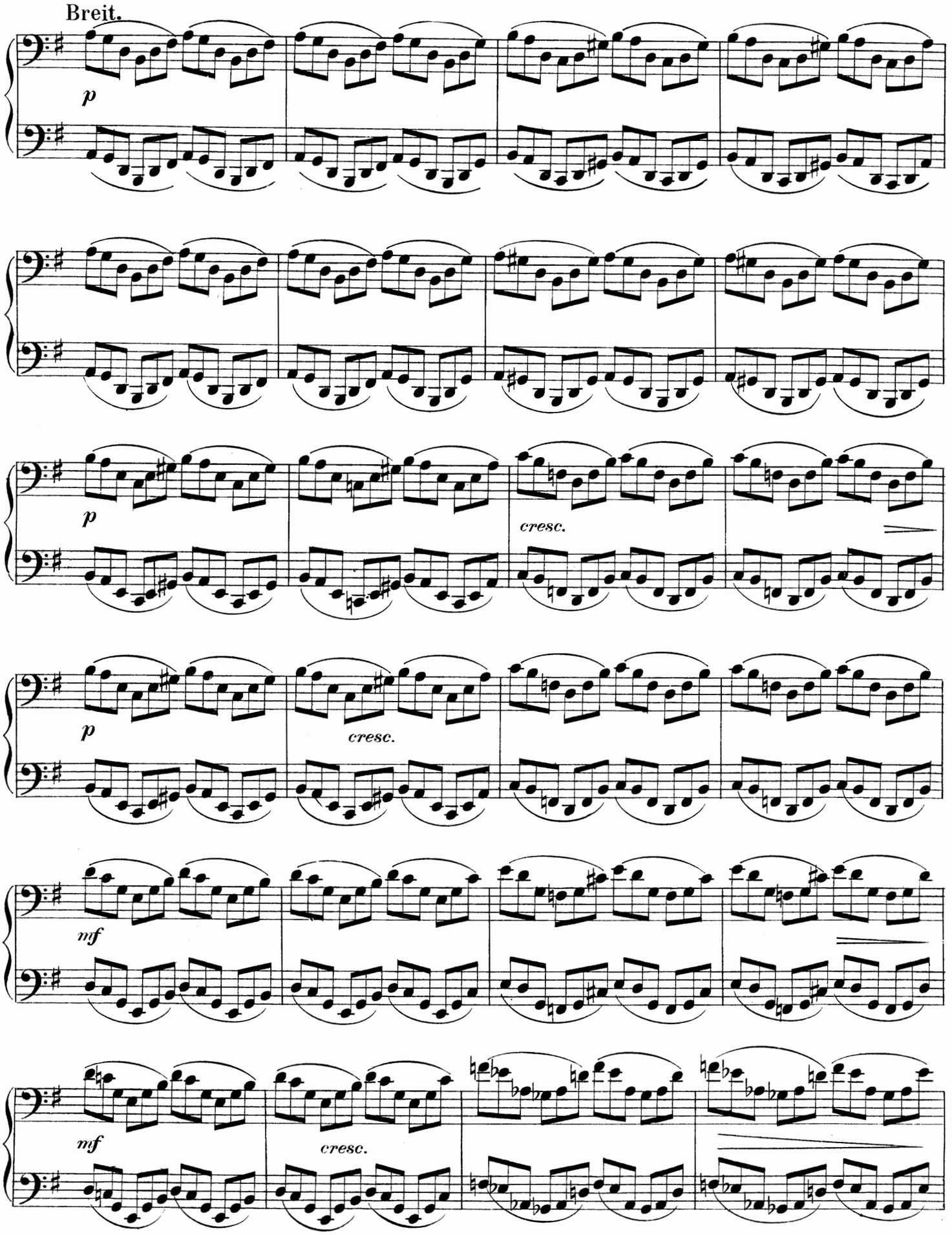
(Früheres Zeitmass.)

(Viol.)

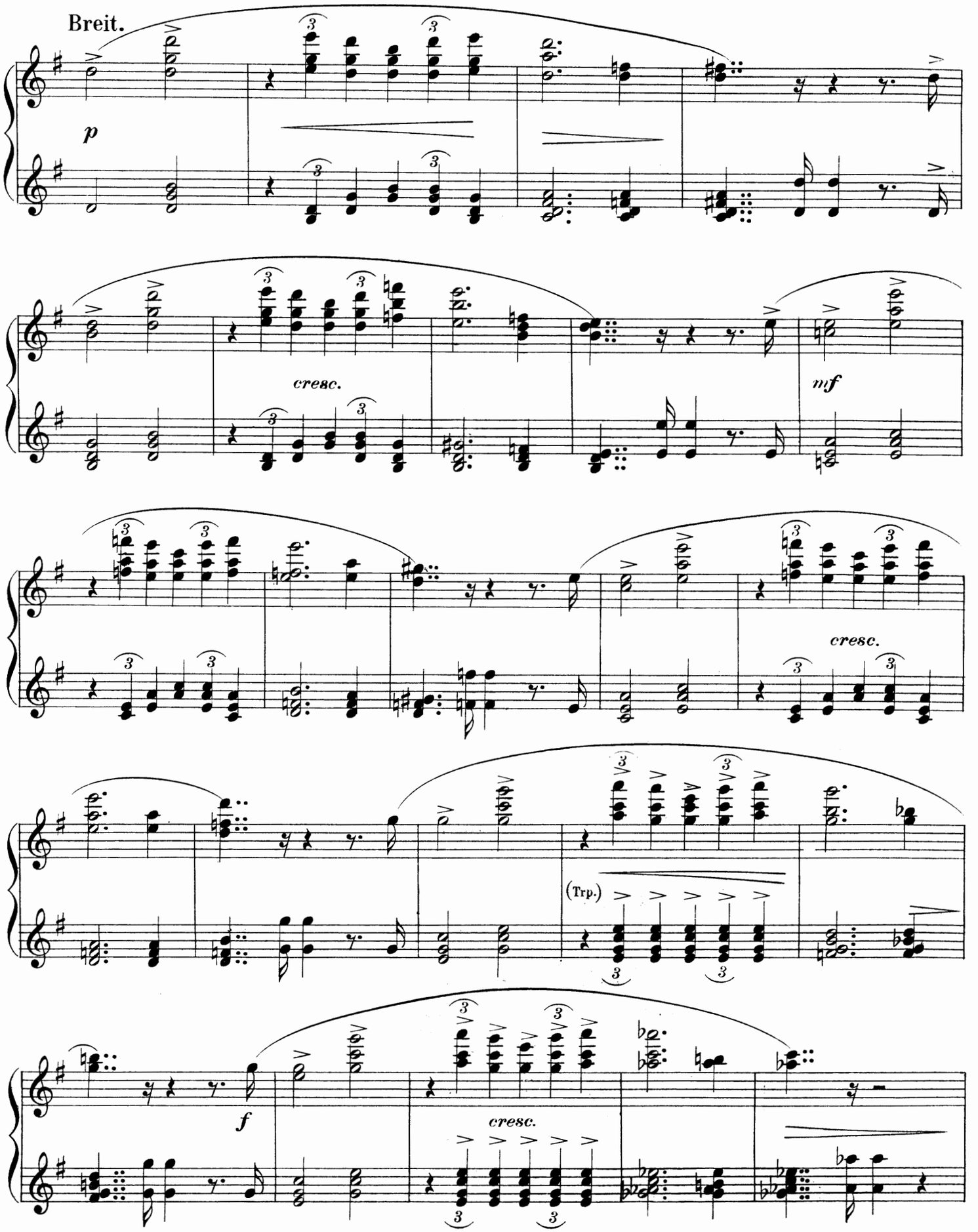
pp

1

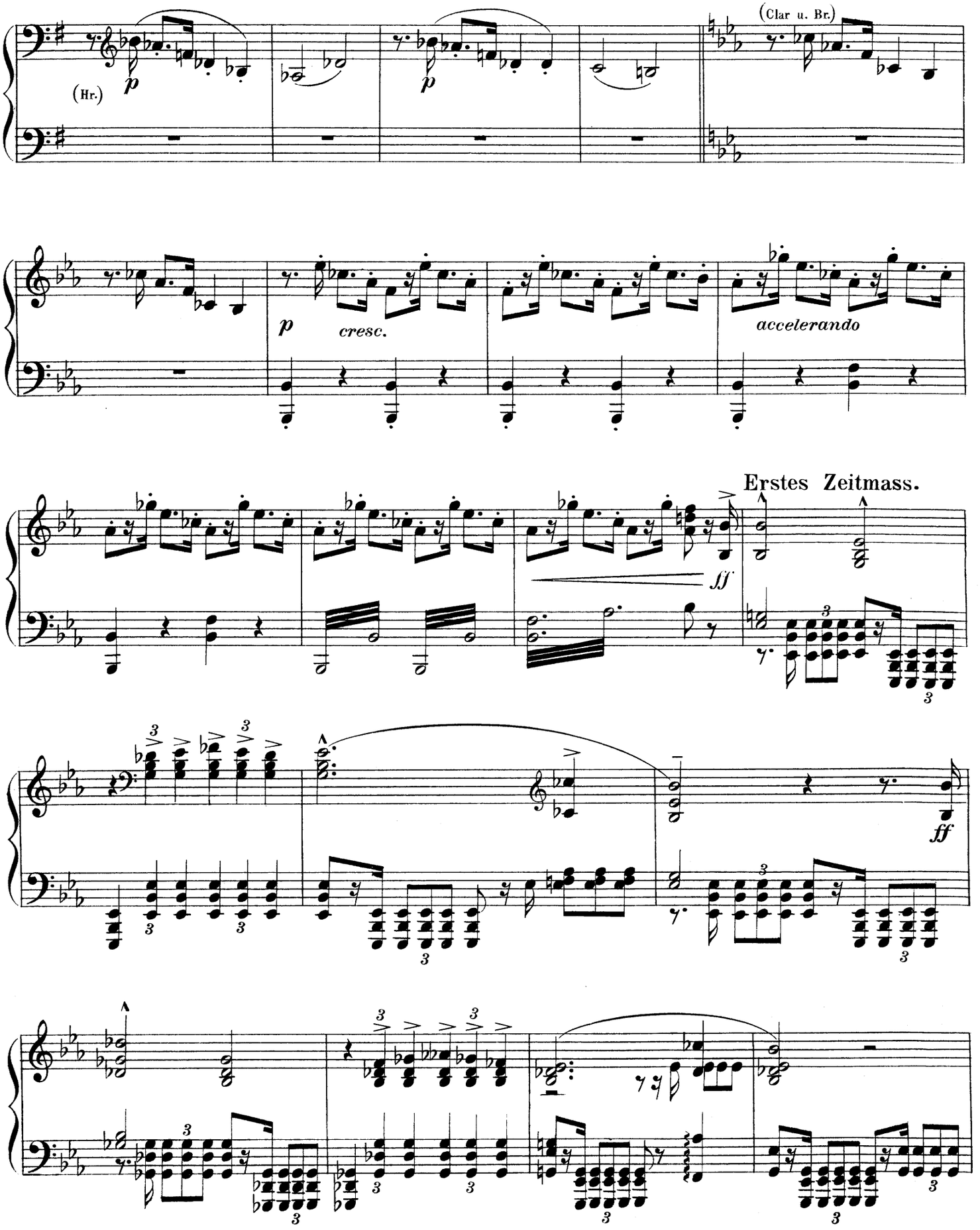
Zweiter Spieler.



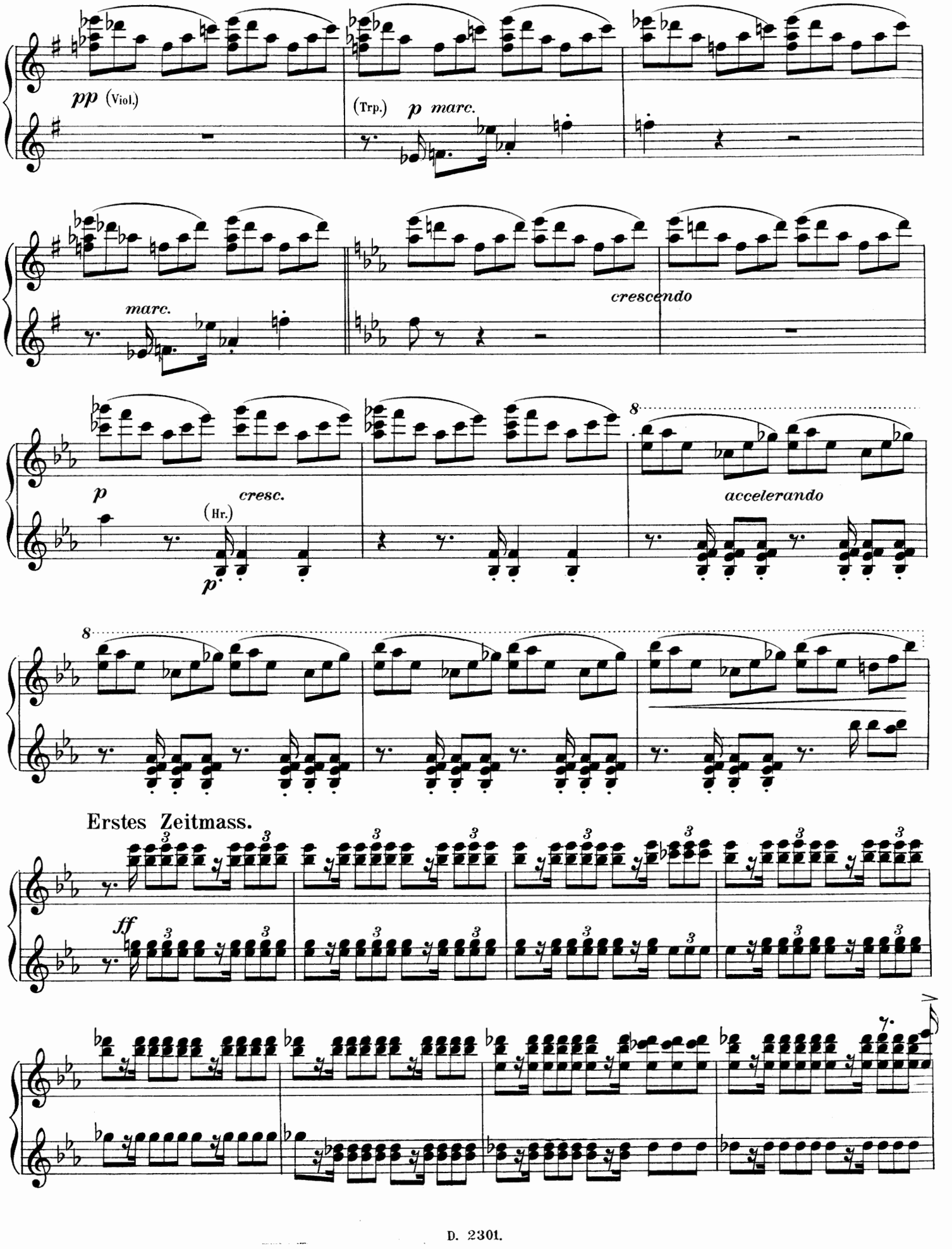
Erster Spieler.



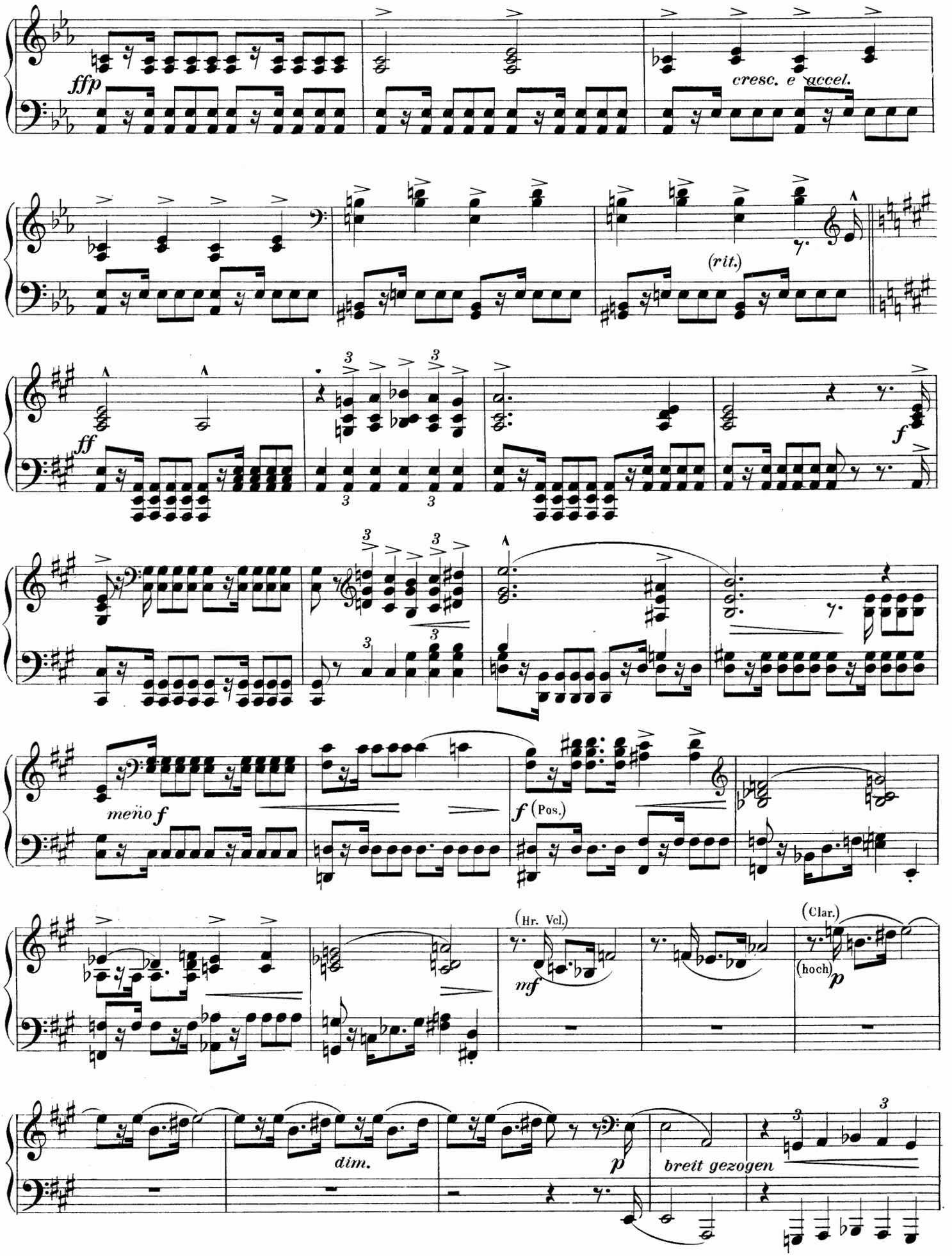
Zweiter Spieler.

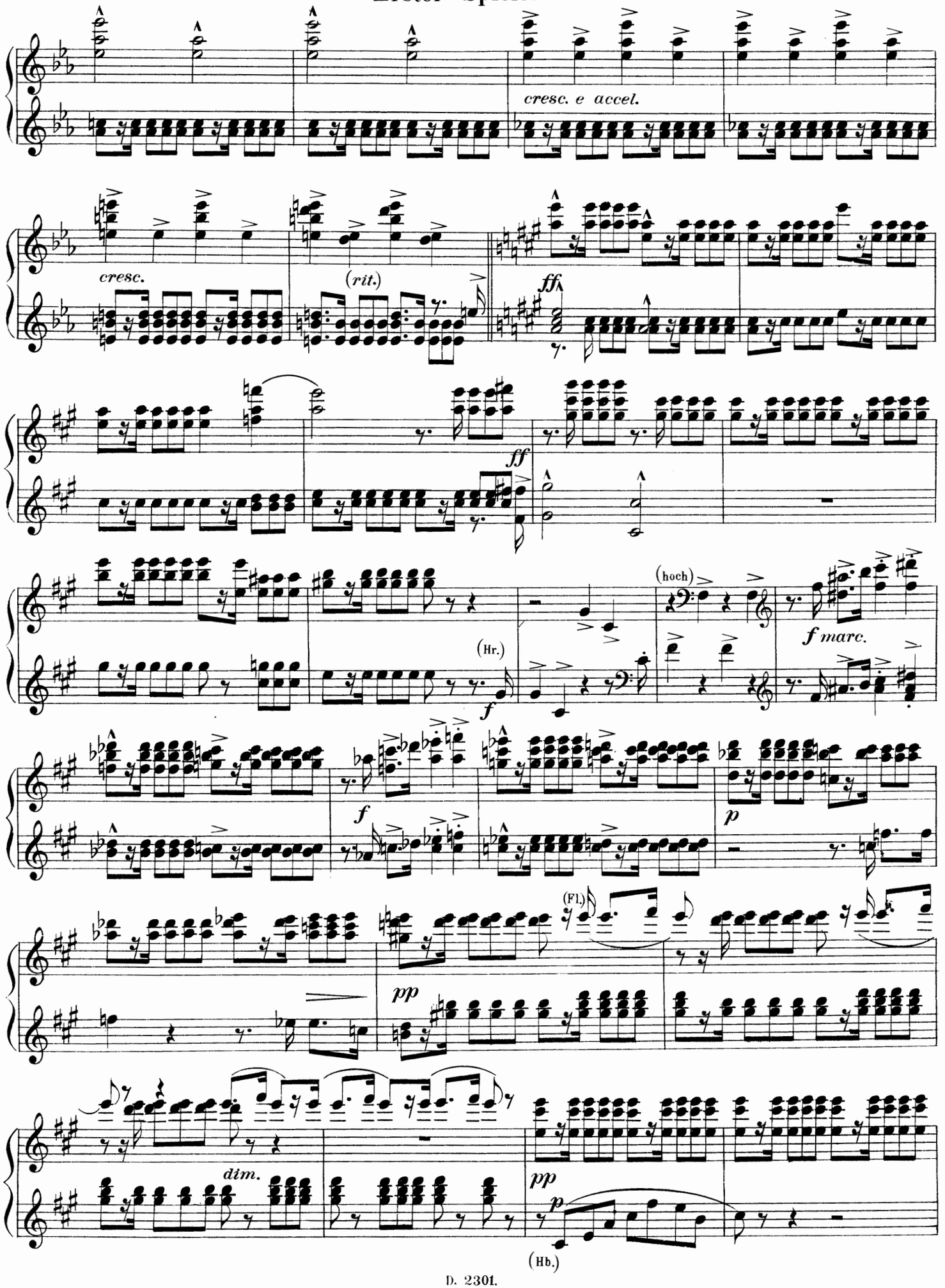


Erster Spieler.

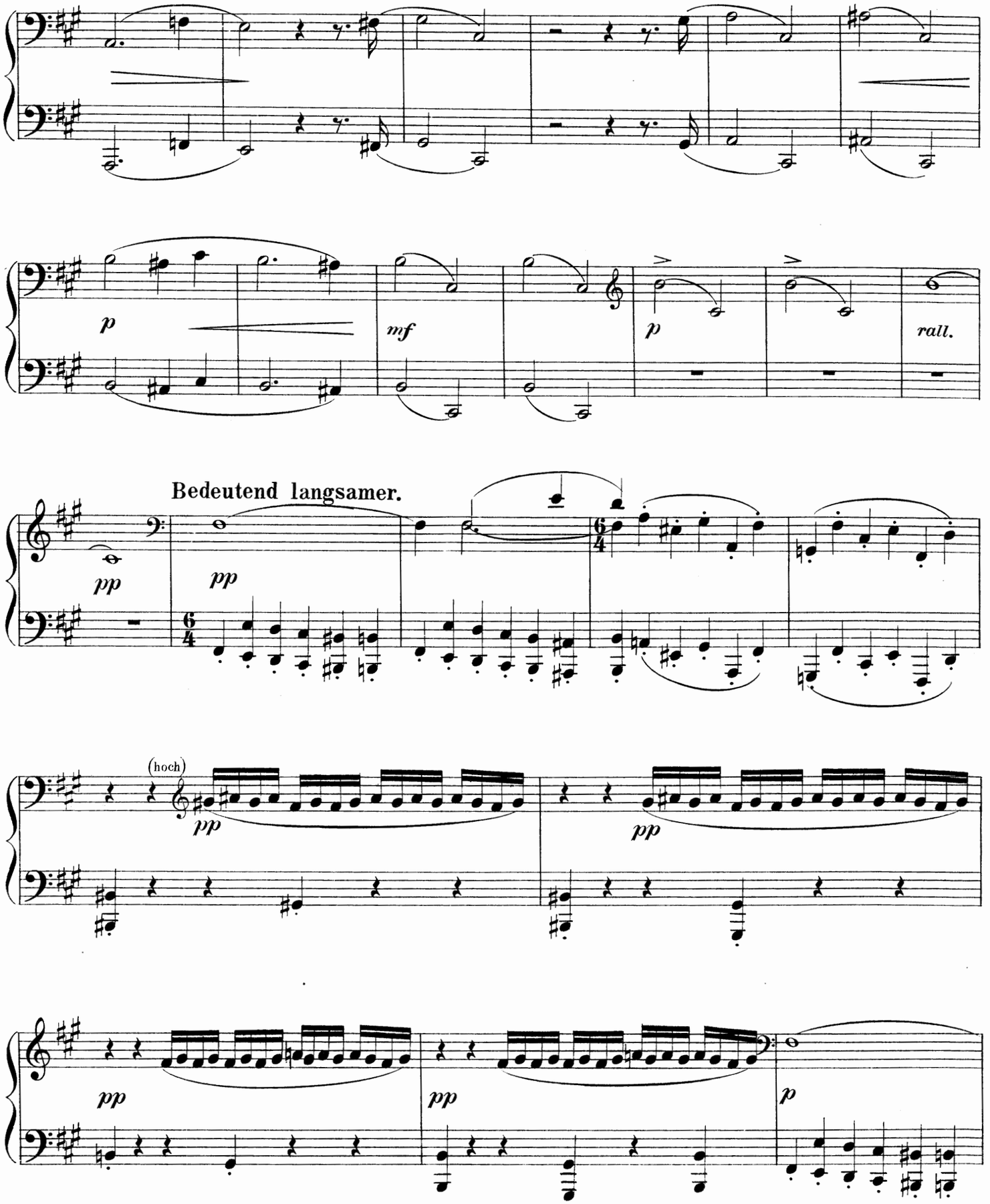


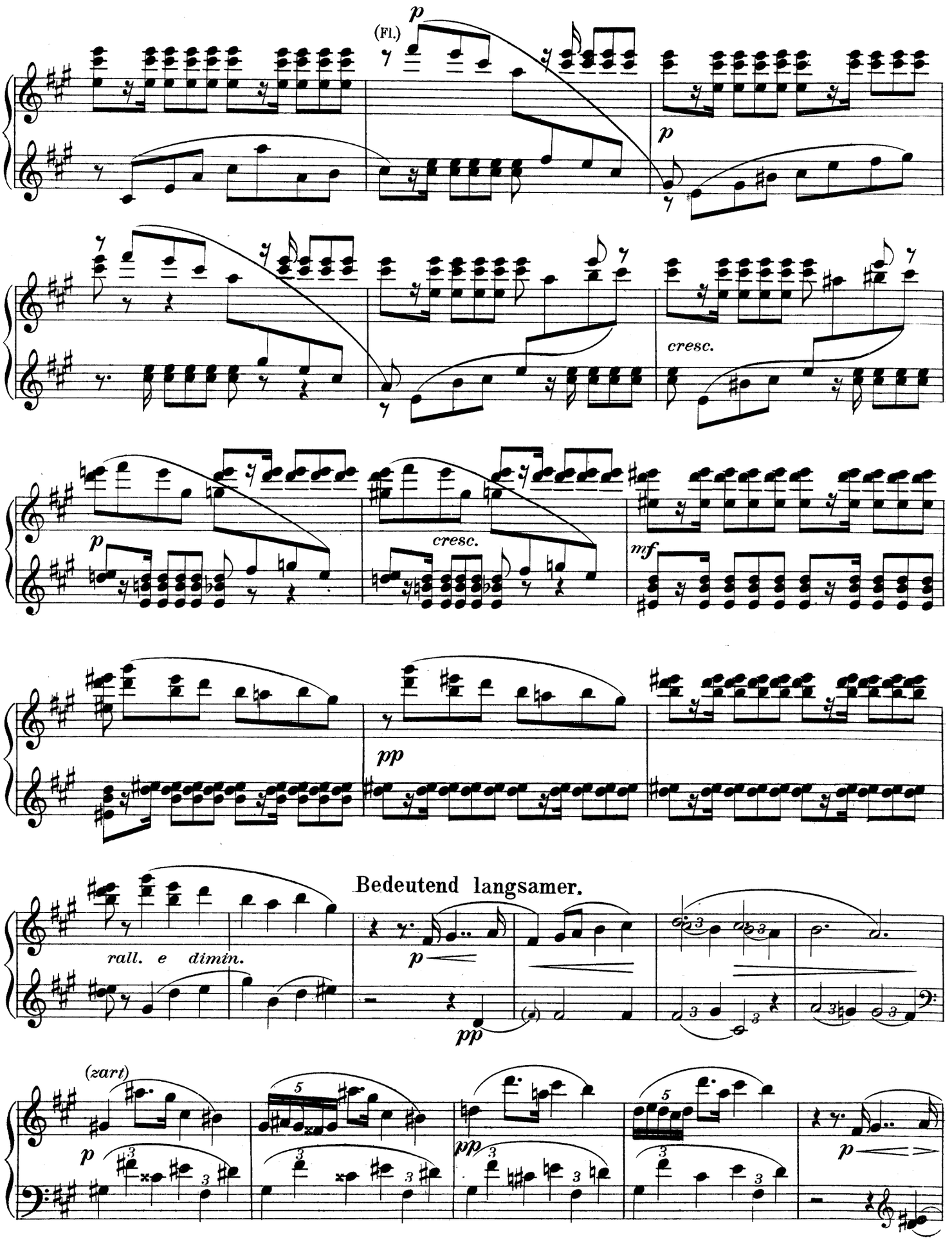
Zweiter Spieler.



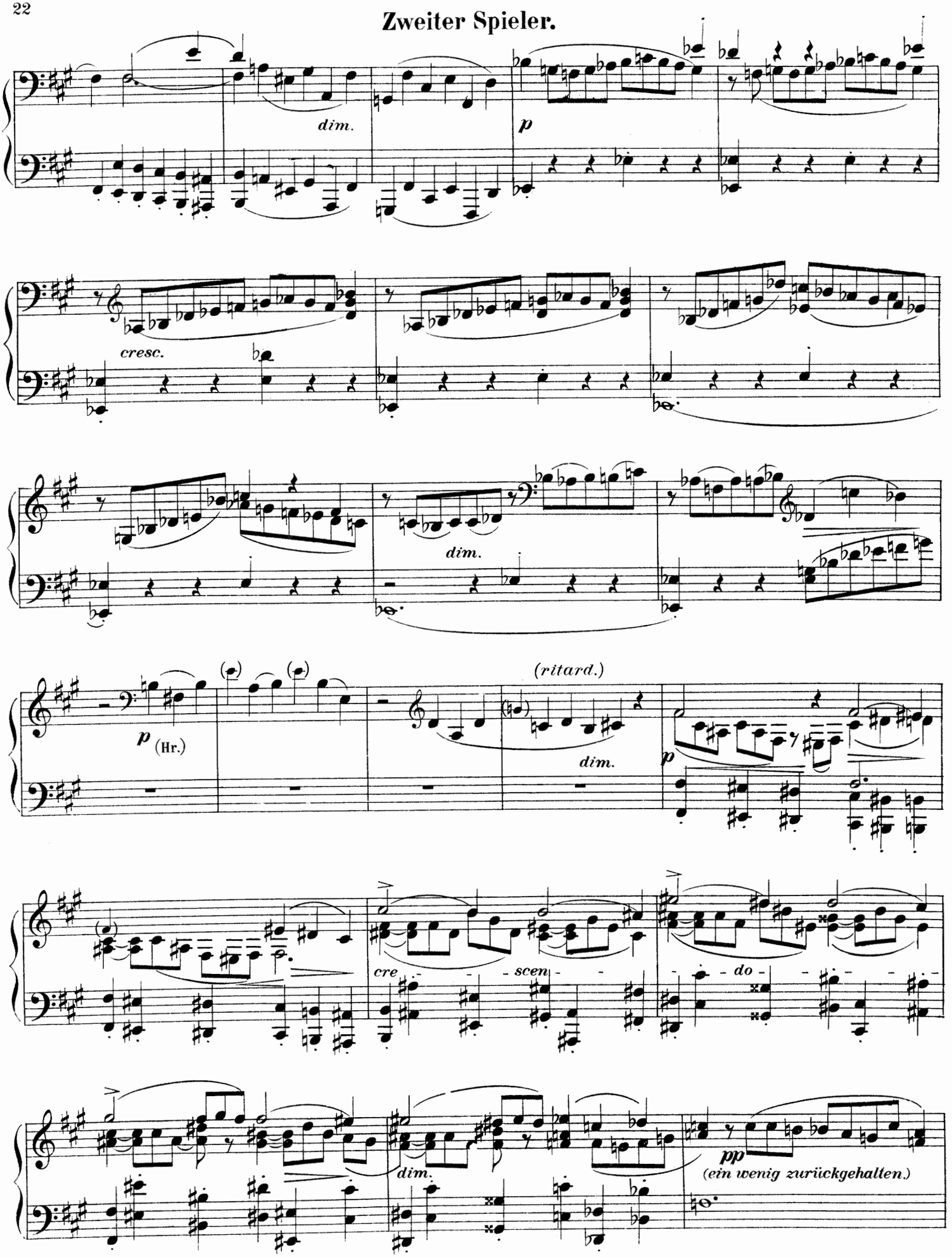

cresc. e accel.
cresc.
(rit.)
ff
ff
(Hr.)
f
(hoch)
f marc.
f
p
(Fl.)
pp
dim.
pp
p
(Hb.)

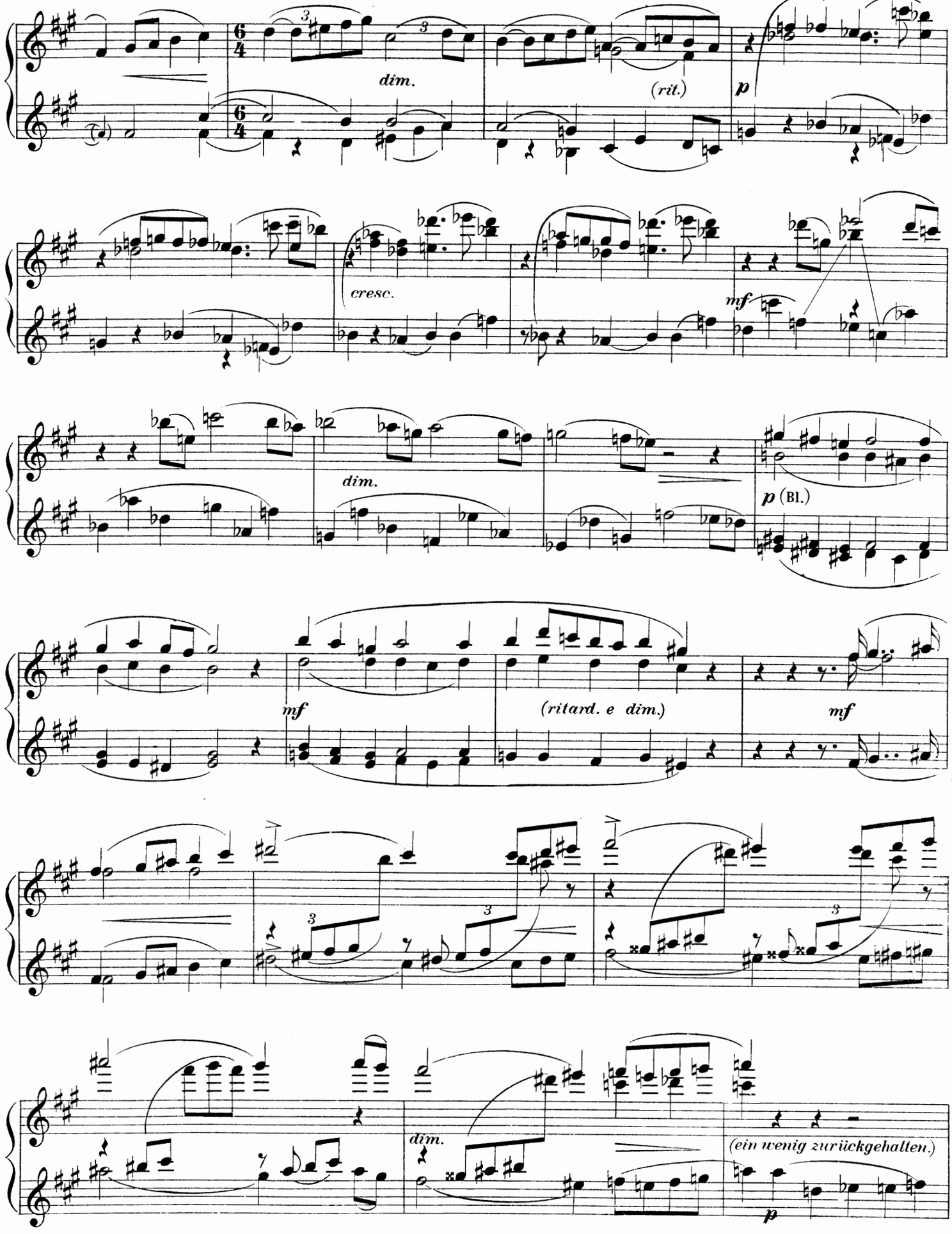
Zweiter Spieler.



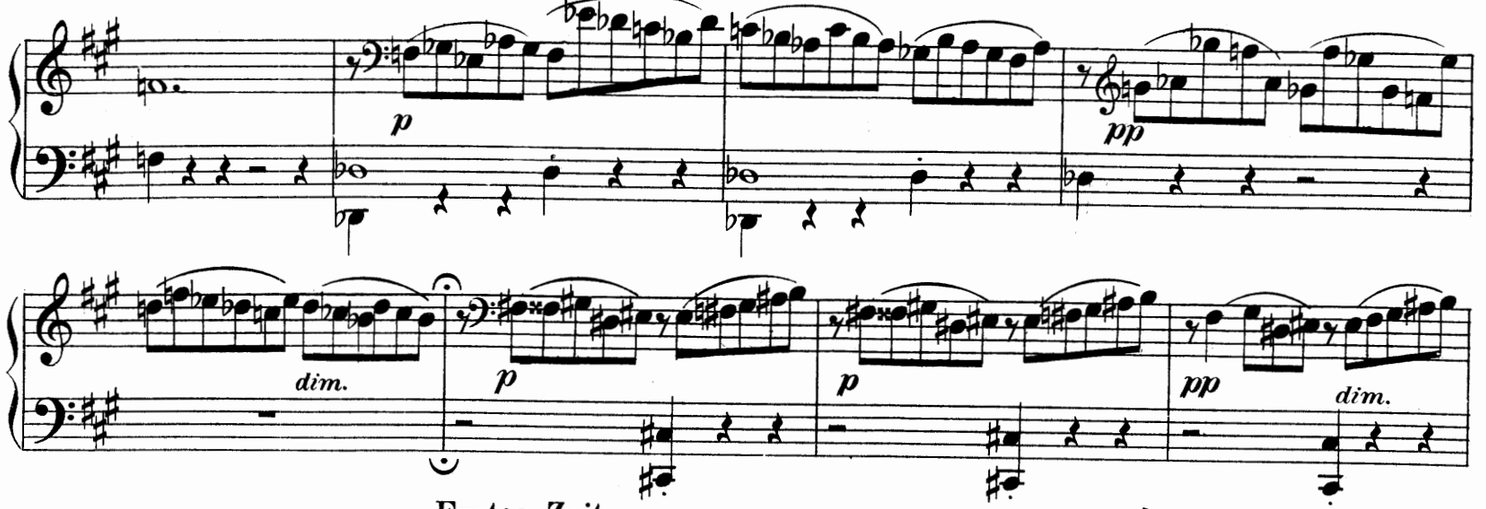

(Fl.)
p
p
cresc.
p
cresc.
mf
pp
Bedeutend langsamer.
rall. e dimin.
p
pp
(zart)
p
pp
p

Zweiter Spieler.

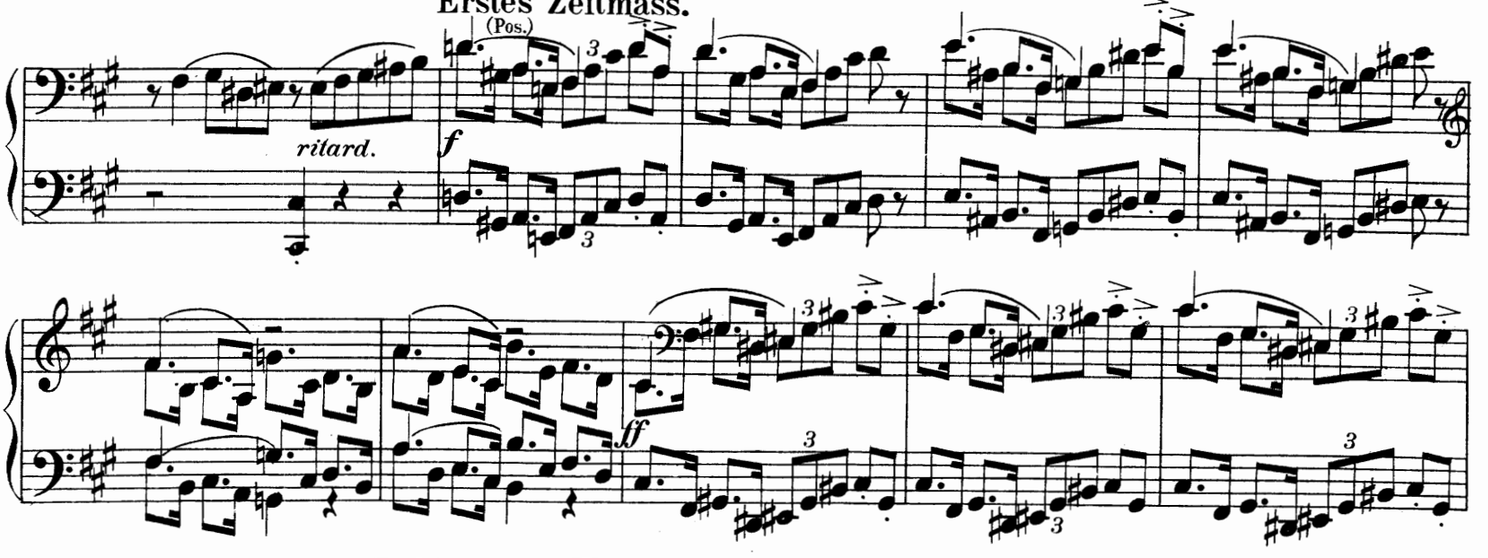



dim.
(rit.)
p
cresc.
mf
dim.
p (Bl.)
mf
(ritard. e dim.)
mf
dim.
(ein wenig zurückgehalten.)
p

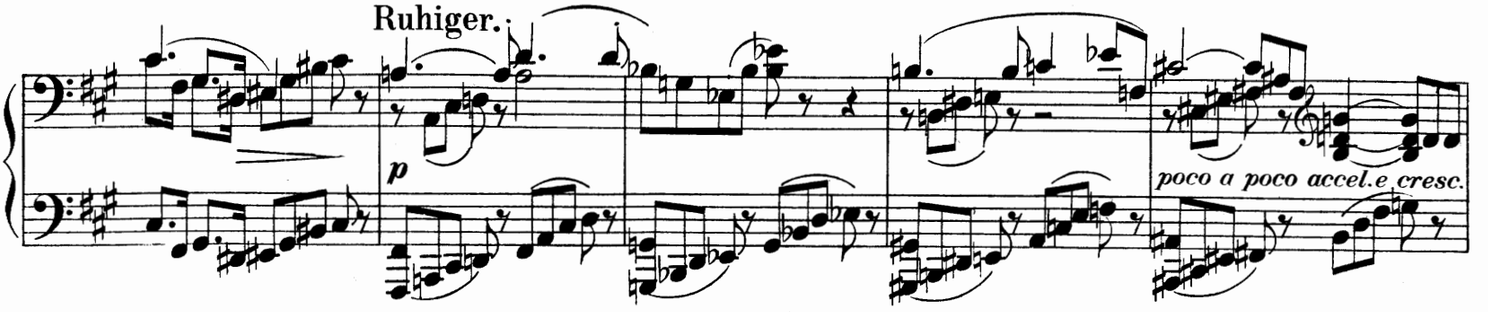
Zweiter Spieler.

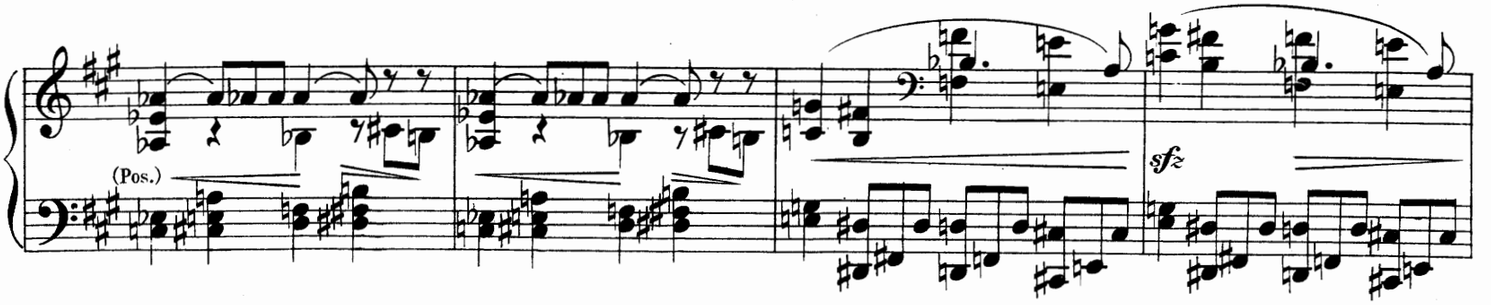


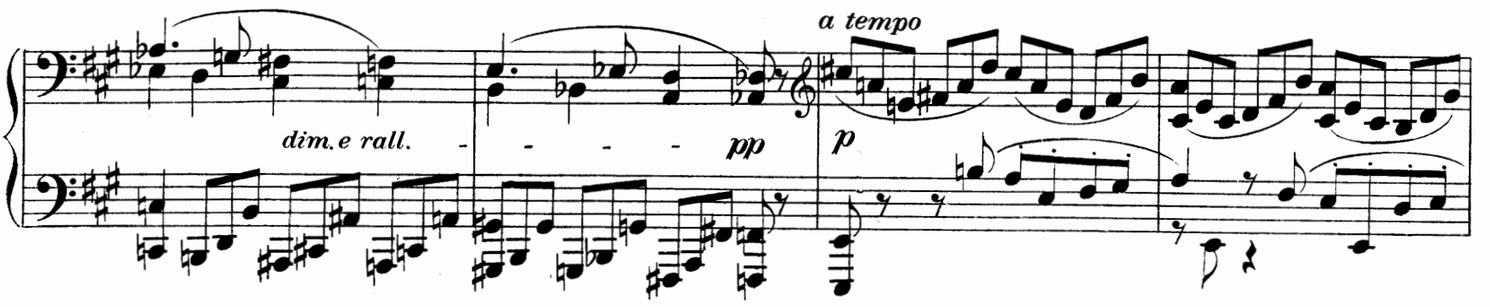
Erstes Zeitmass.



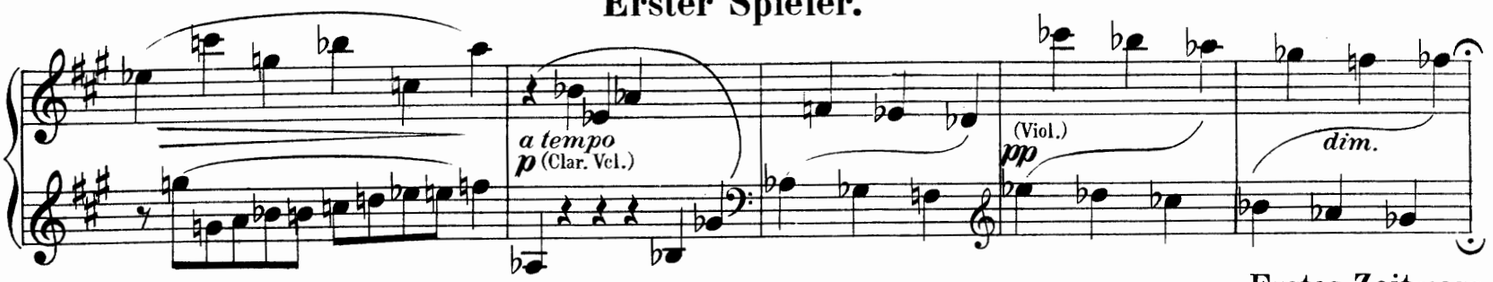
Ruhiger.



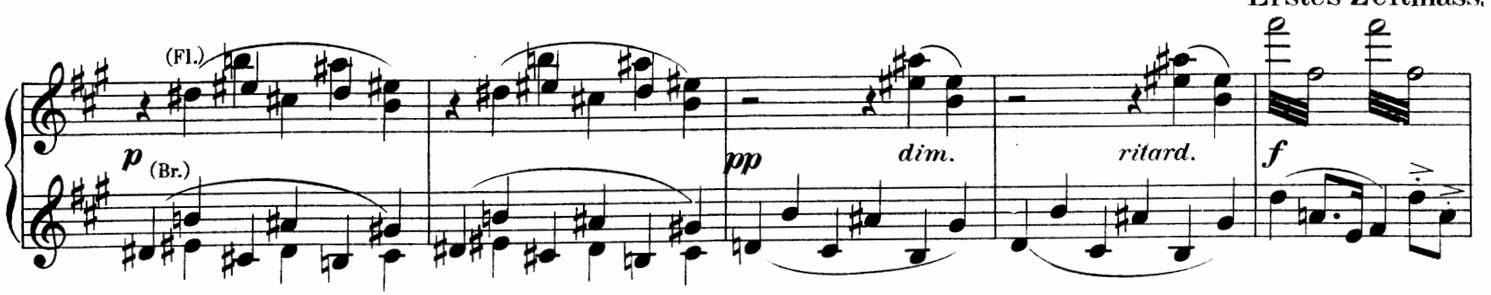


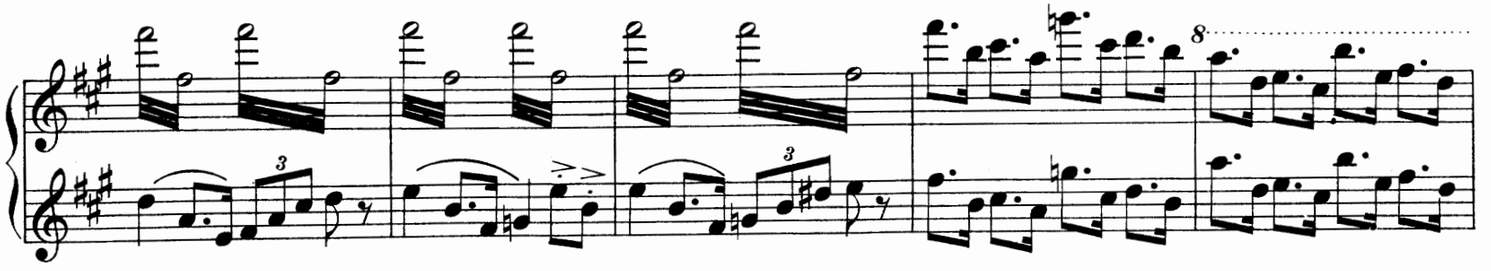


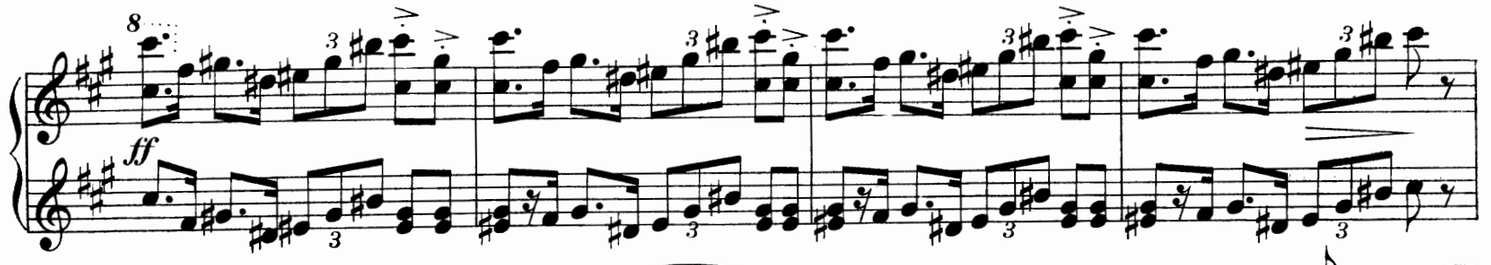
Erster Spieler.



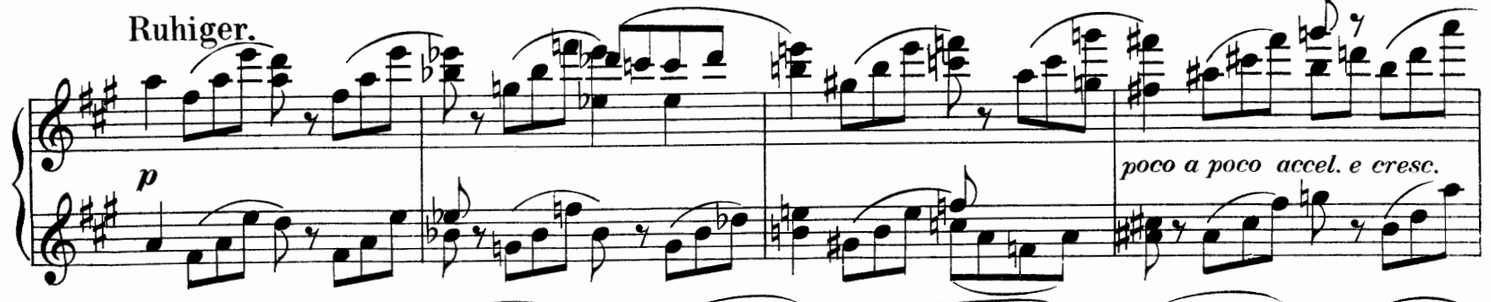
Erstes Zeitmass.

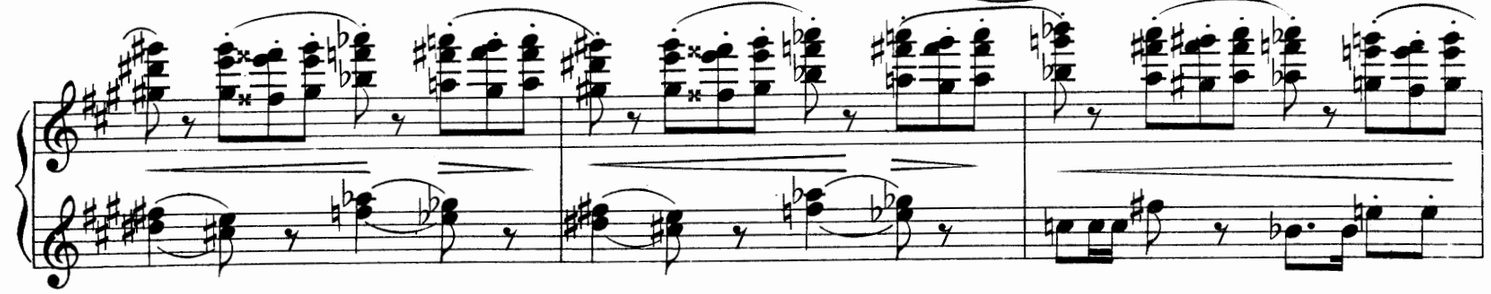


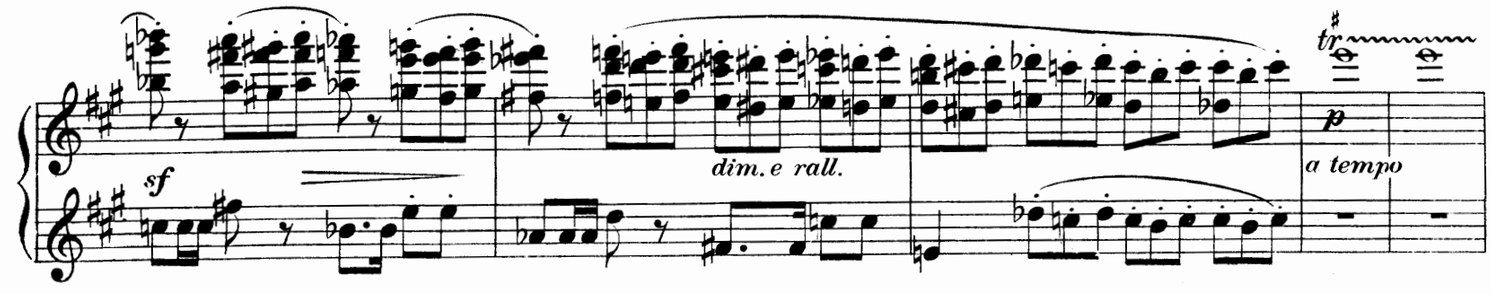




Ruhiger.

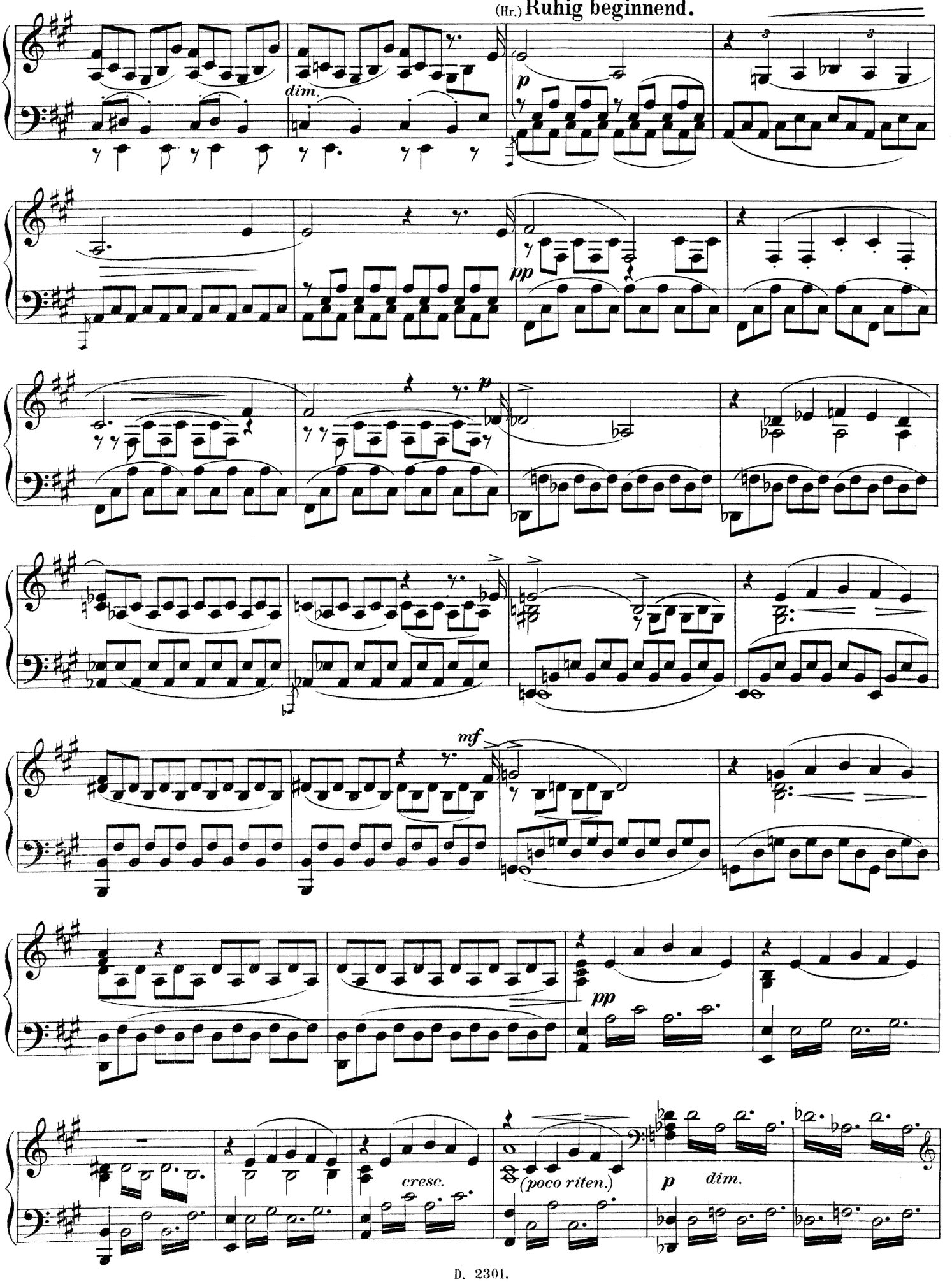




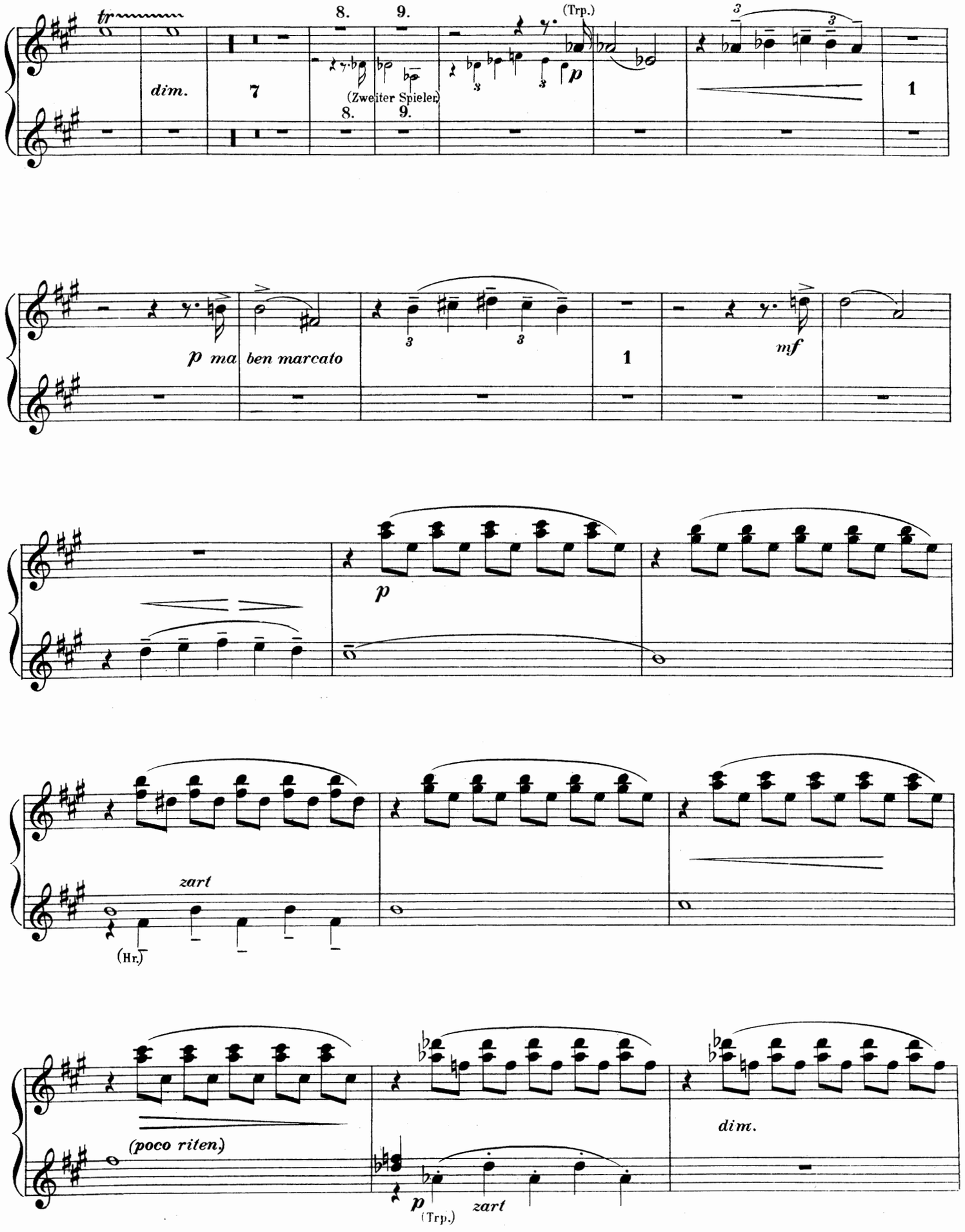


Zweiter Spieler.

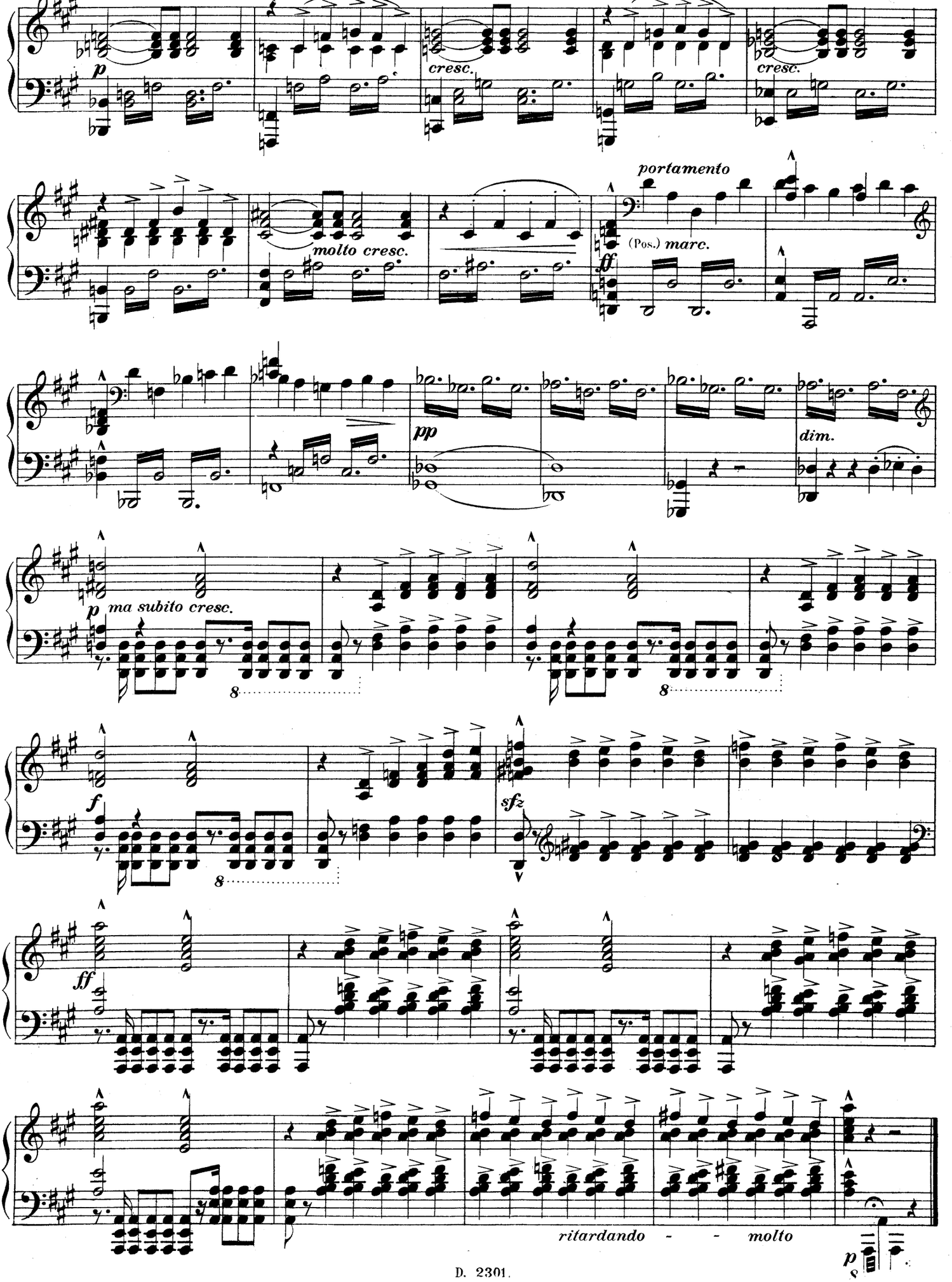
(Hr.) Ruhig beginnend.

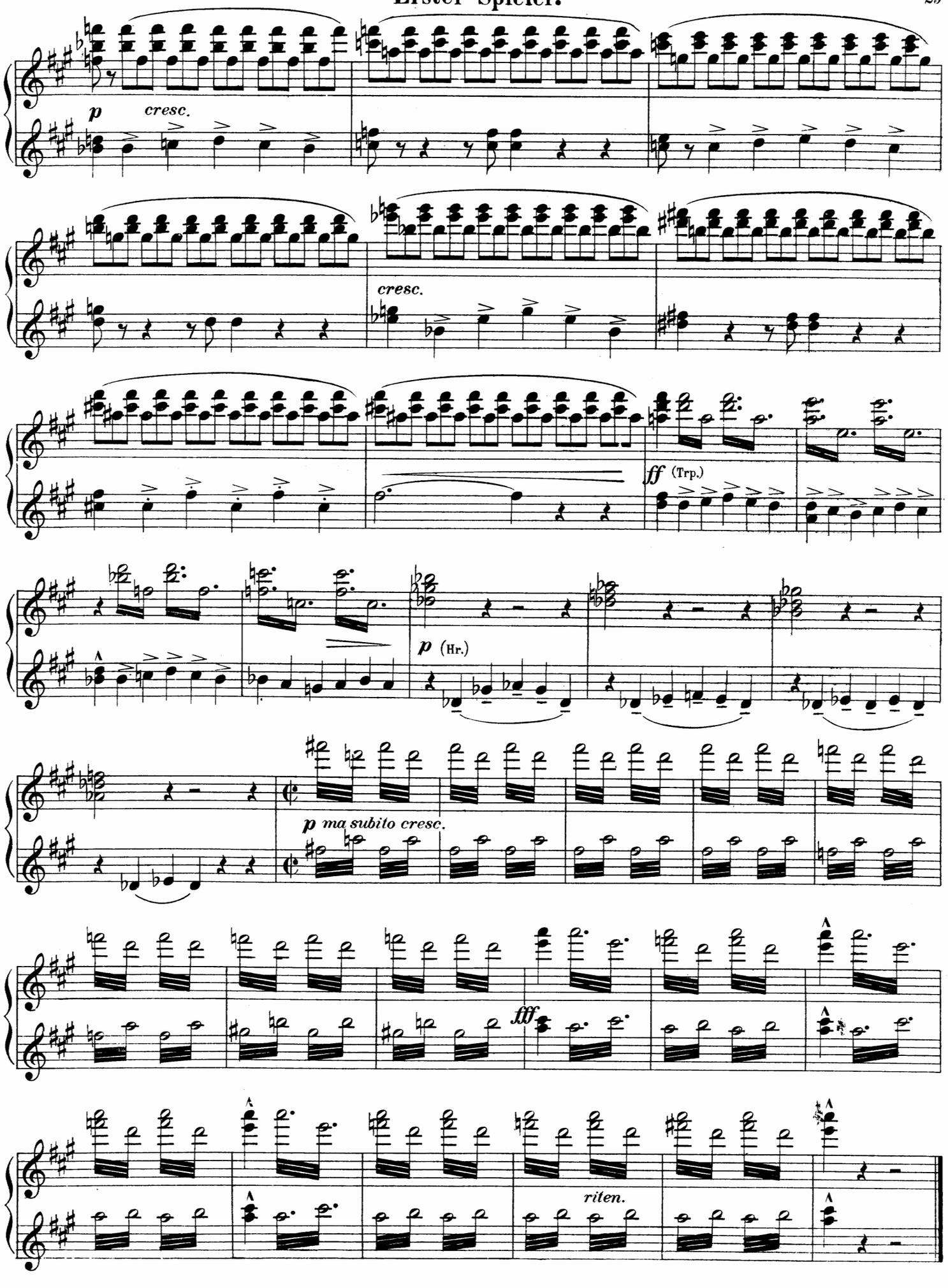


Erster Spieler.



Zweiter Spieler.

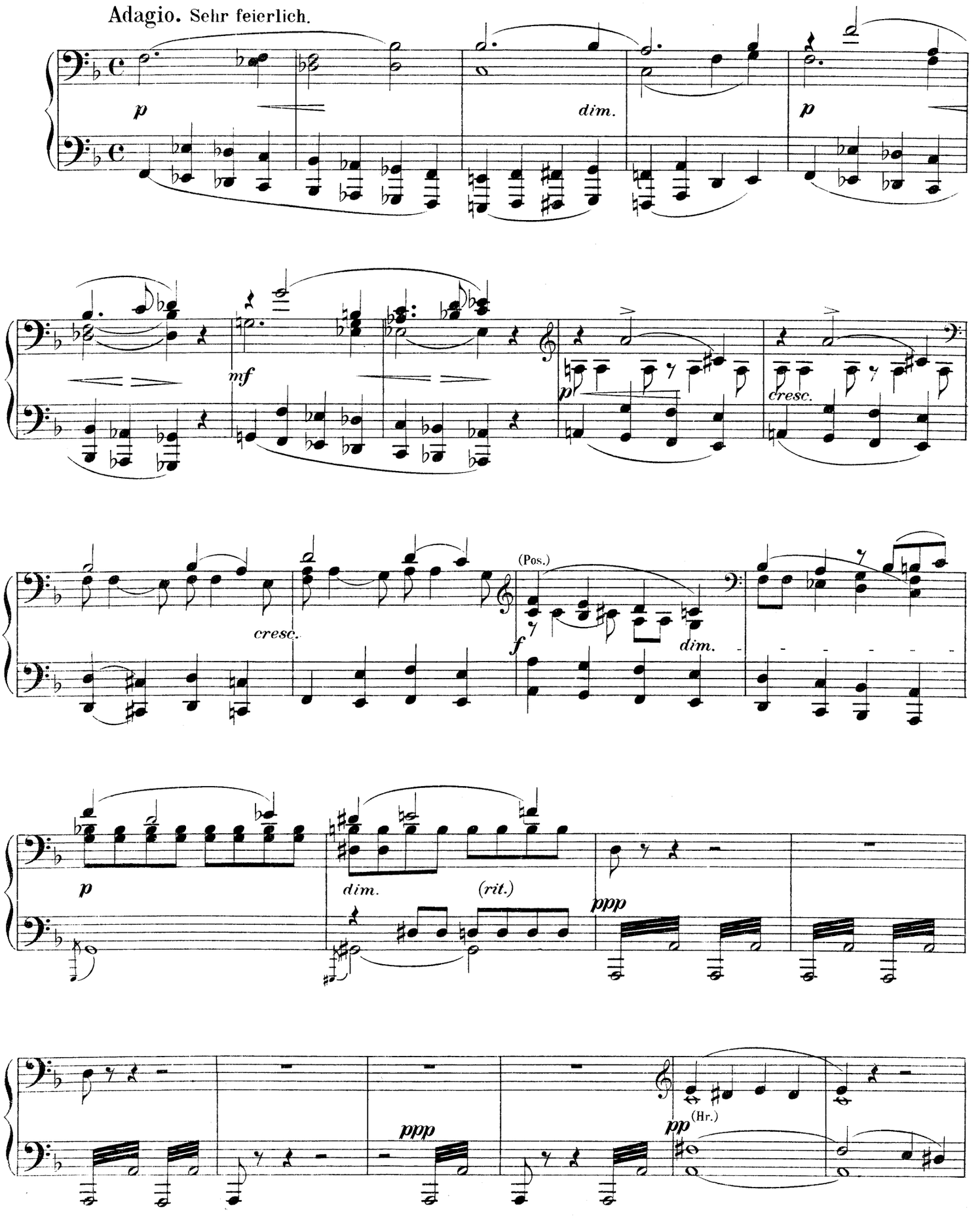



p
cresc.
cresc.
ff (Trp.)
p (Hr.)
p ma subito cresc.
fff
riten.

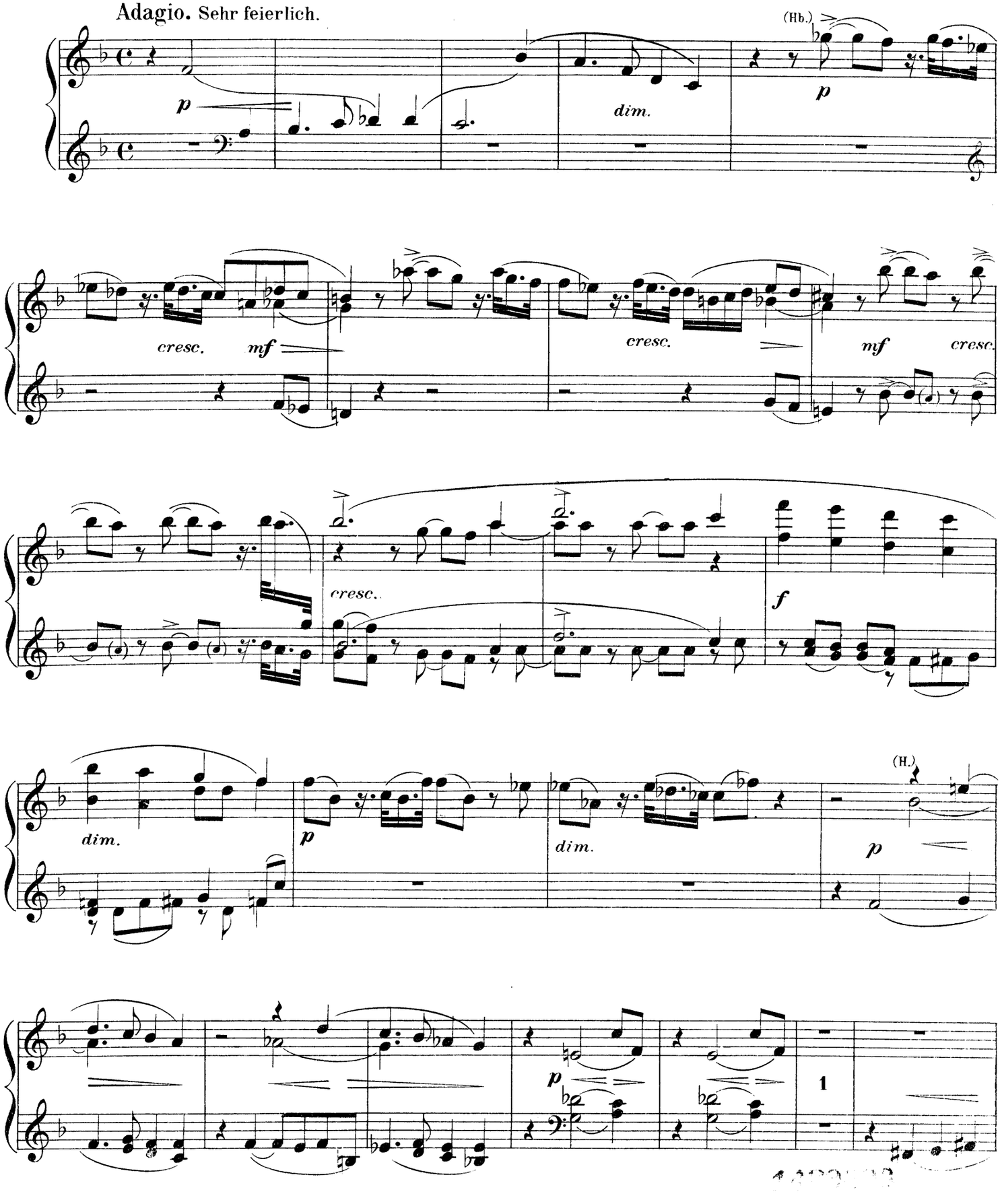
Zweiter Spieler.

II.

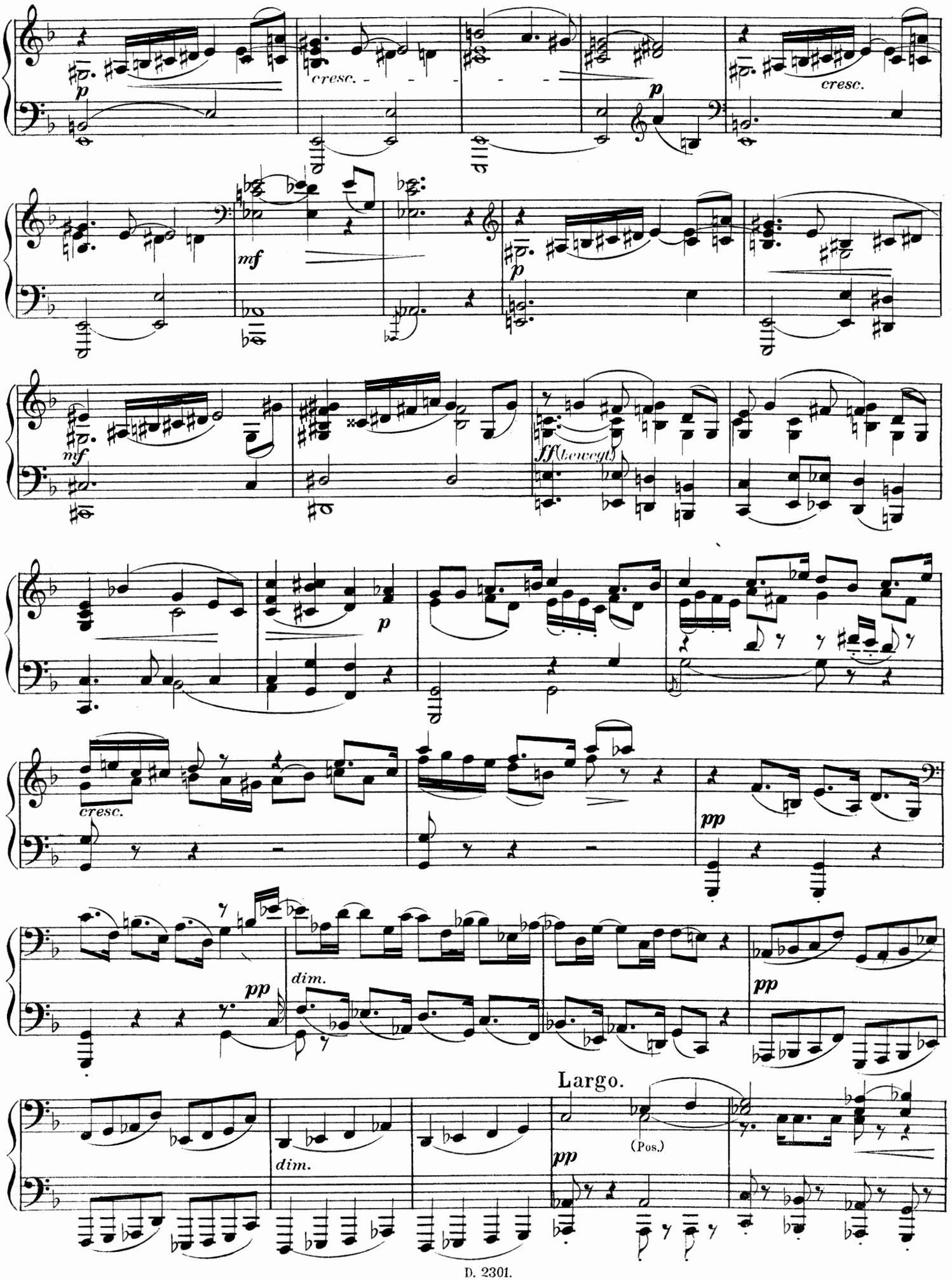
Adagio. Sehr feierlich.

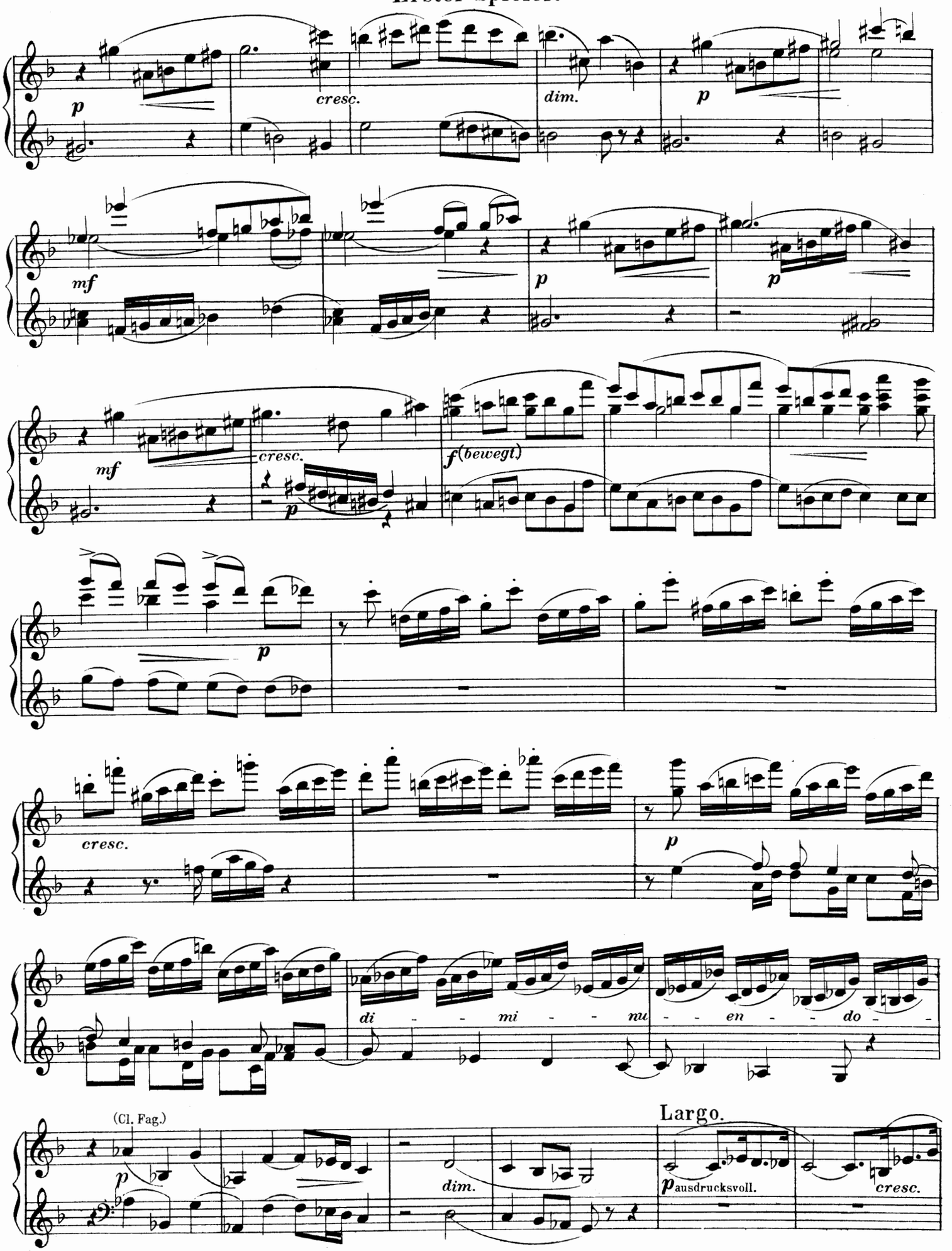


II.

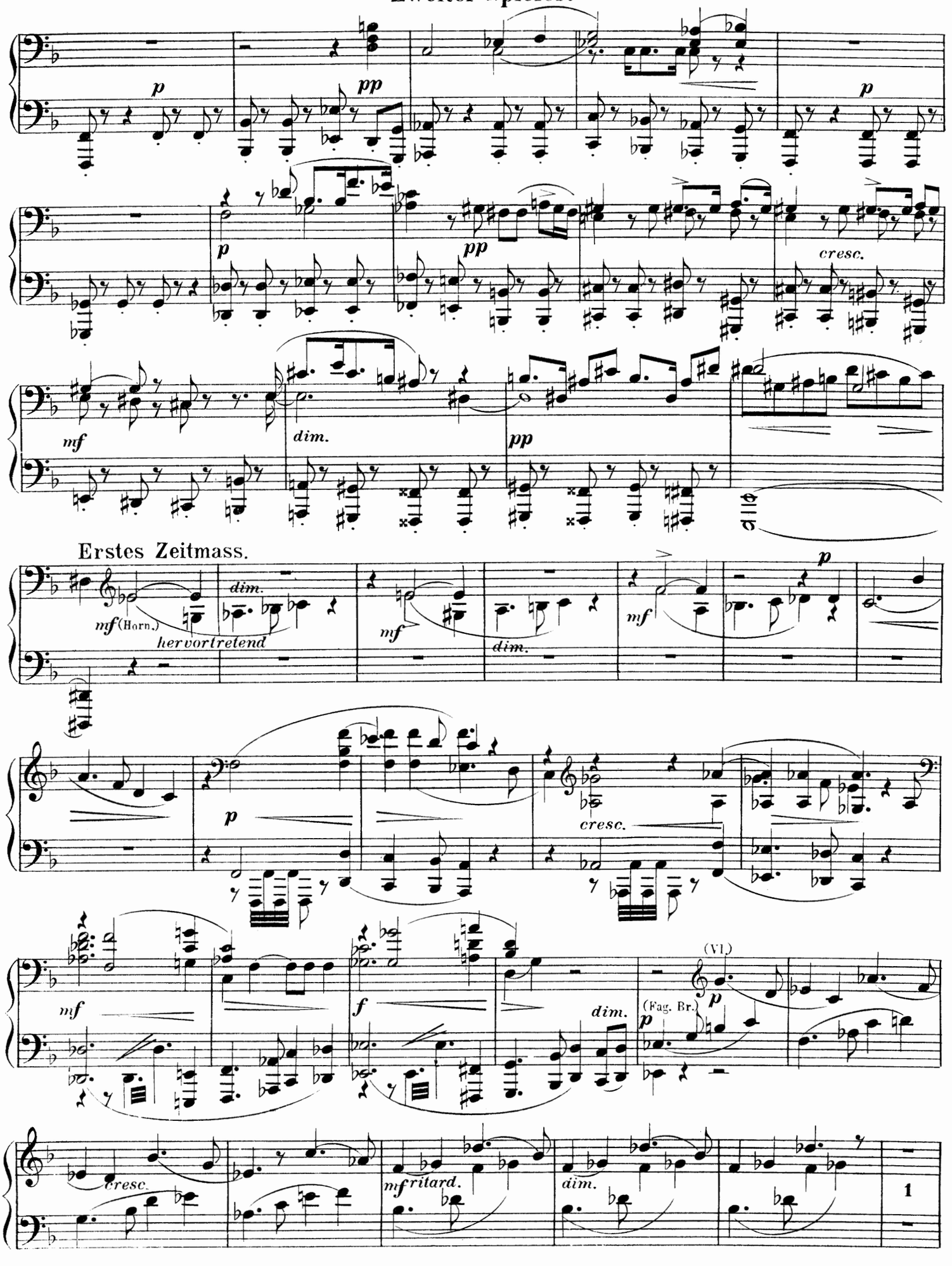

Adagio. Sehr feierlich.
(Hb.)
p
dim.
p
cresc.
mf
cresc.
mf
cresc.
cresc.
f
dim.
p
dim.
(H.)
p
p
1

Zweiter Spieler.




p
cresc.
dim.
p
mf
p
p
mf
cresc.
p
f (bewegt.)
p
cresc.
p
di - - mi - - nu - - en - - do - -
(Cl. Fag.)
p
dim.
Largo.
p ausdrucksvoll.
cresc.

Zweiter Spieler.



Erster Spieler.

mf dim. p (hoch) (Hr) pp cresc. mf p

pp p cresc. mf

Erstes Zeitmass.

p dim. p

dim. mf dim. p(poco accel.) rit.

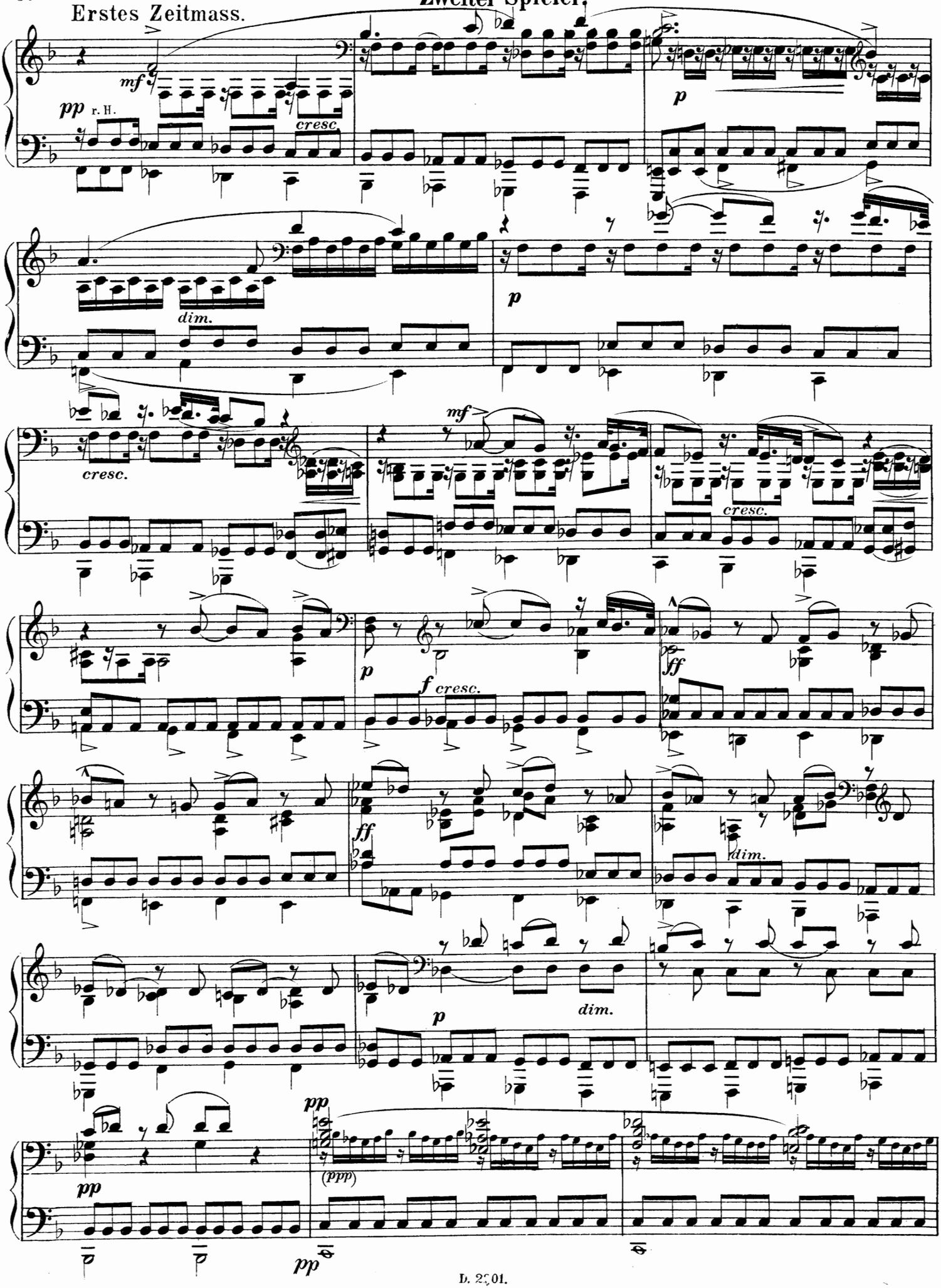
p a tempo cresc. f

f p (Hob.) (Clar.)

cresc. mf ritard. dim. pp

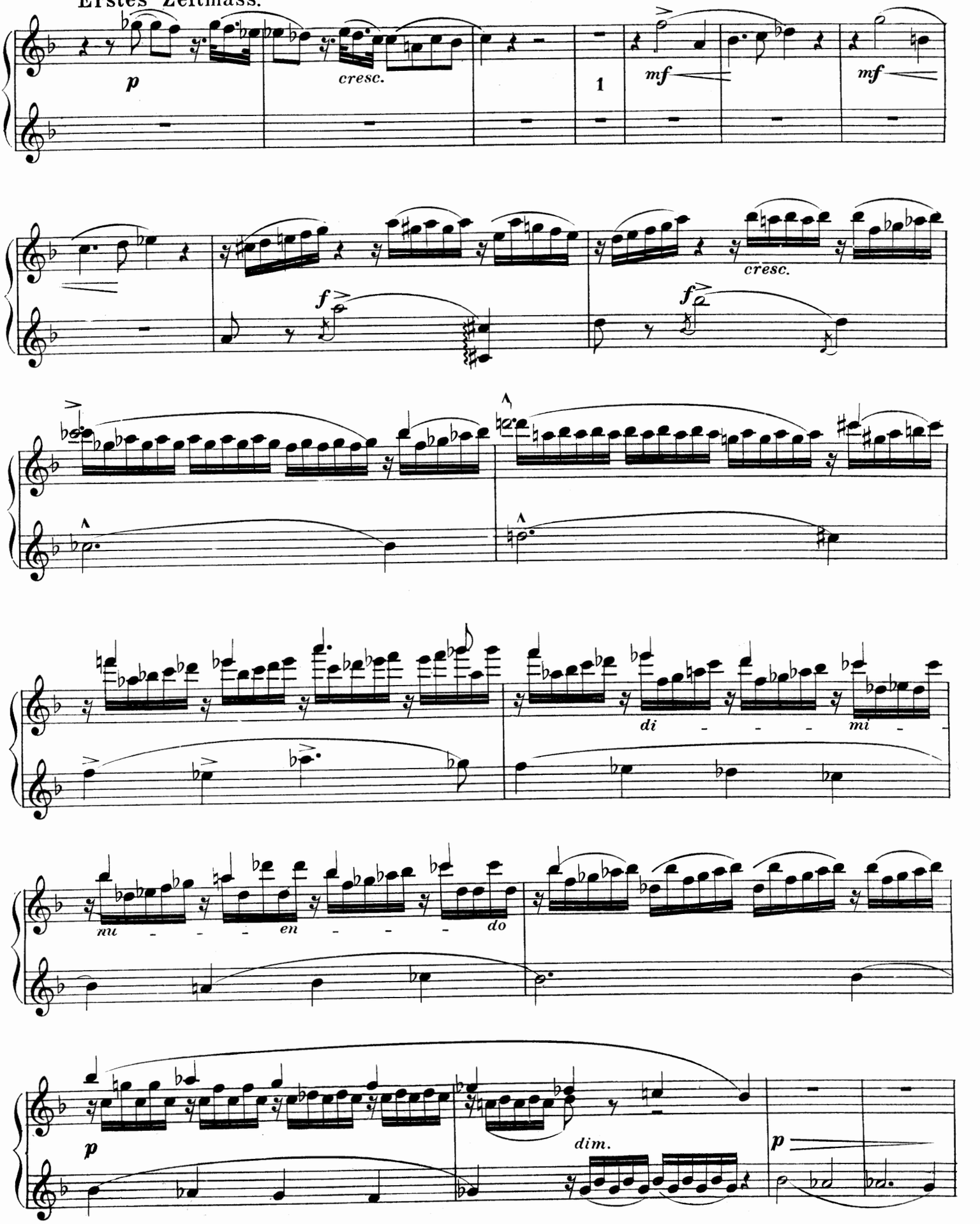
Erstes Zeitmass.

Zweiter Spieler.



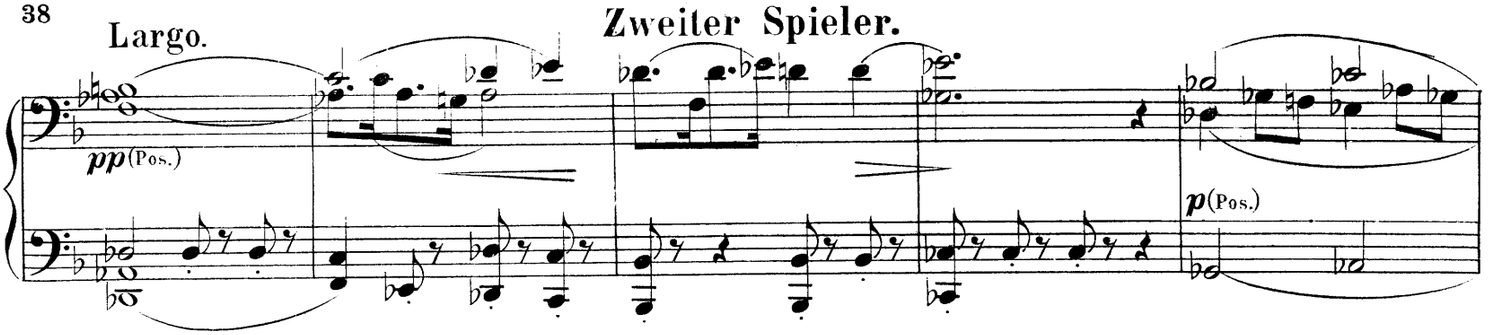
Erster Spieler.

Erstes Zeitmass.

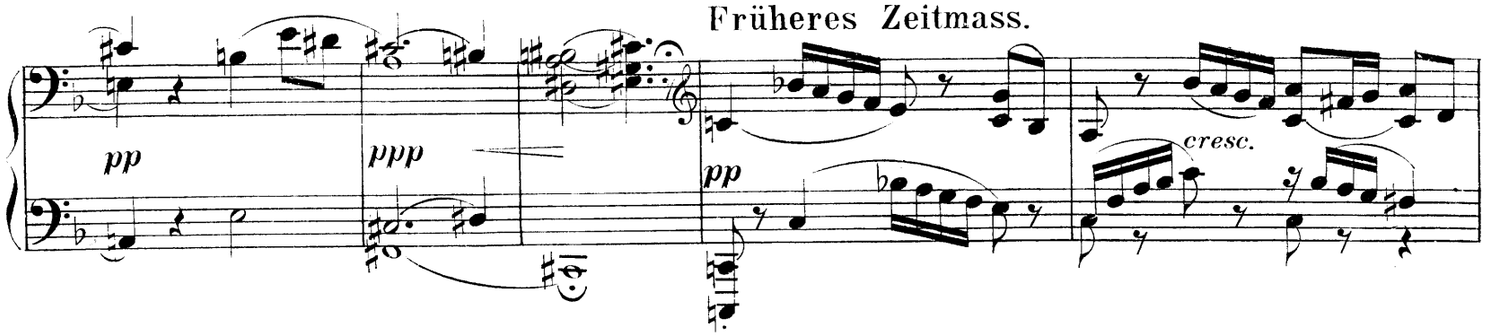


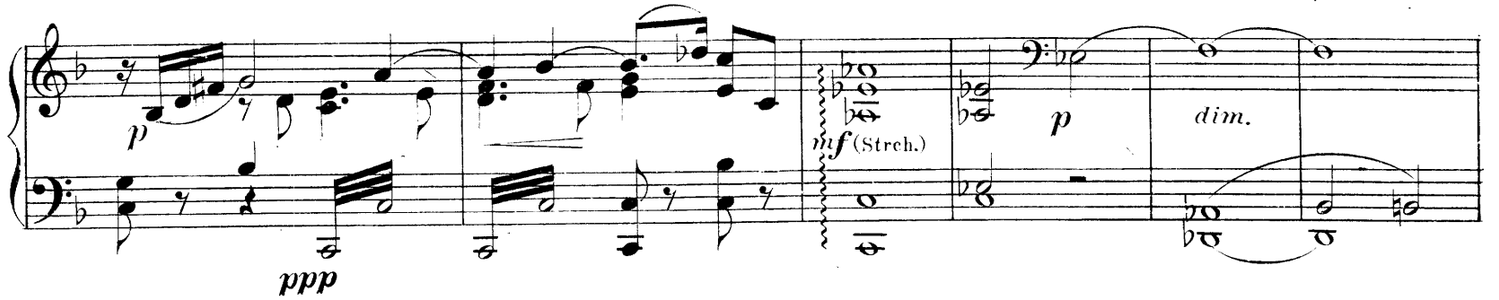
Largo.

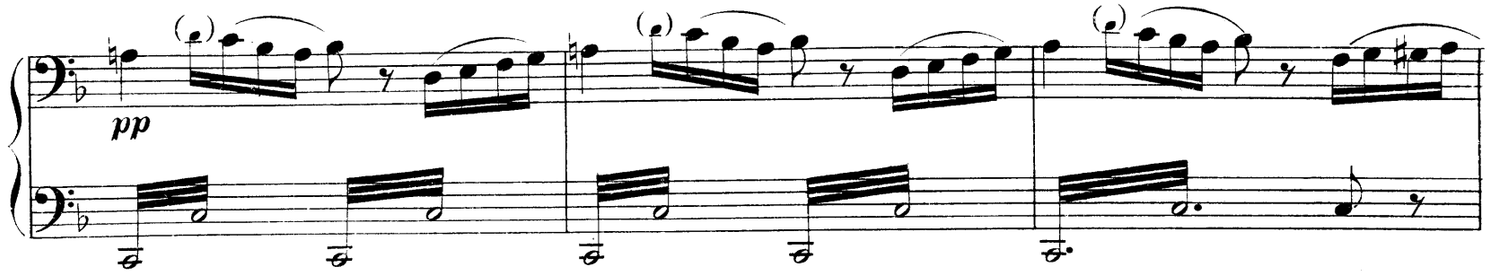
Zweiter Spieler.

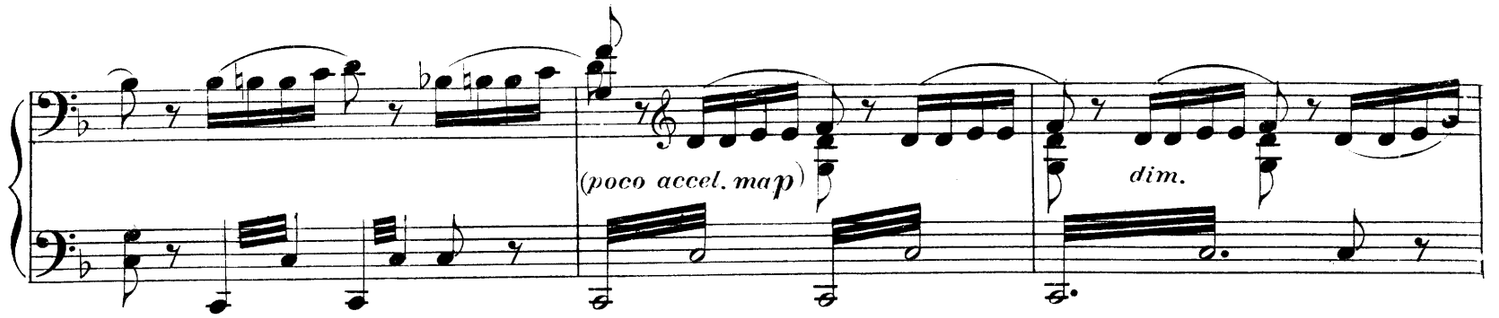


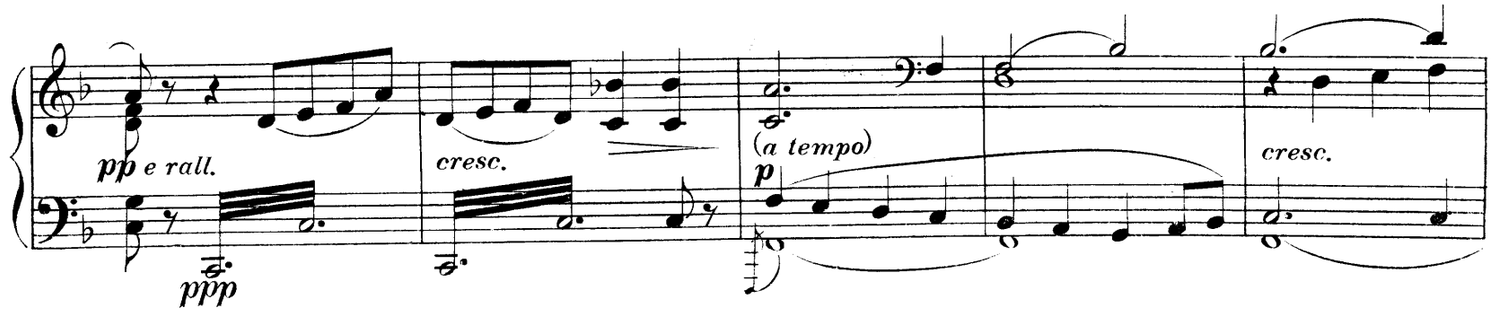
Früheres Zeitmass.



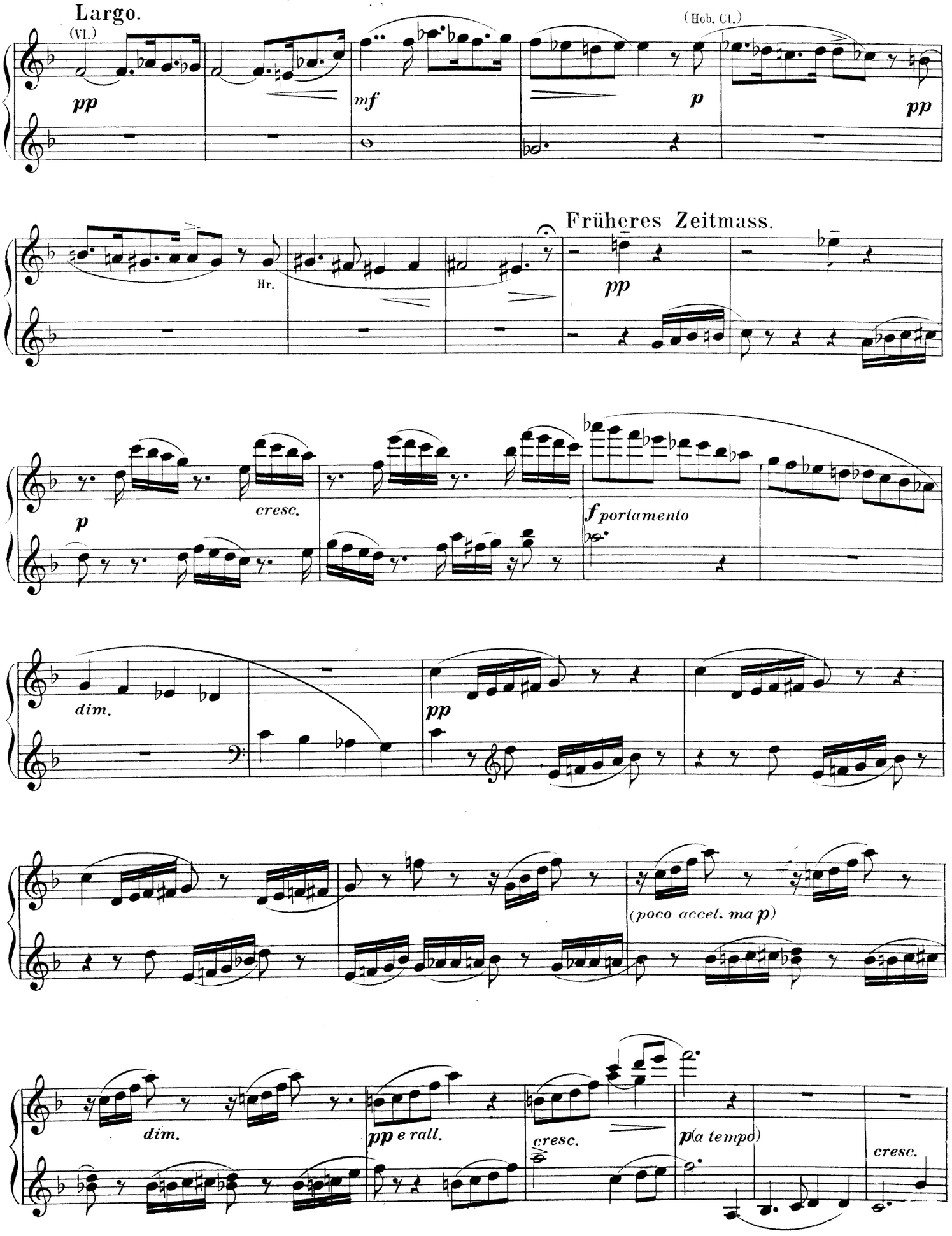




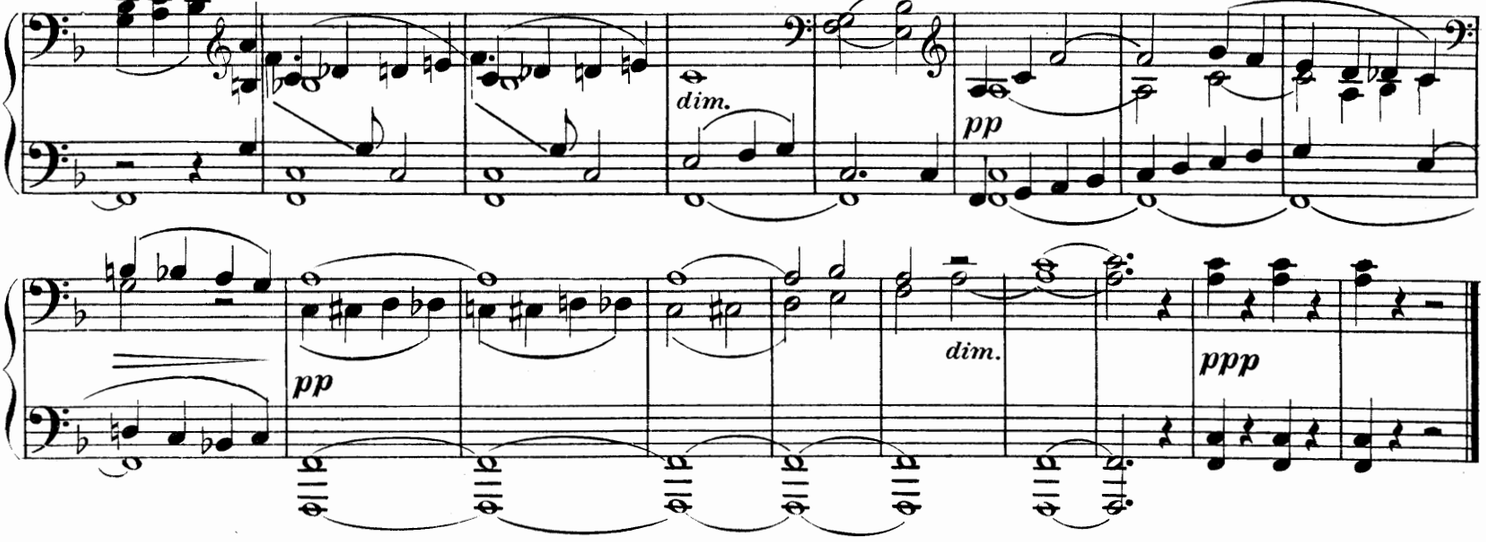




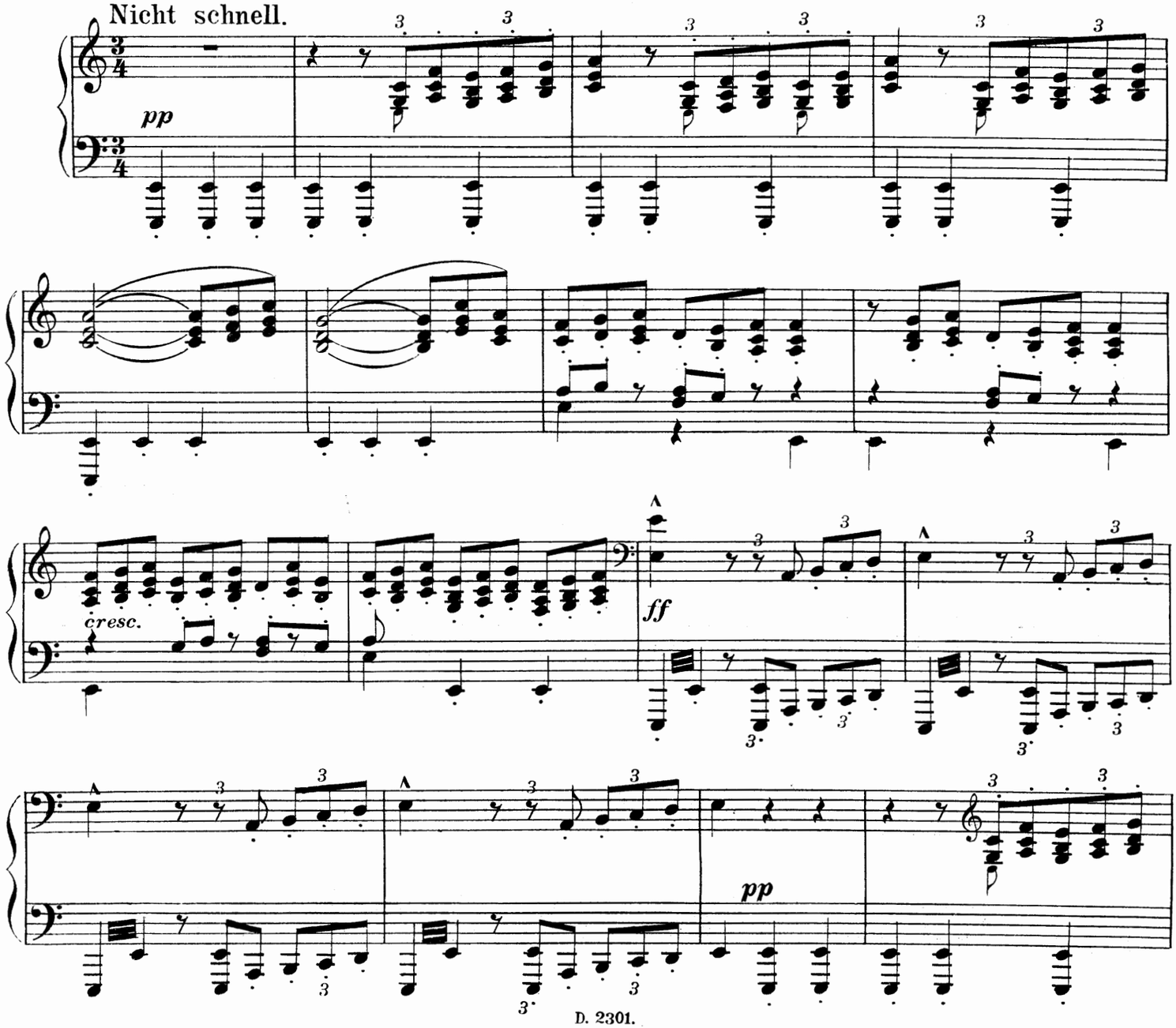
Erster Spieler.



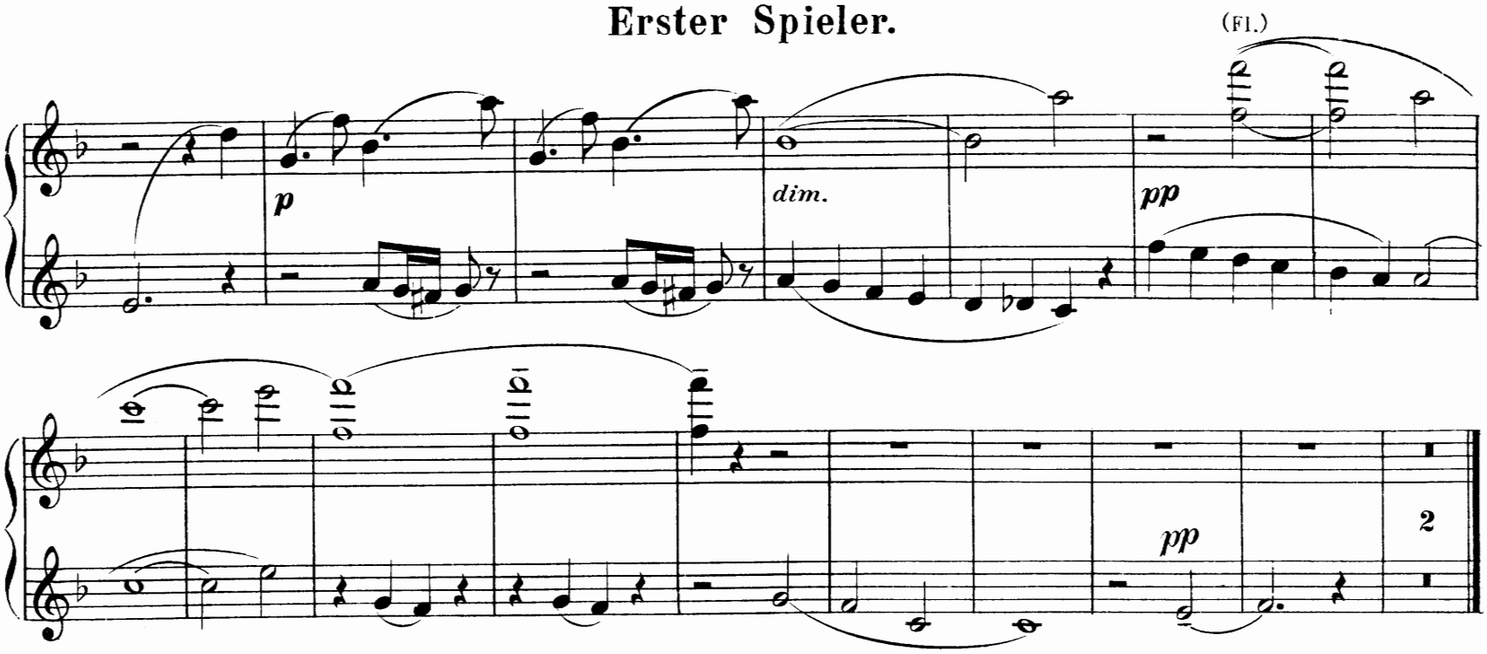
Zweiter Spieler.



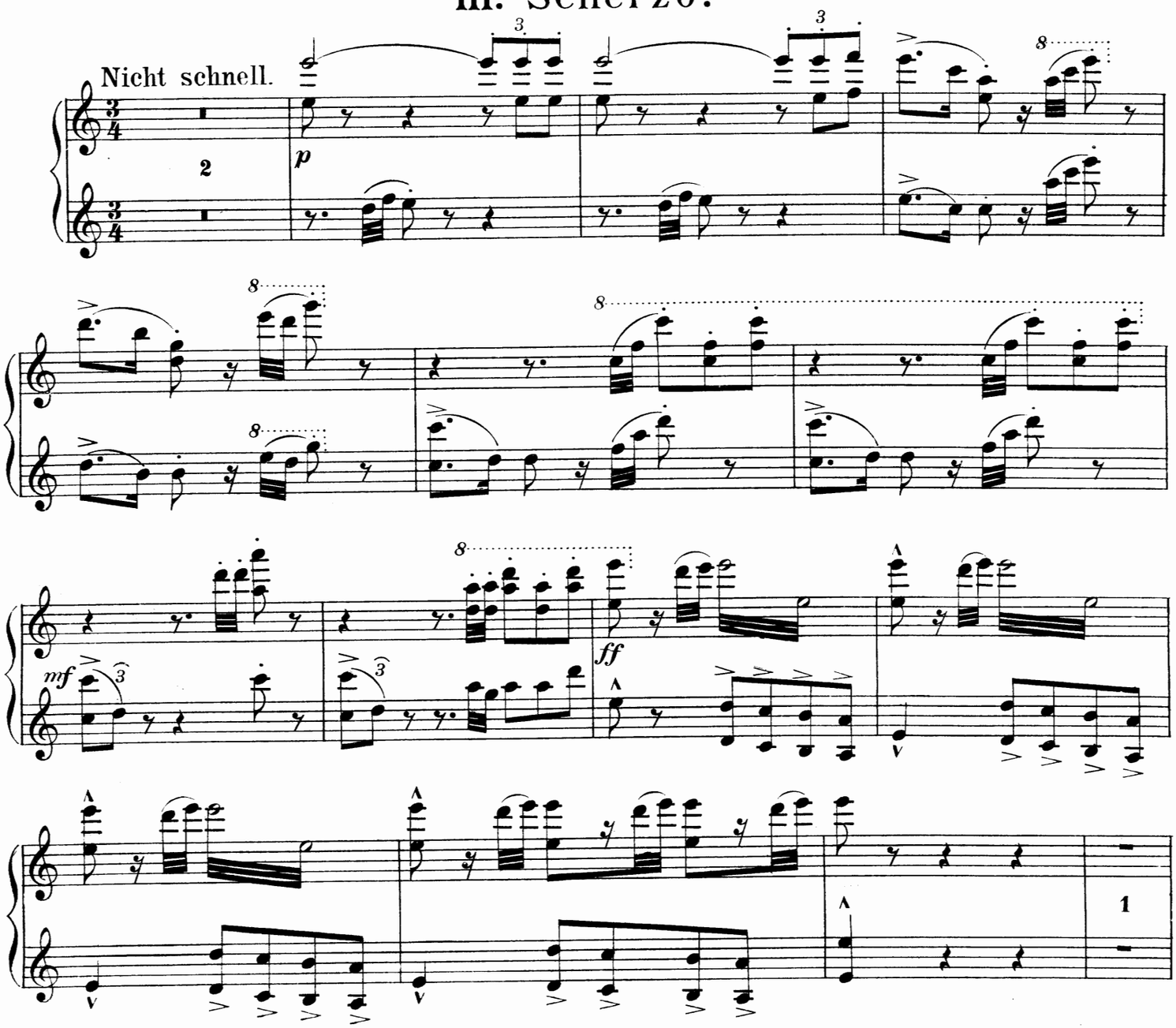
III. Scherzo.



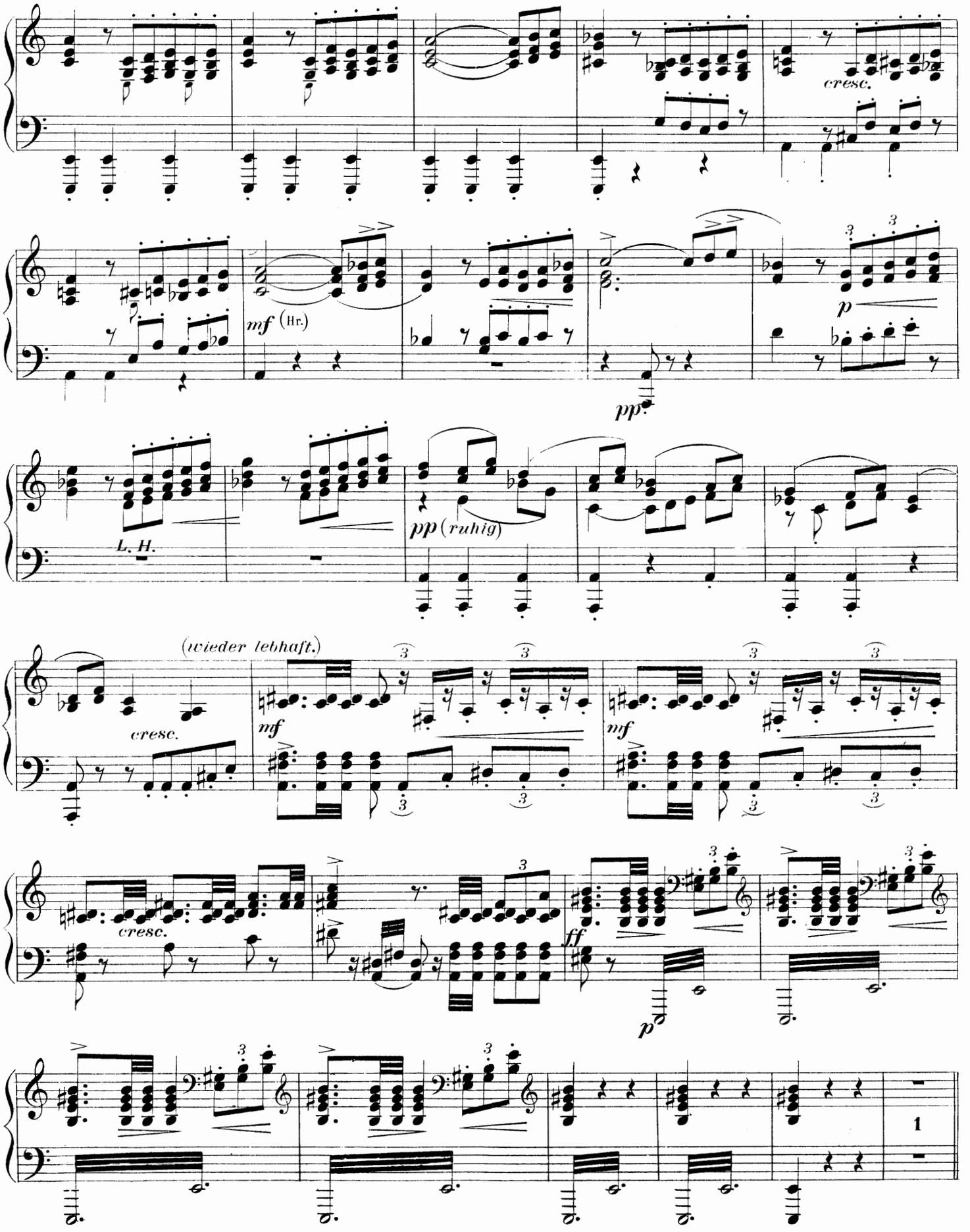
Erster Spieler.



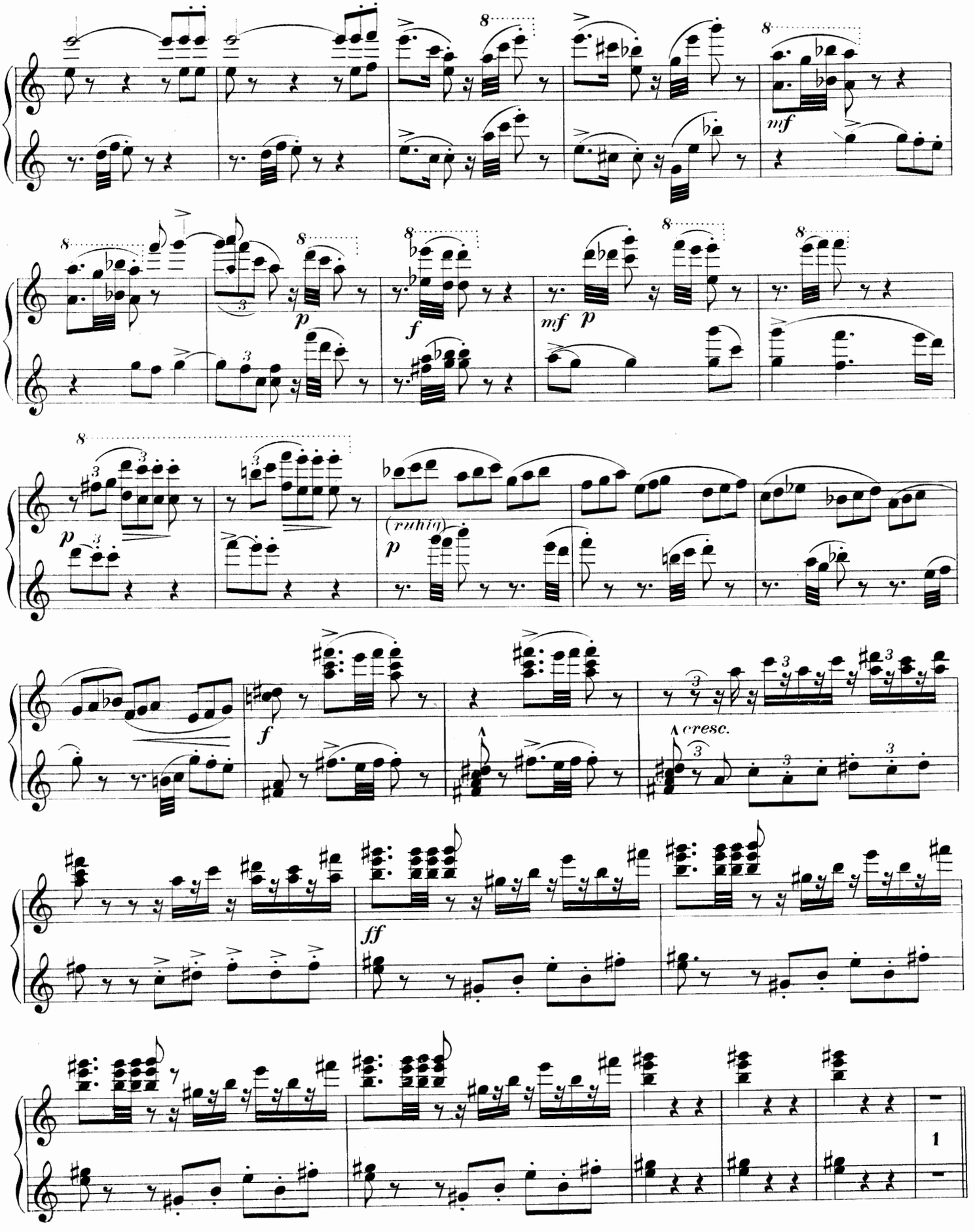
III. Scherzo.



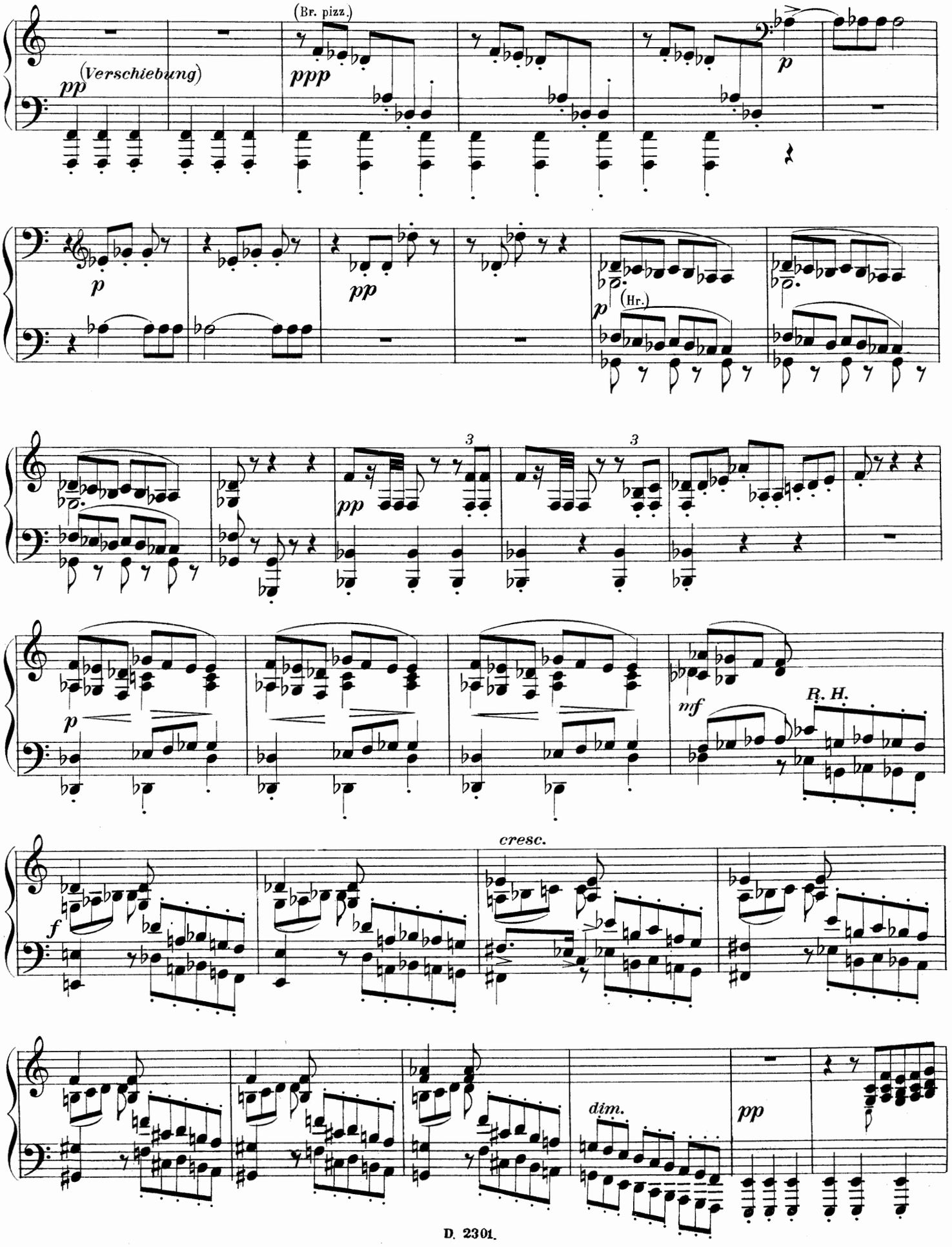
Zweiter Spieler.



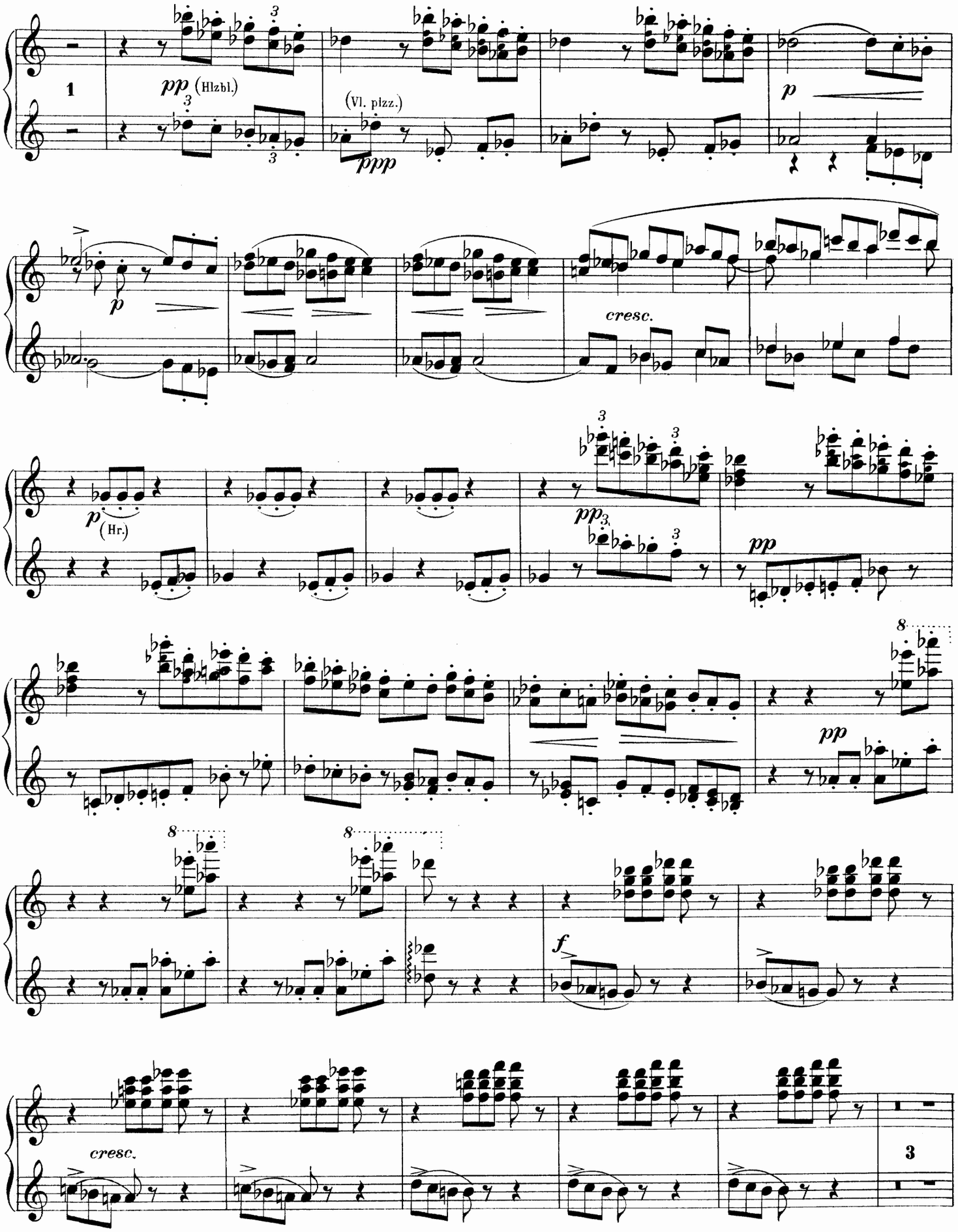
Erster Spieler.



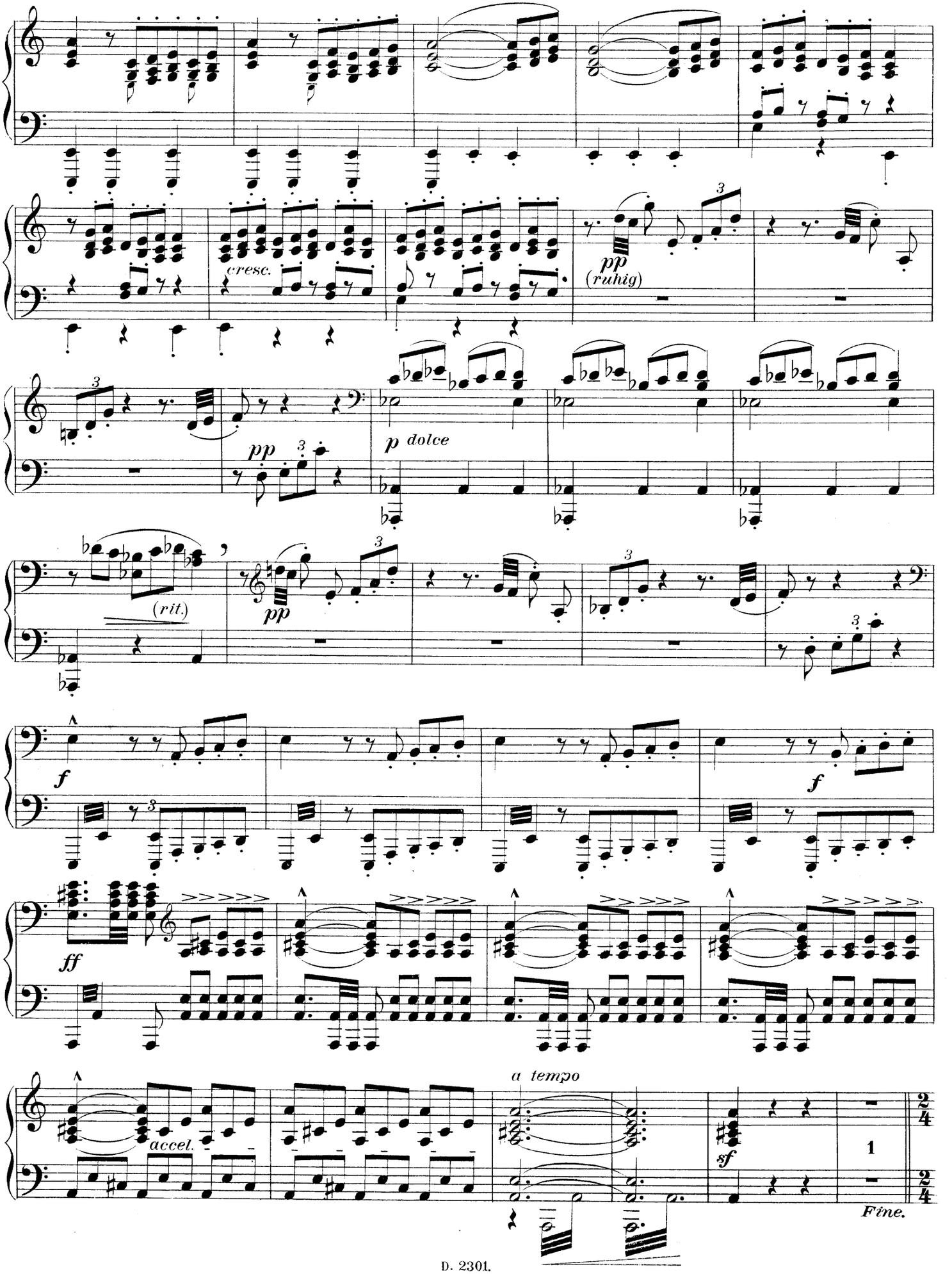
Zweiter Spieler.



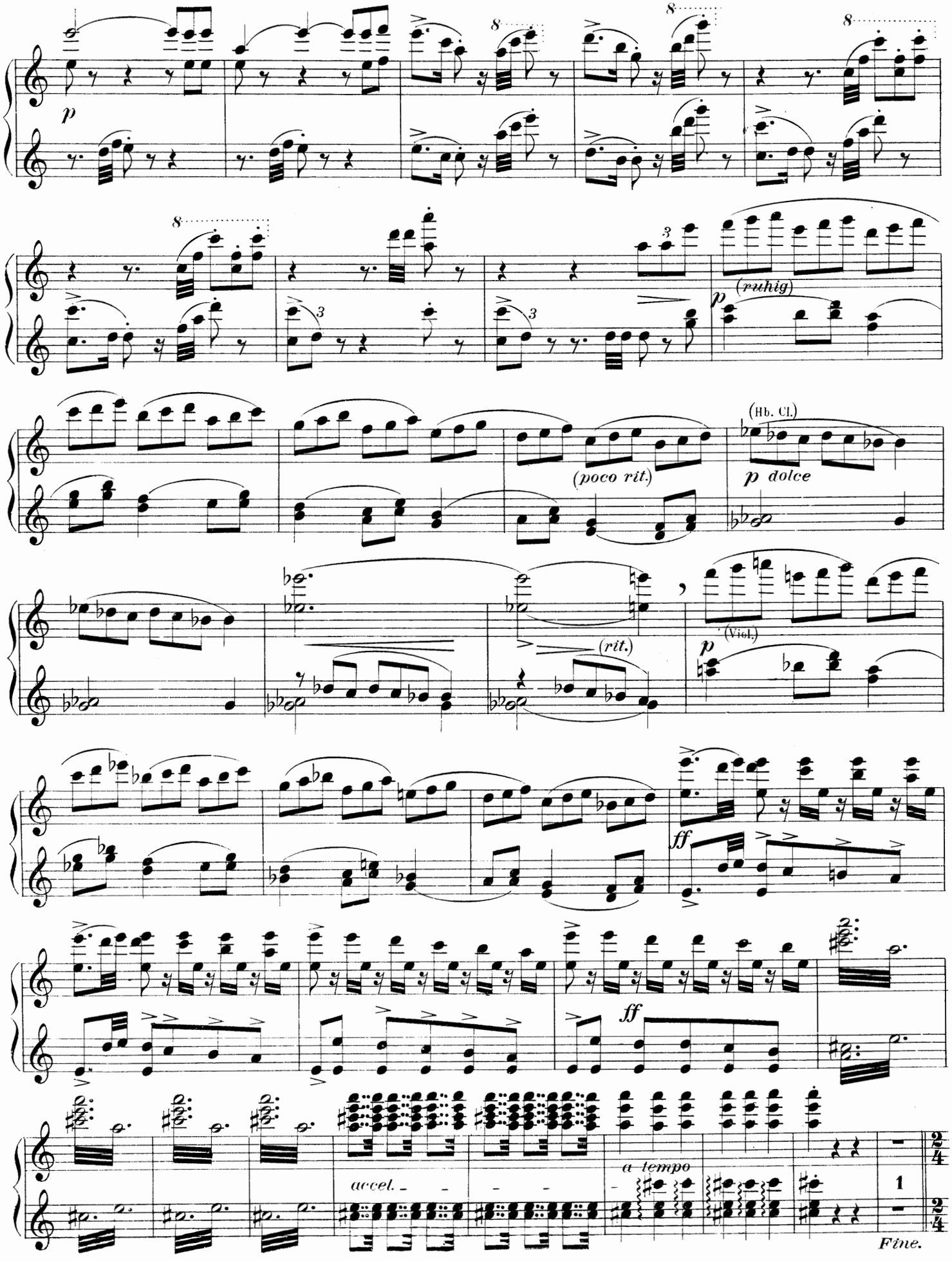
Erster Spieler.



Zweiter Spieler.



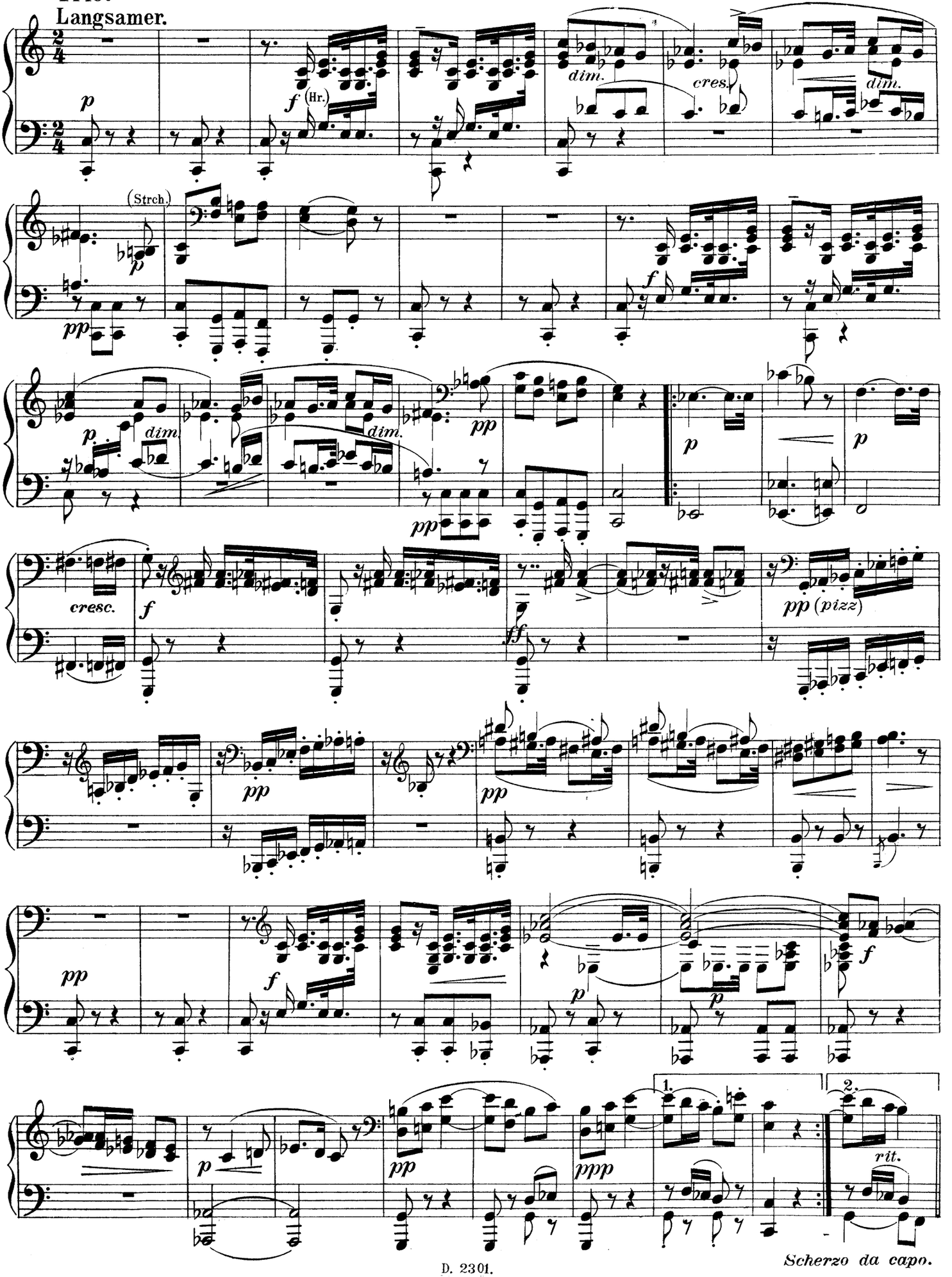
Erster Spieler.



Trio.

Langsamer.

Zweiter Spieler.

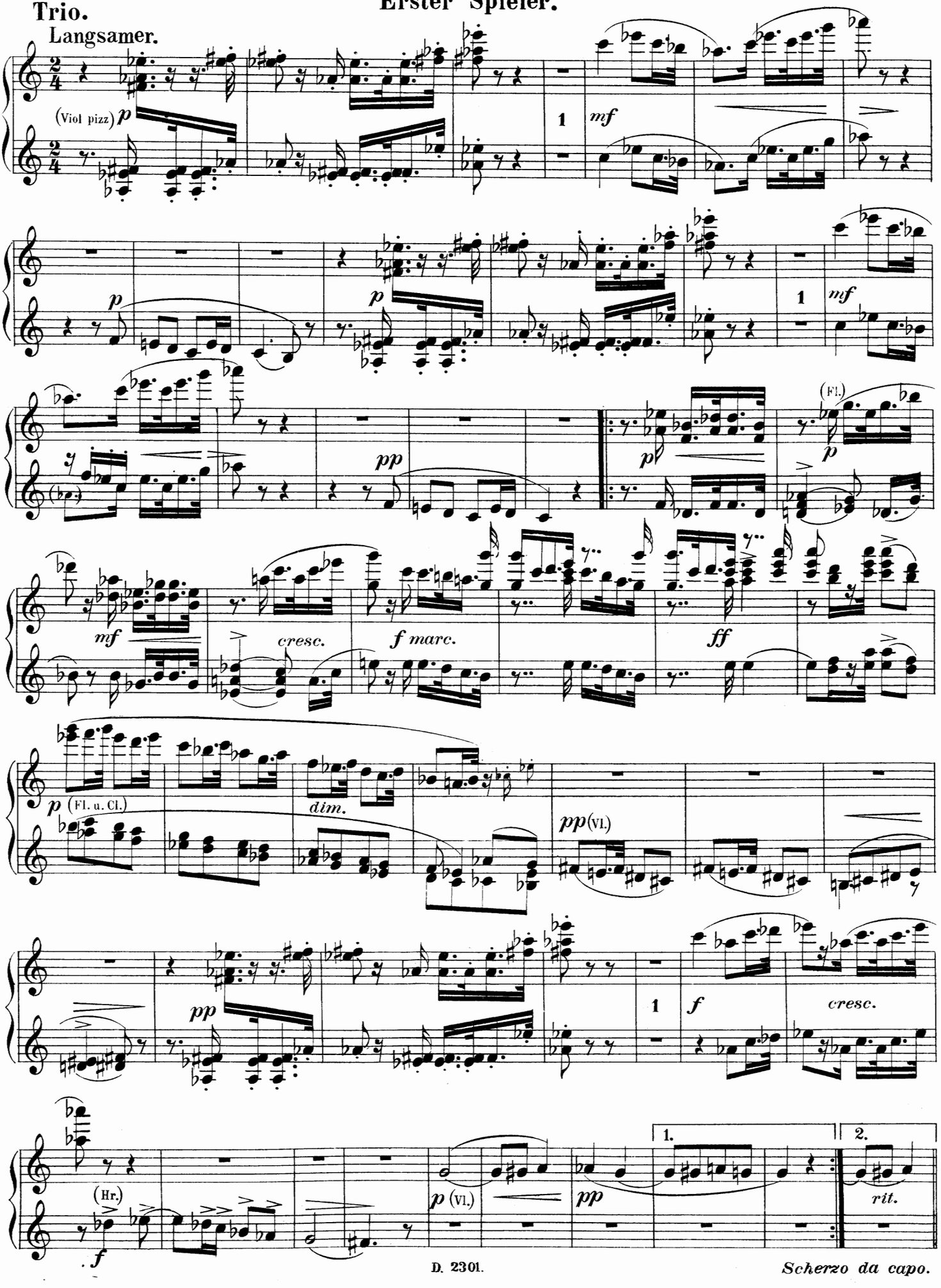


Scherzo da capo.

Trio.

Erster Spieler.

Langsamer.

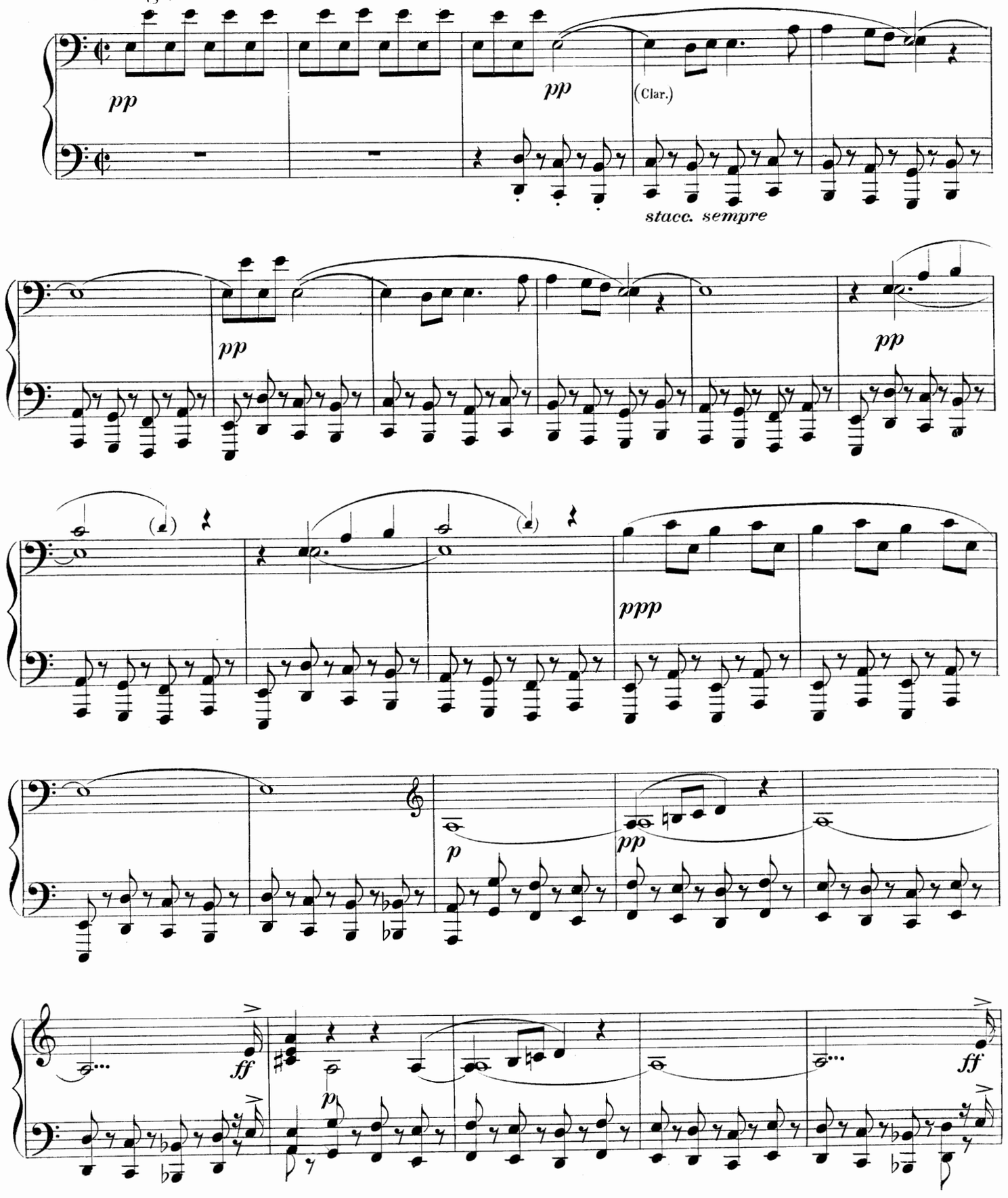


Scherzo da capo.

Zweiter Spieler.

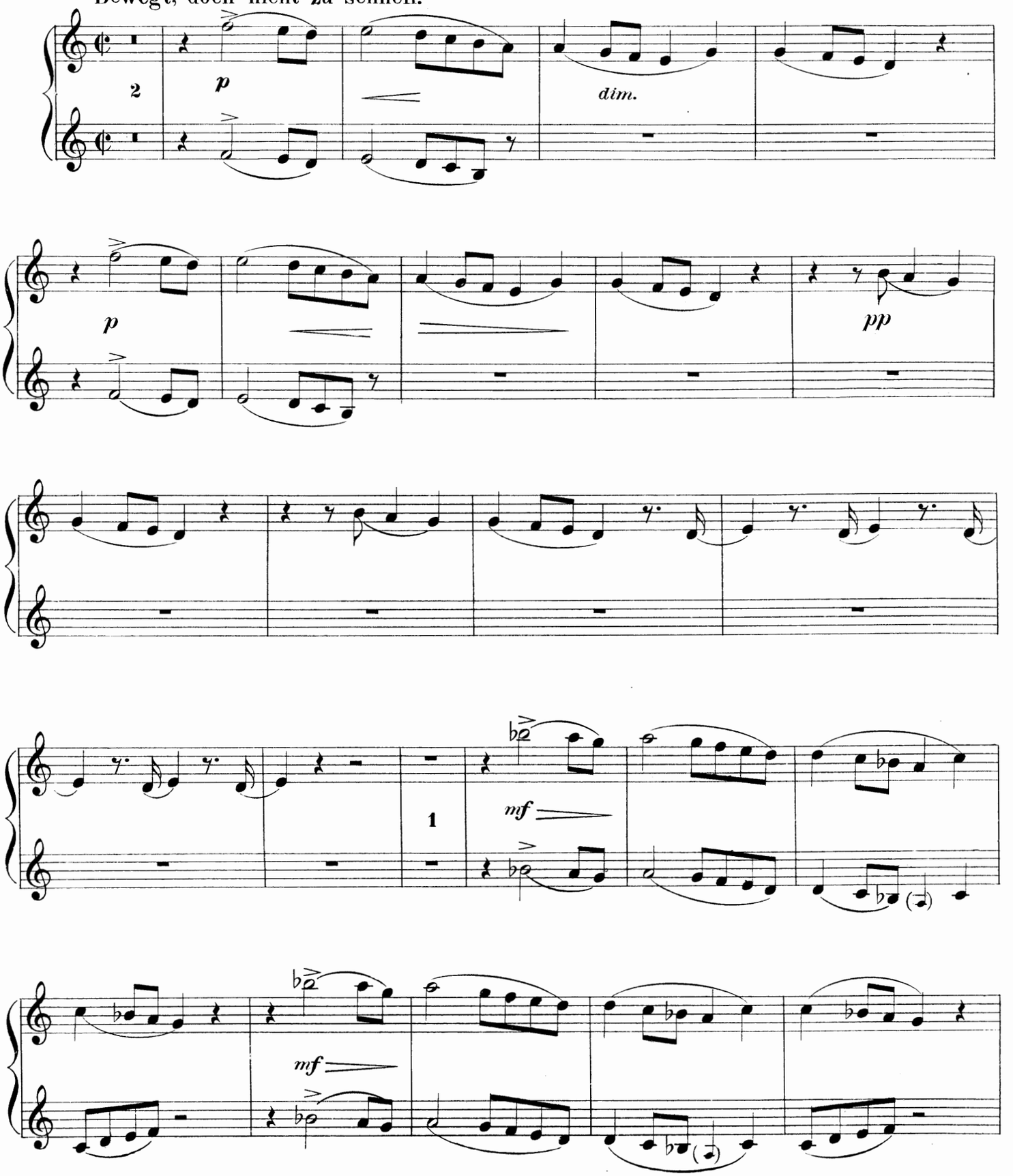
IV. Finale.

Bewegt; doch nicht zu schnell.

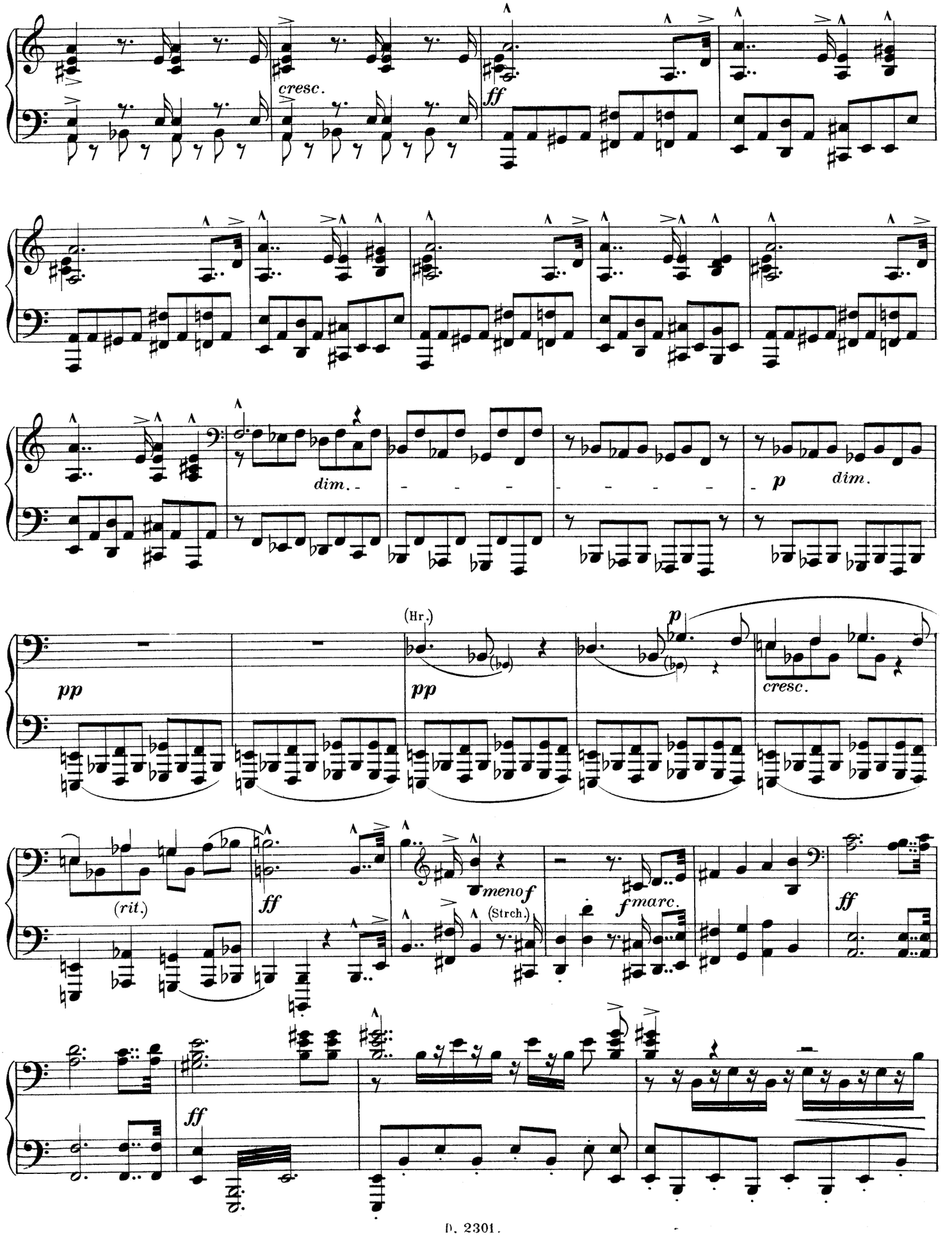


IV. Finale.

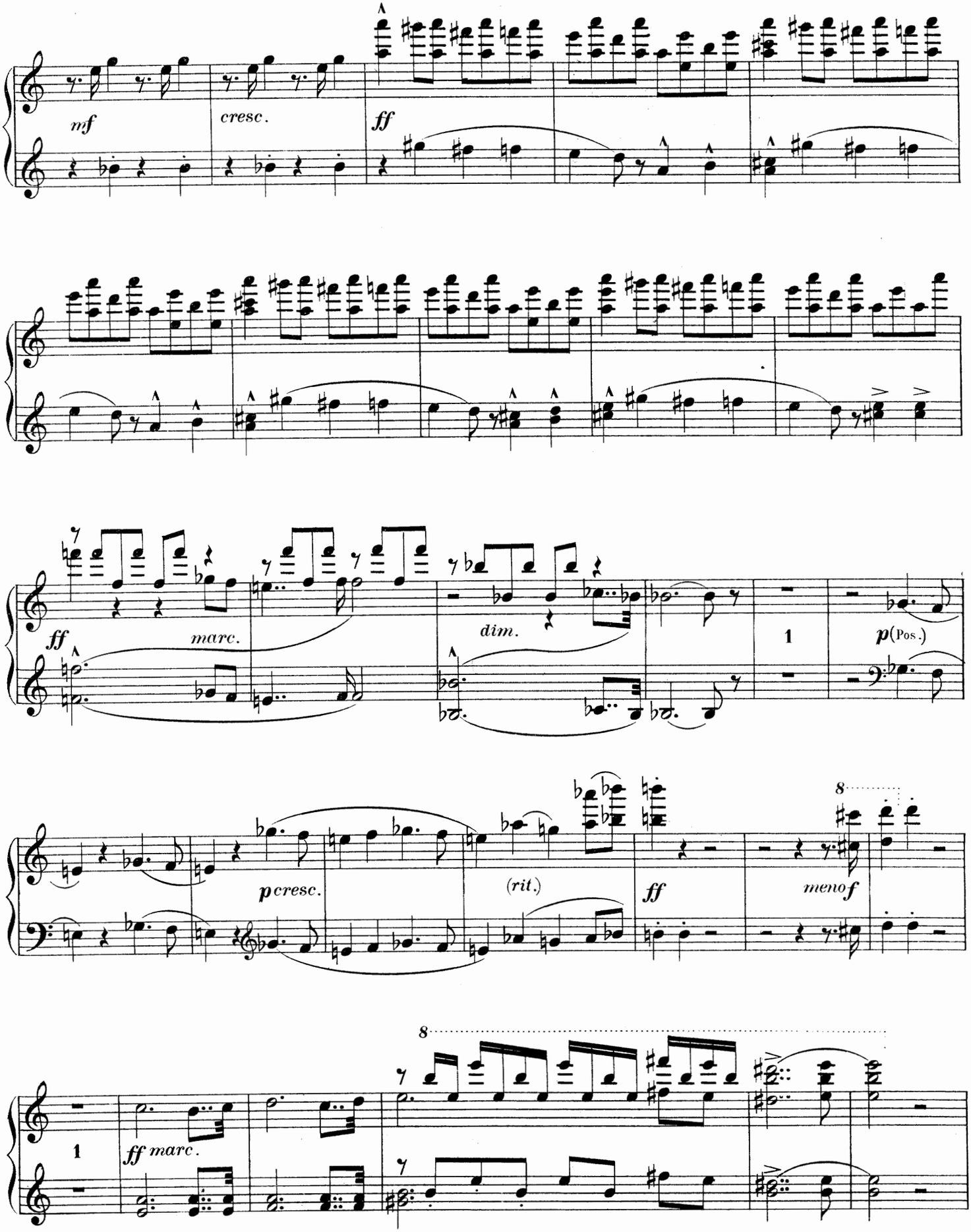
Bewegt; doch nicht zu schnell.

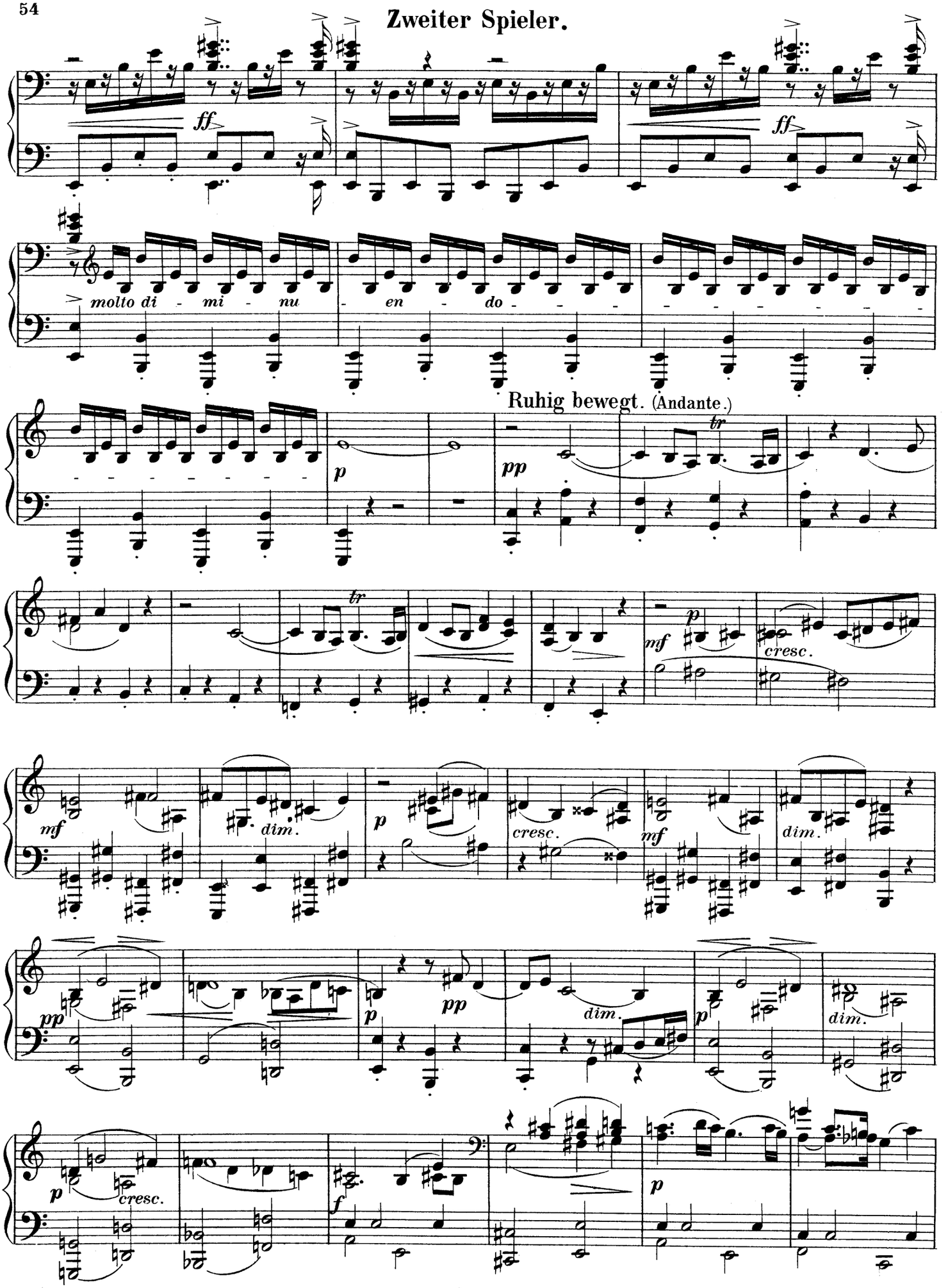


Zweiter Spieler.

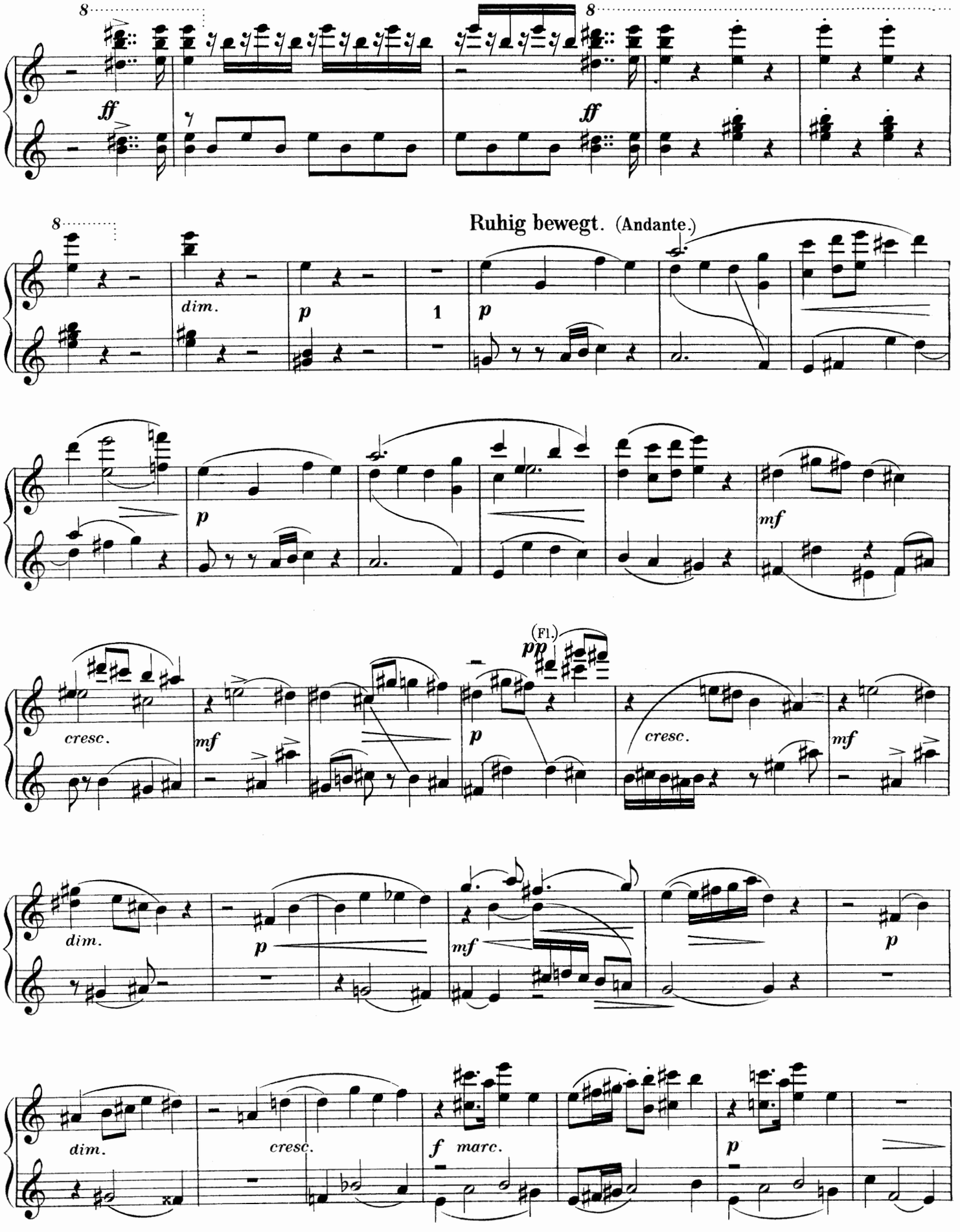


Erster Spieler.



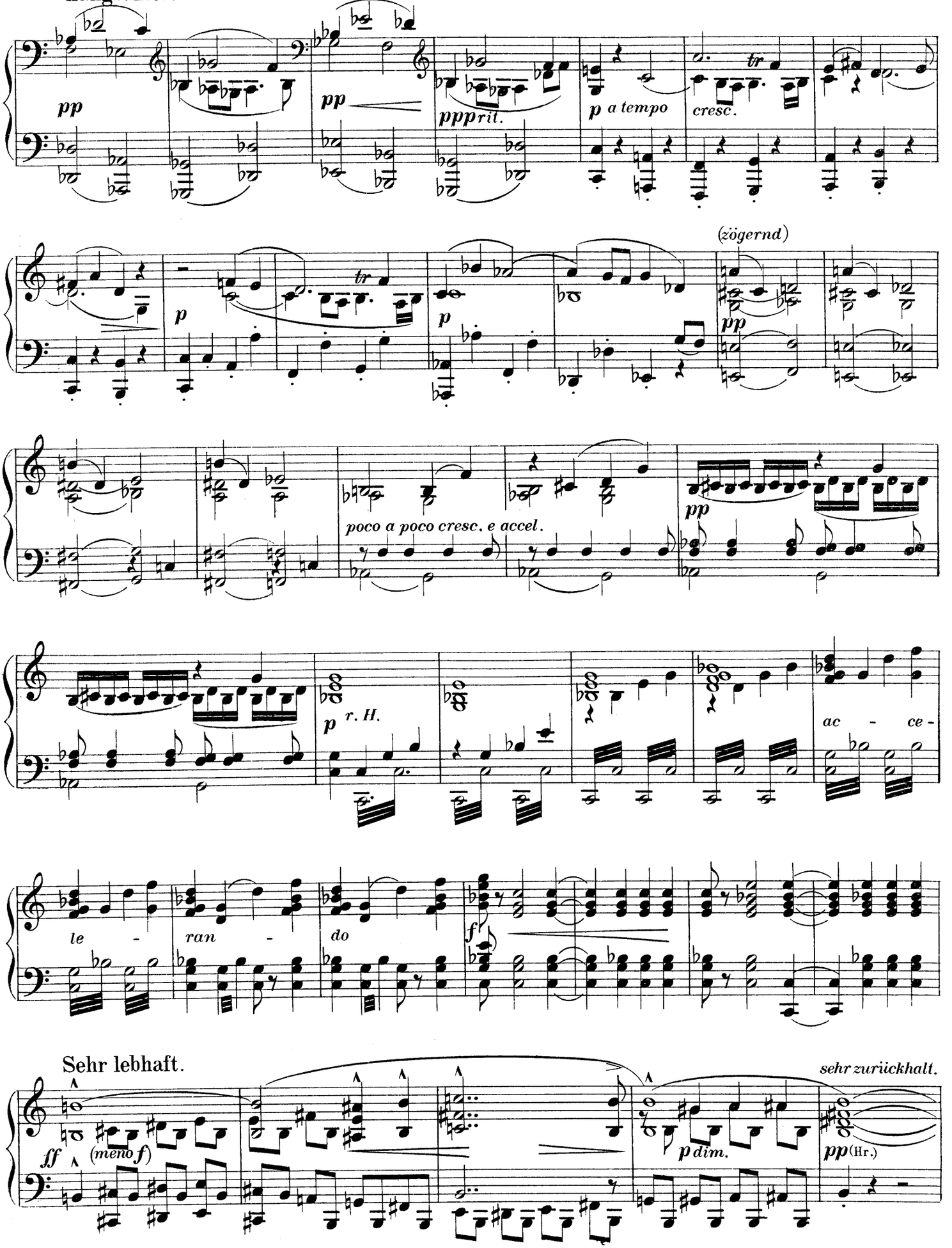

Zweiter Spieler.
ff
ff
molto di - mi - nu - en - do - - -
Ruhig bewegt. (Andante.)
p
pp
tr
tr
mf
p
cresc.
mf
dim.
p
cresc.
mf
dim.
pp
p
pp
dim.
p
dim.
p
cresc.
f
p

Erster Spieler.

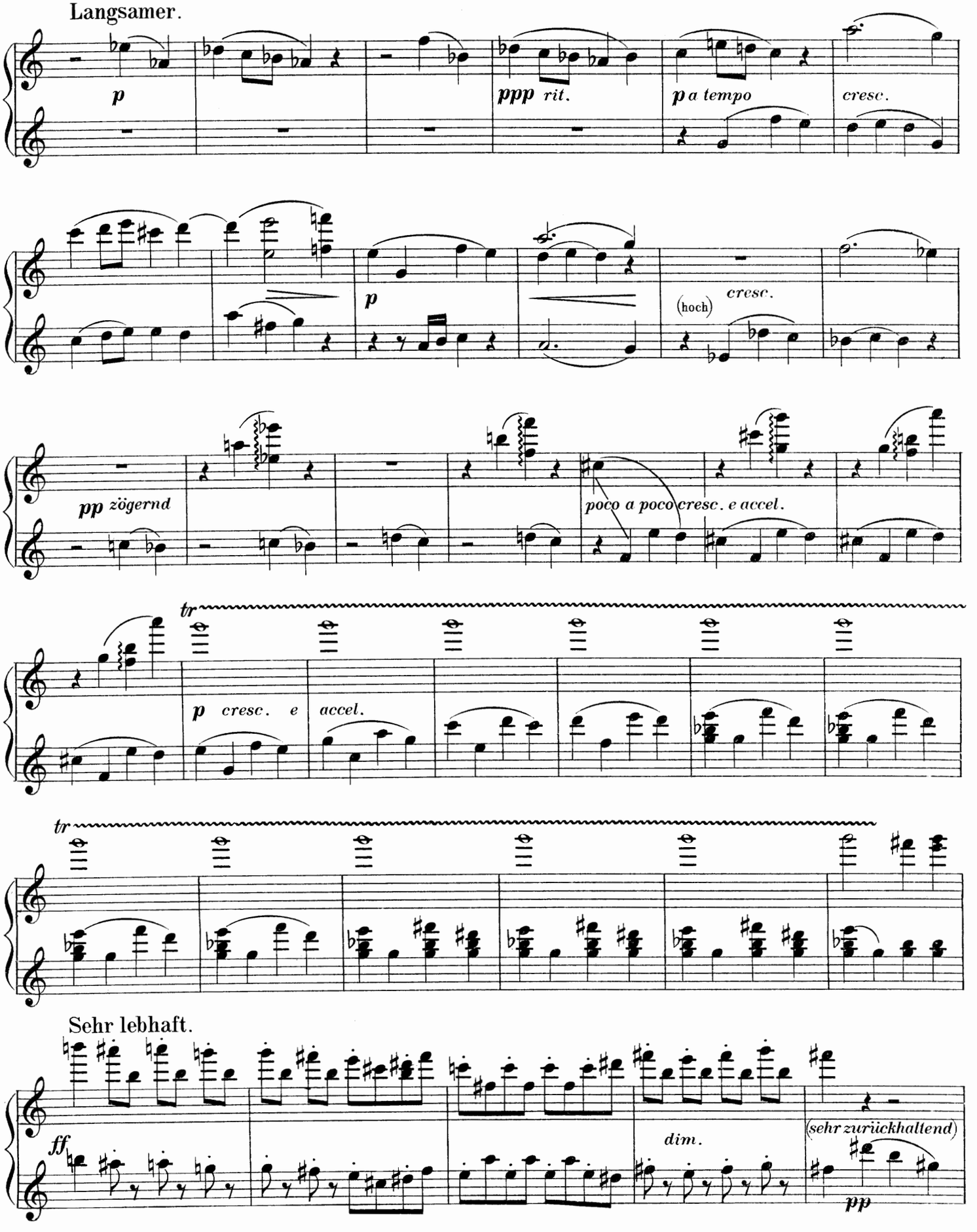


Langsamer.

Zweiter Spieler.



Erster Spieler.



Zweiter Spieler.

Wie vorher

pp *pp* *sff* (meno *f*)

f

sfz *sfz* *mf*

Ruhig.

pp *pp* *cresc.*

(Pos.) *p* *cresc.*

mf *dim.* *p*

pp (sehr ruhig) *pp* (rit.) *pp*

Erster Spieler.

(Hob. Clar.)

p ruhig.

cresc.

Wie vorher.

ff

f

sfz

sfz

Ruhig.

1

pp

pp

cresc.

p

cresc.

f

dim.

p

dim.

(rit)

Zweiter Spieler.

Gedehnt.

(Vcl.) (Pos.) *mf* *dim.* *pp* *mf* *pp*

dim. *l.H.* *pp* (pizz.)

(hoch.) *l.H.* *pp* *dim.* (*rit.*)

Bewegt, doch breit.

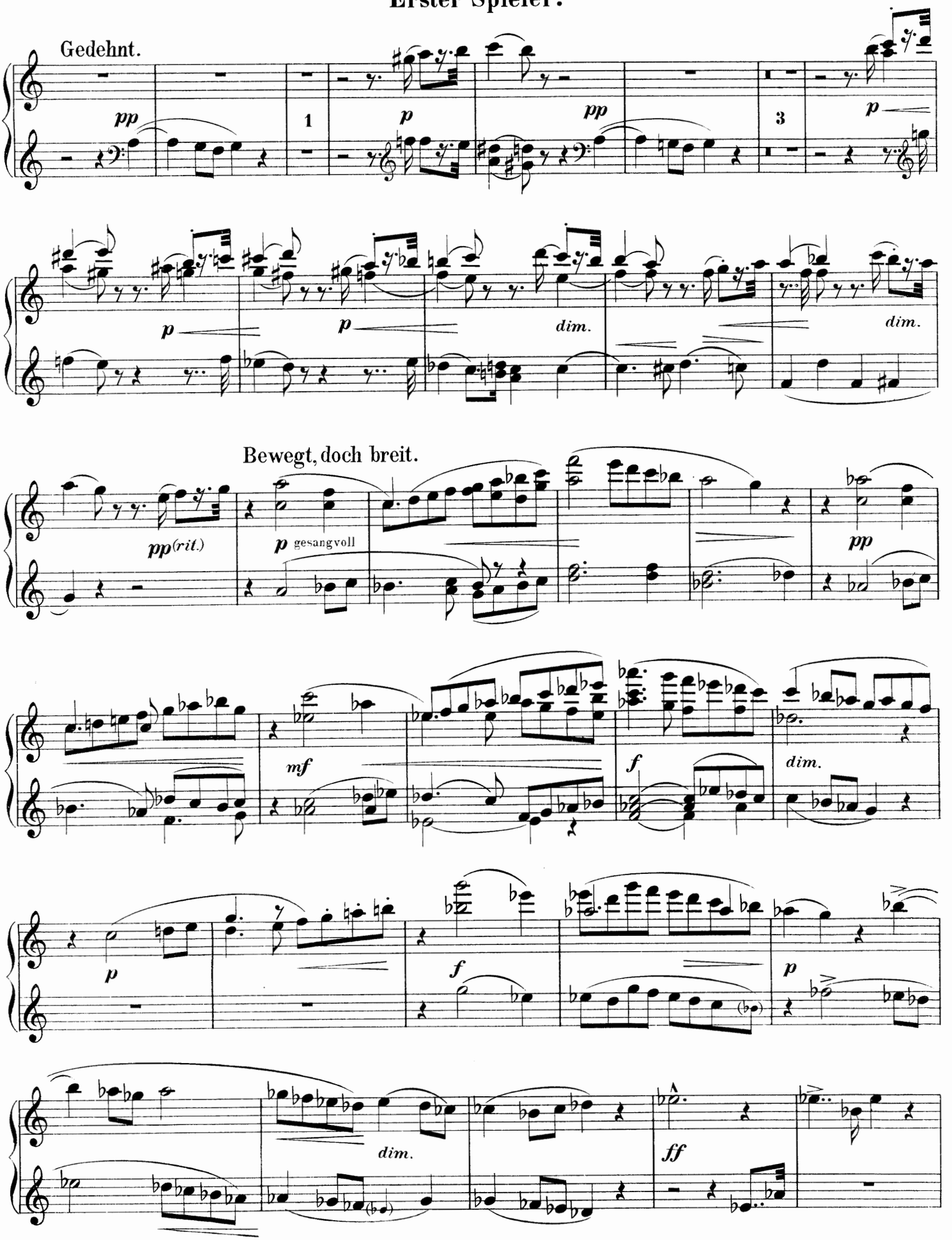
p *pp*

p *cresc.* *dim.* (Hr.) *pp*

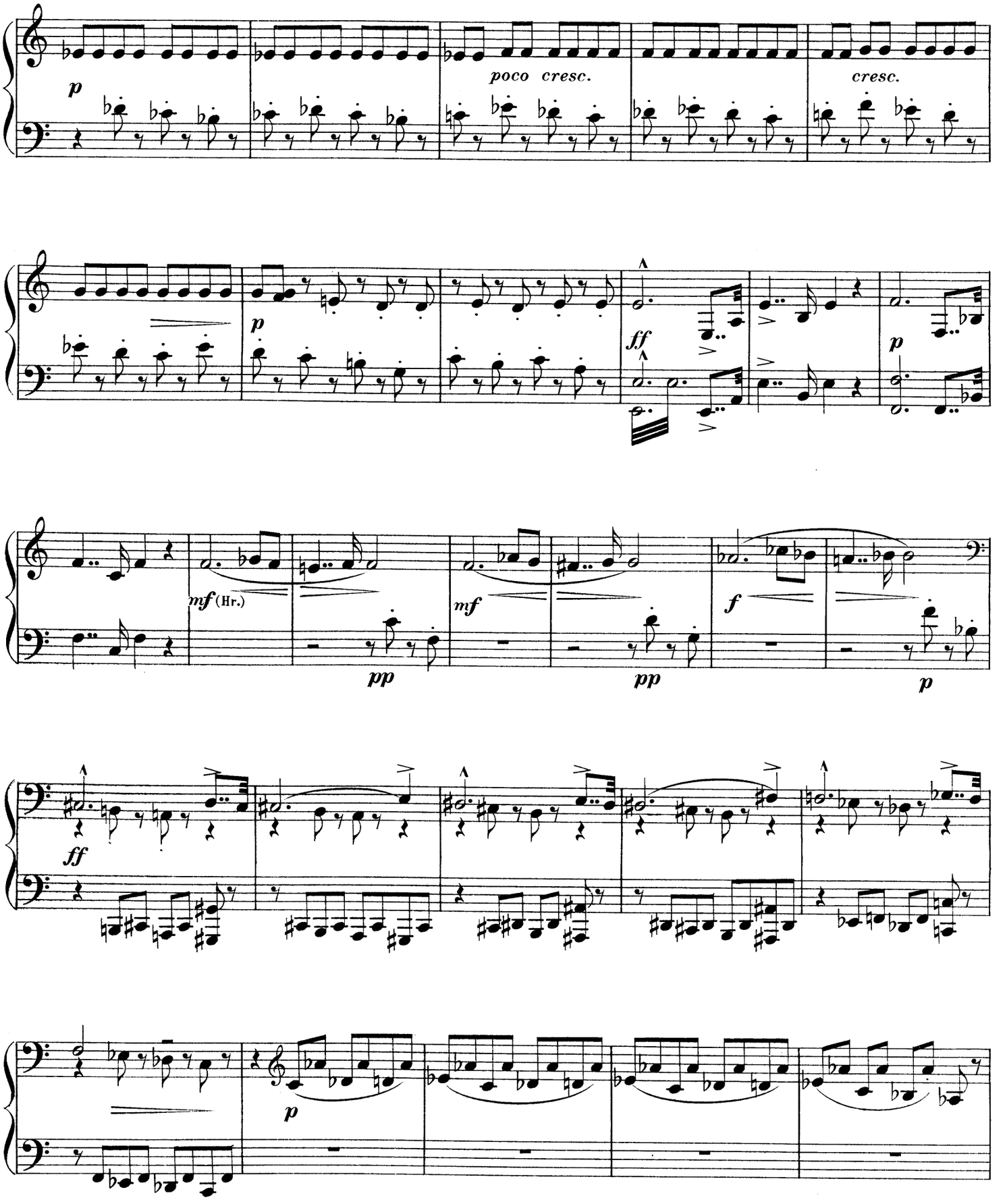
(Trp.) *marc.* *mf* *pp* (pizz.)

ff

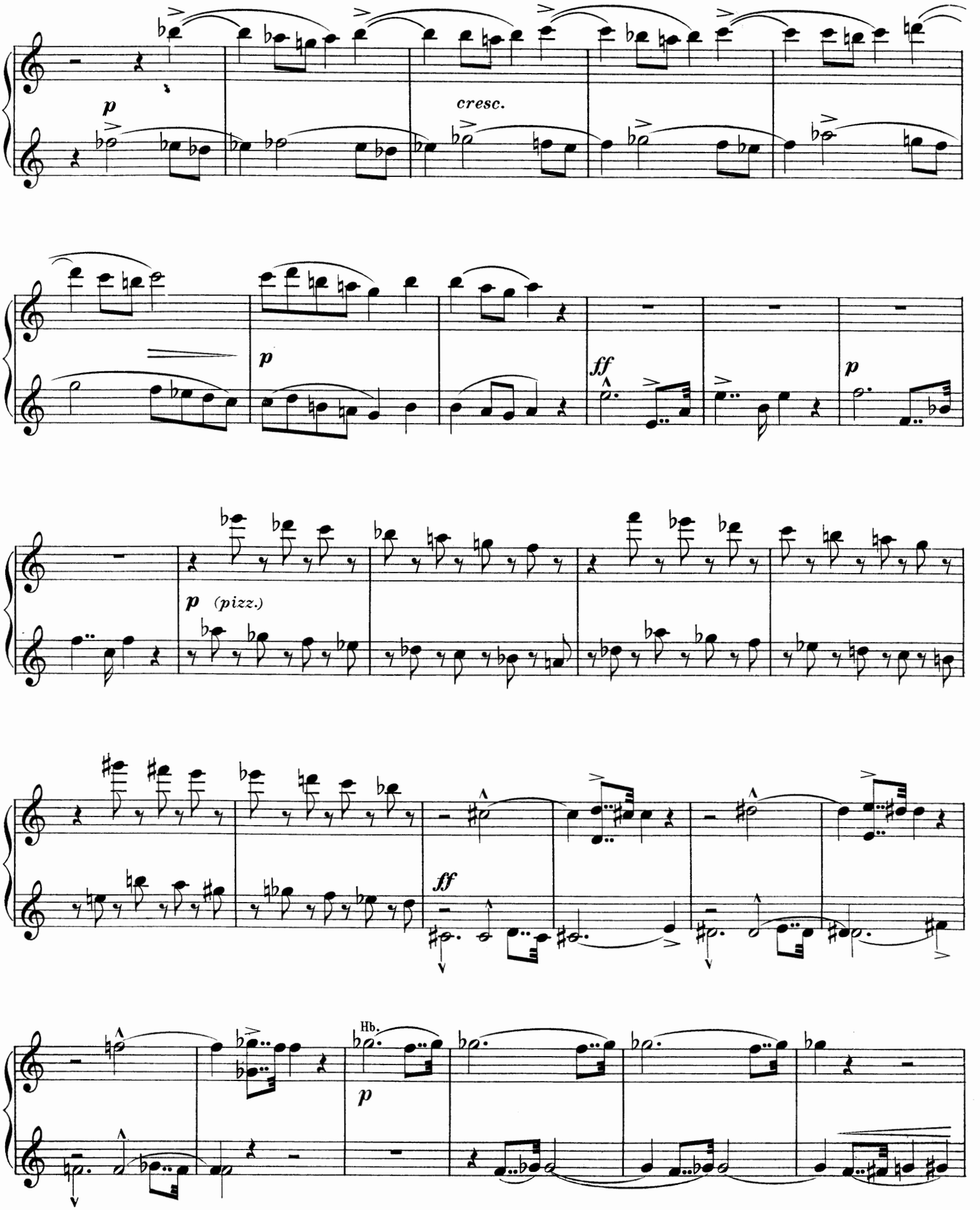
Erster Spieler.



Zweiter Spieler.

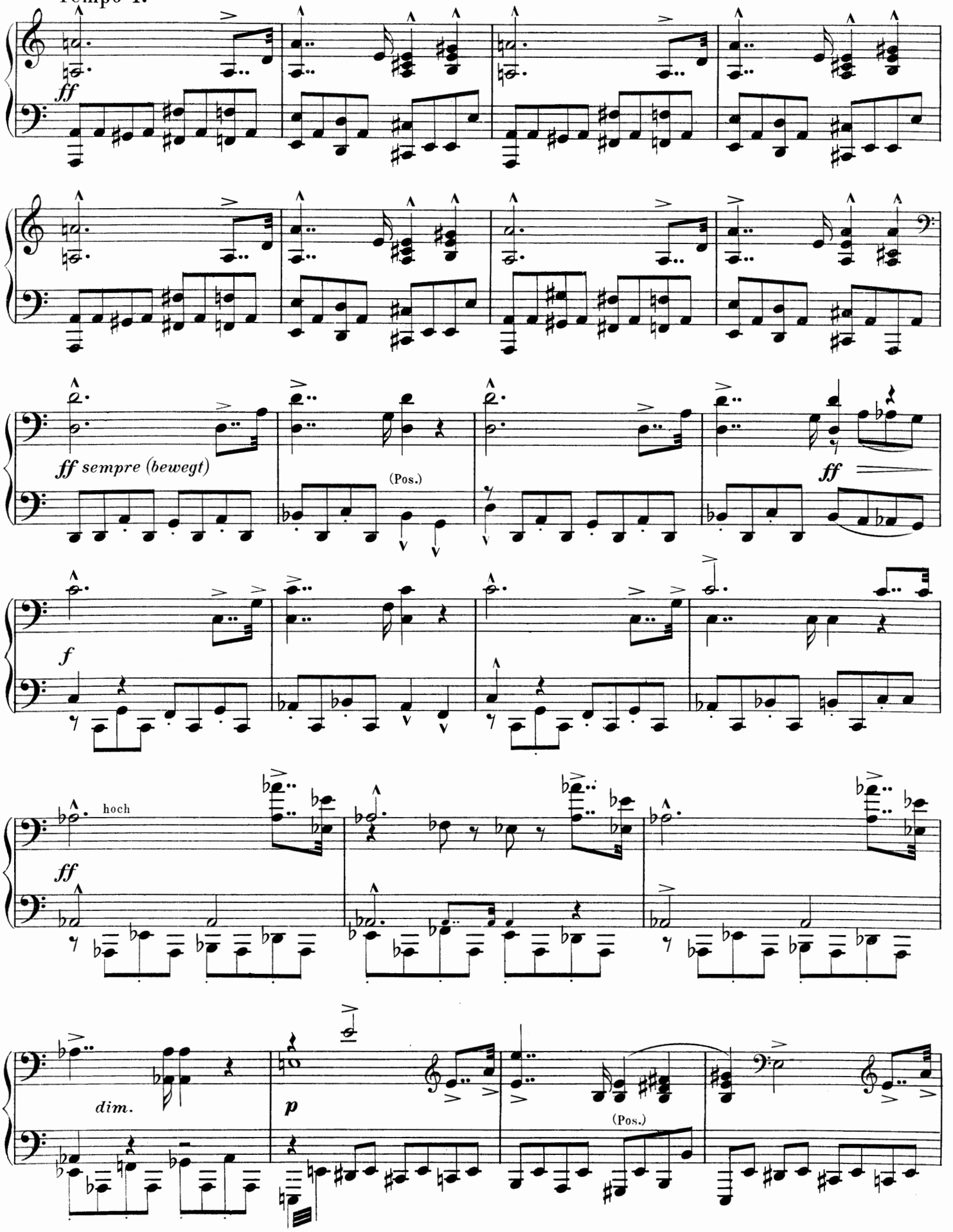


Erster Spieler.



Zweiter Spieler.

Tempo I.



Erster Spieler.

Tempo I.

ff

ff sempre (bewegt)

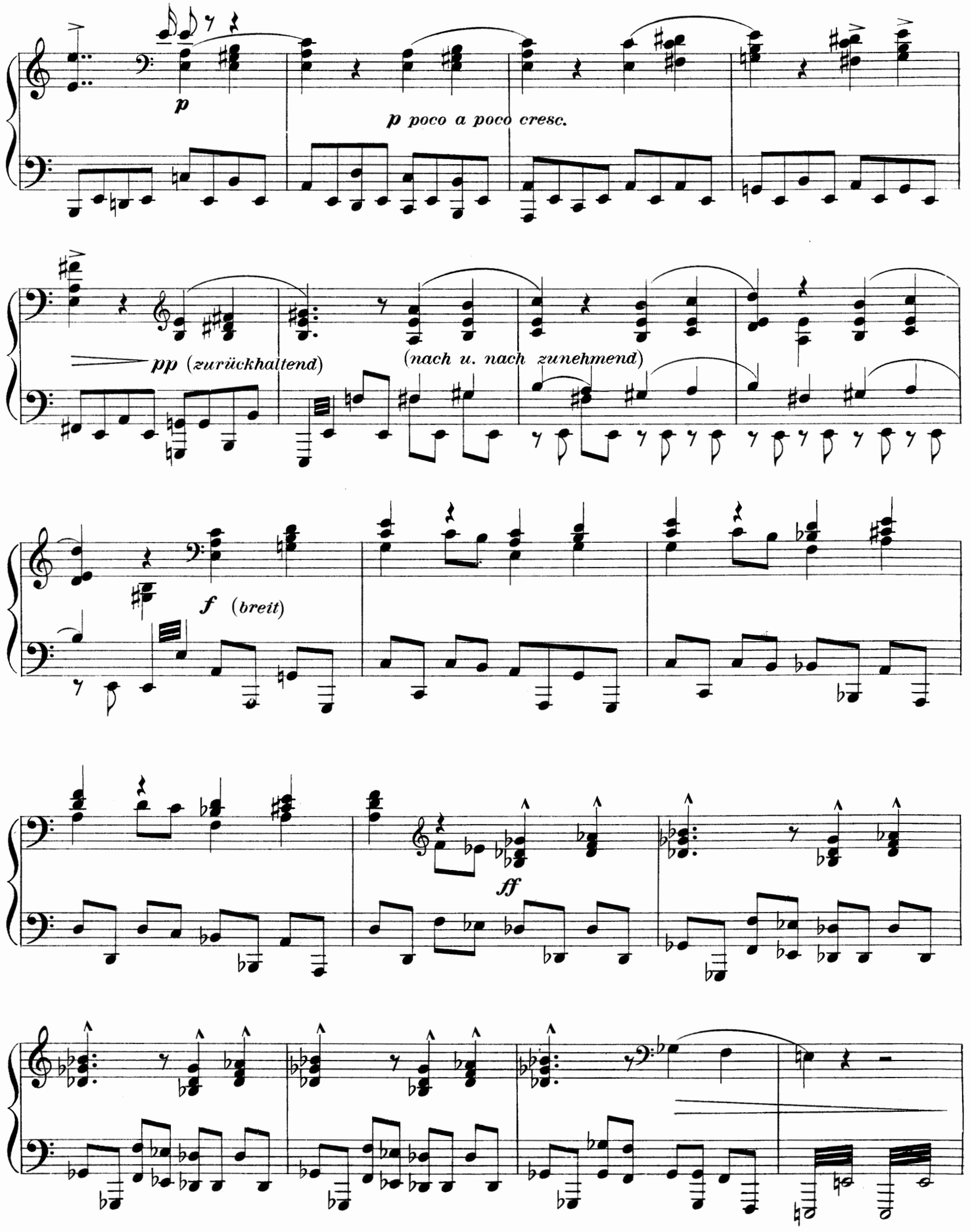
ff

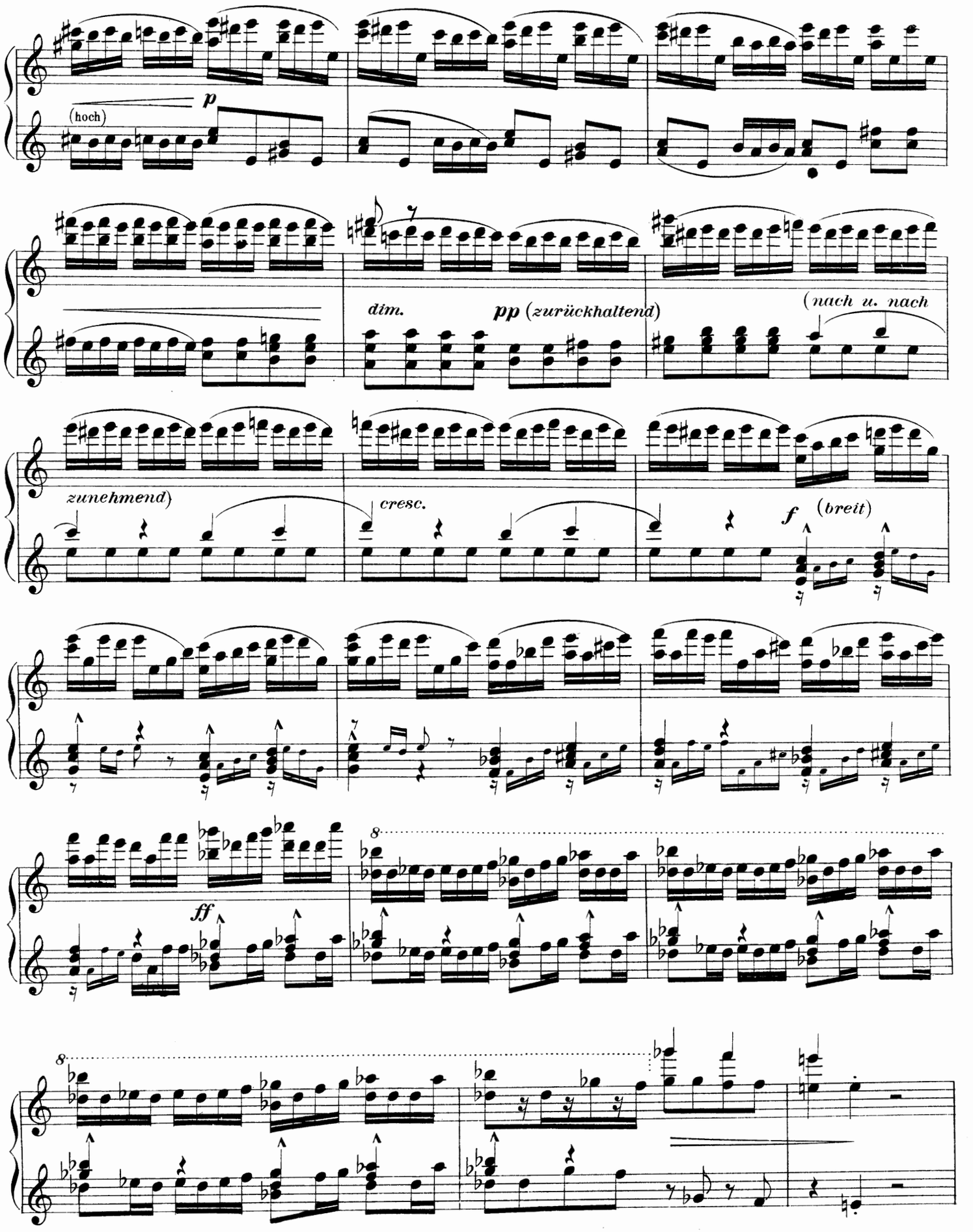
ff

p

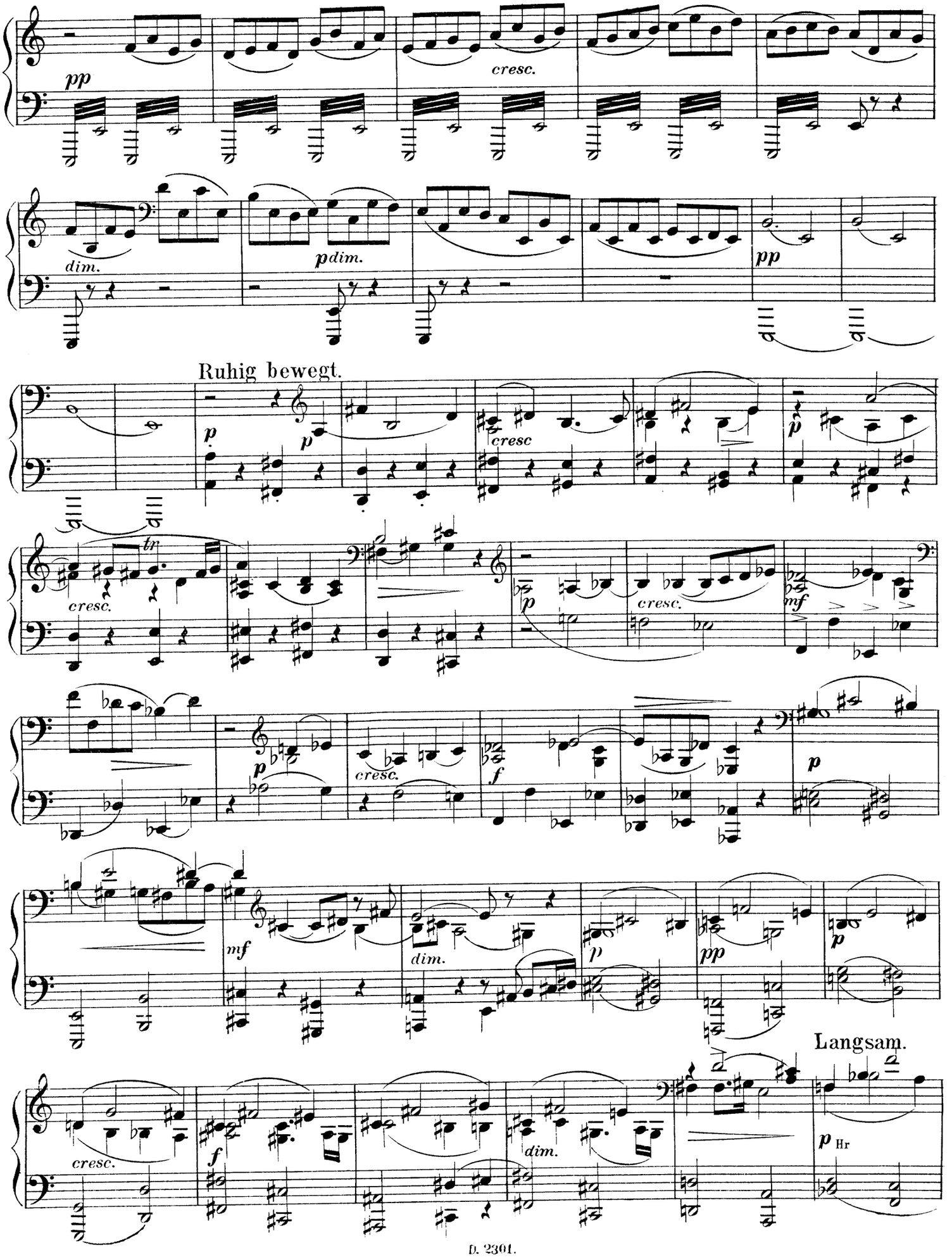
(hoch)

Zweiter Spieler.

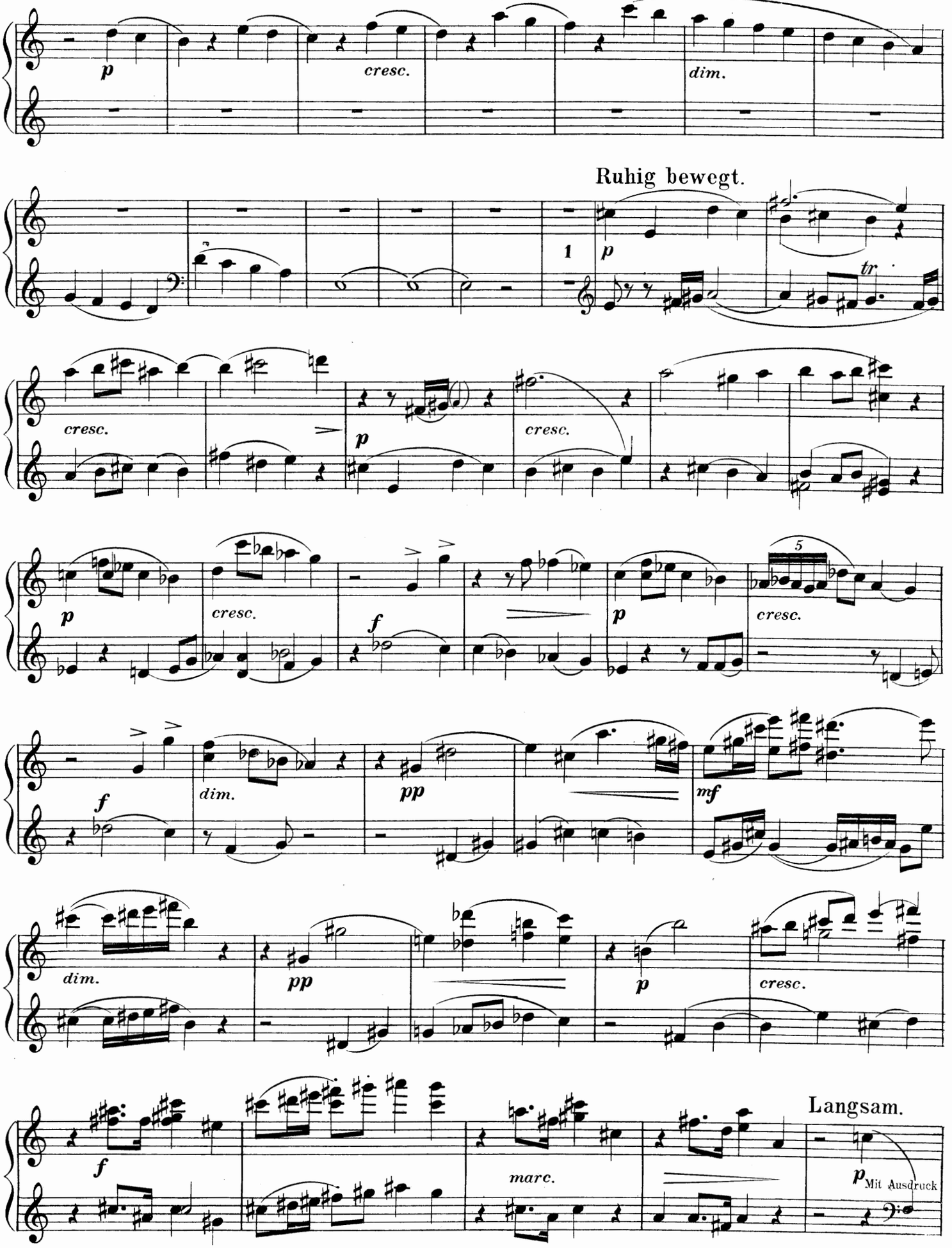



(hoch)
p
dim.
pp (zurückhaltend)
(nach u. nach
zunehmend)
cresc.
f (breit)
ff
8
8

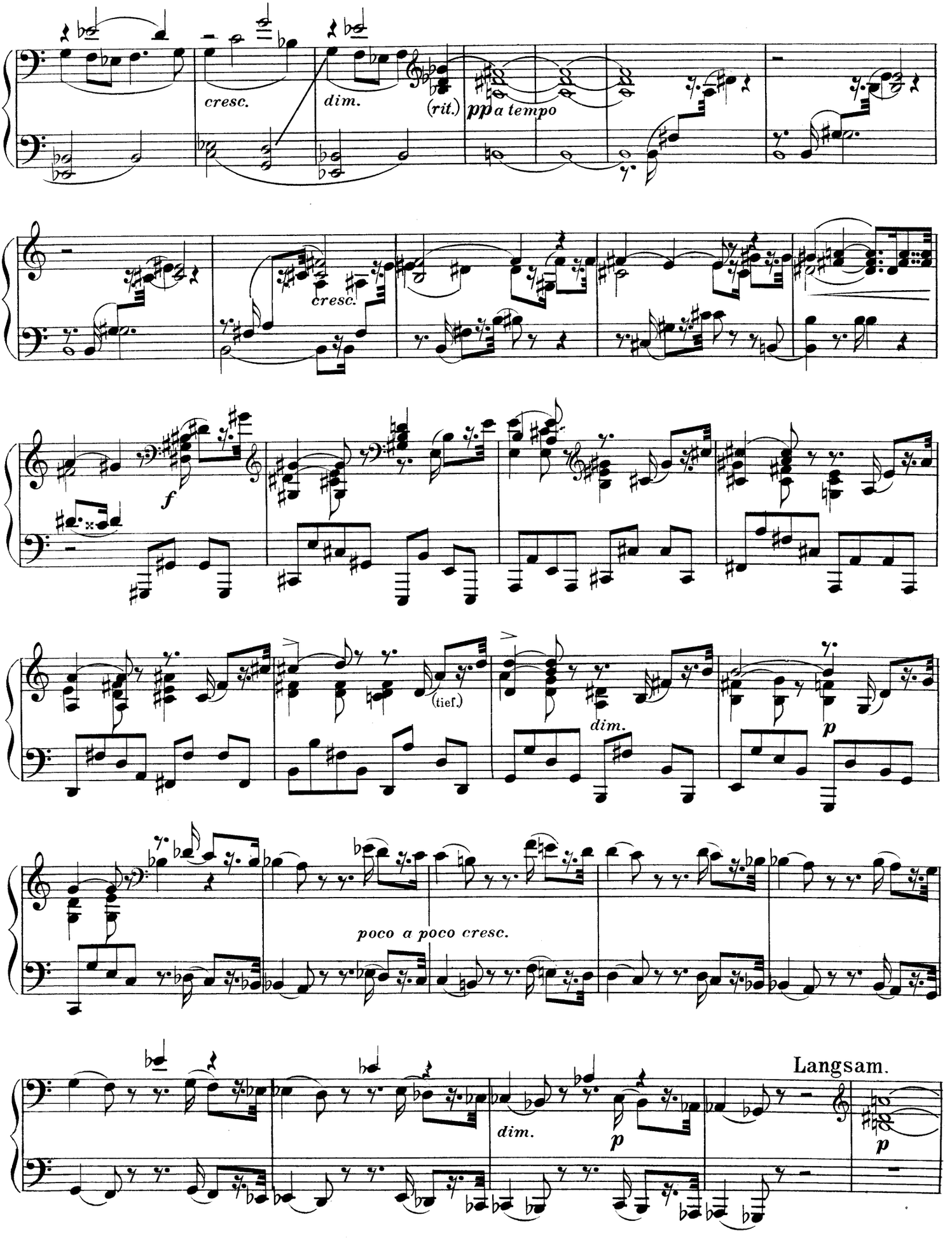
Zweiter Spieler.



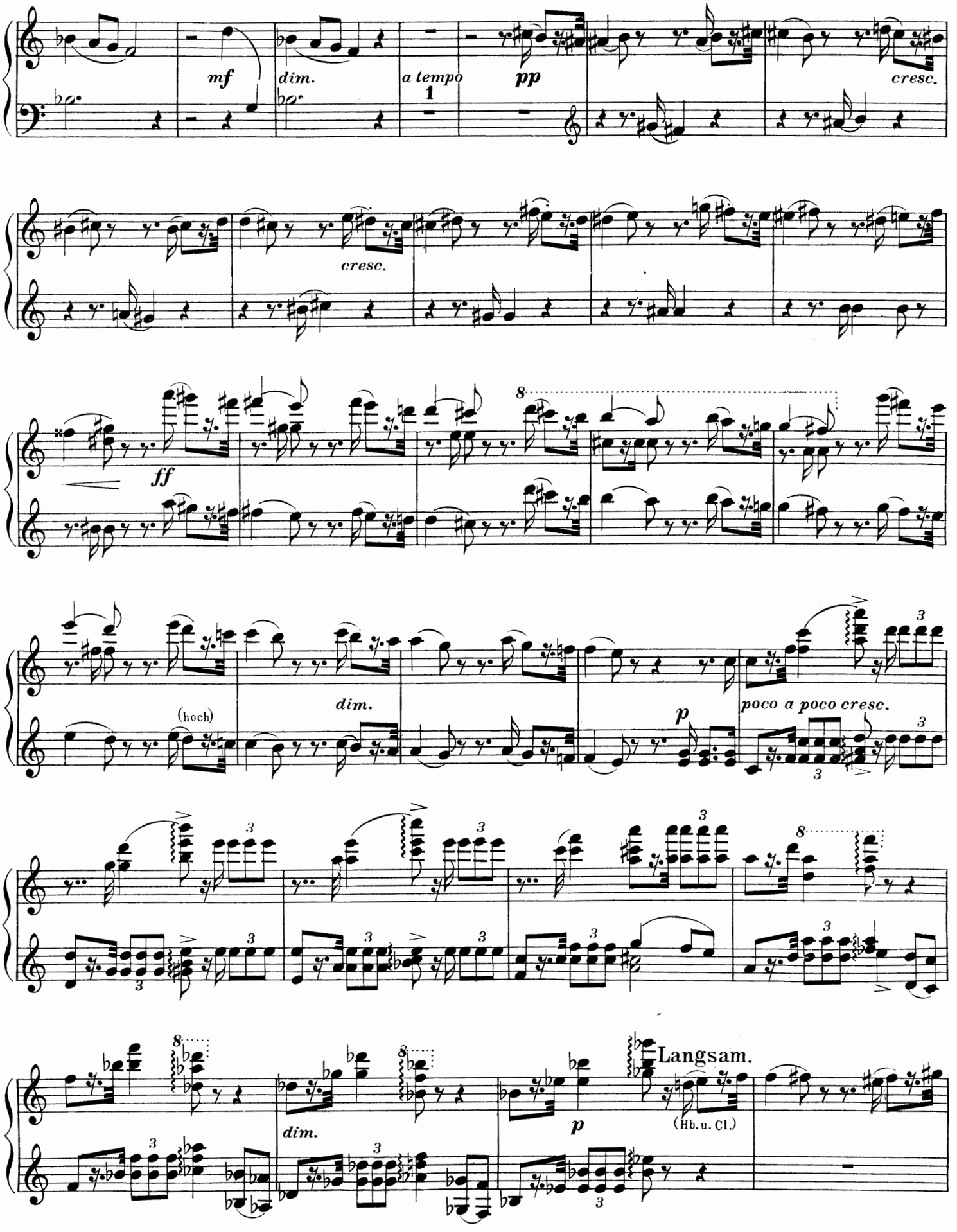
Erster Spieler.



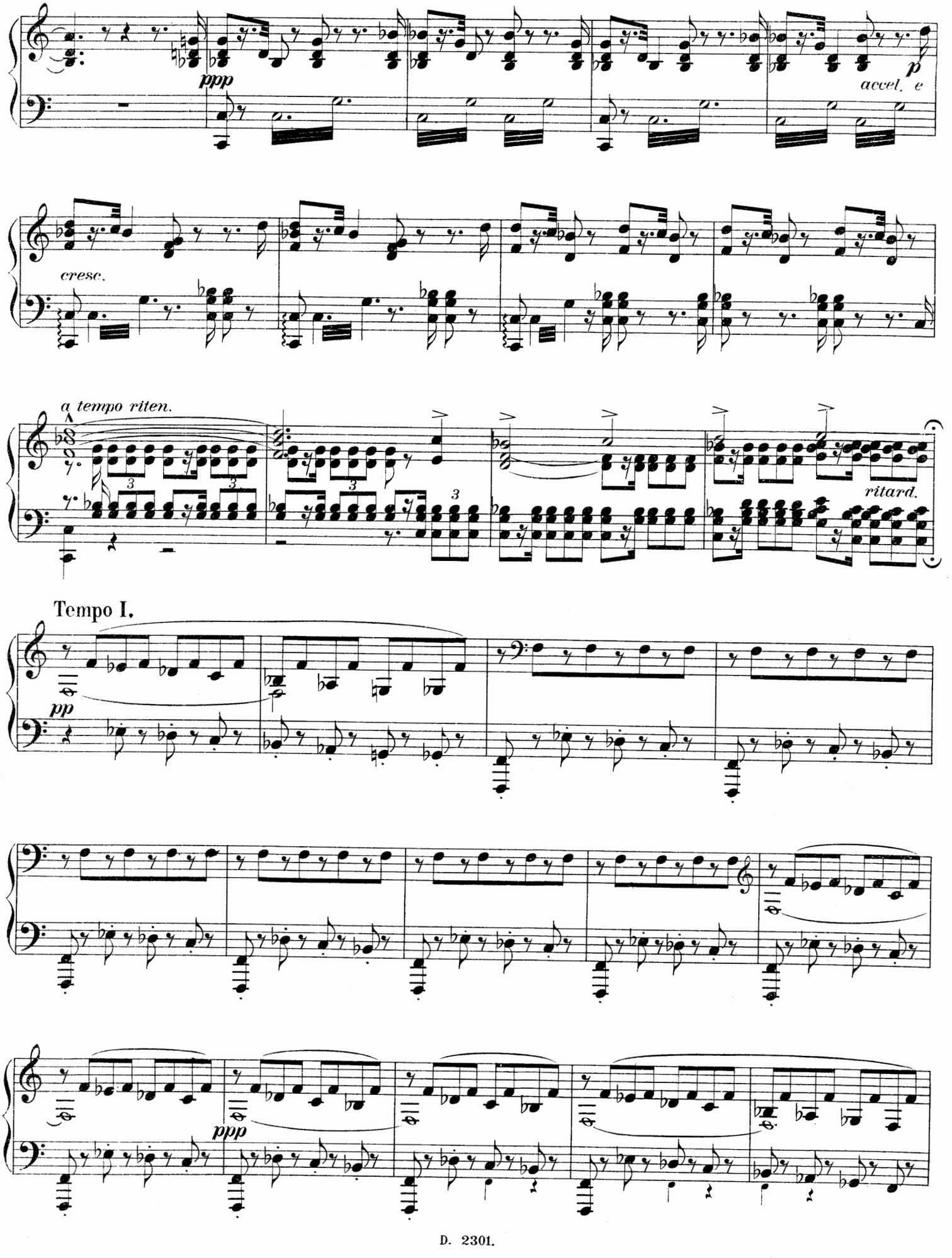
Zweiter Spieler.

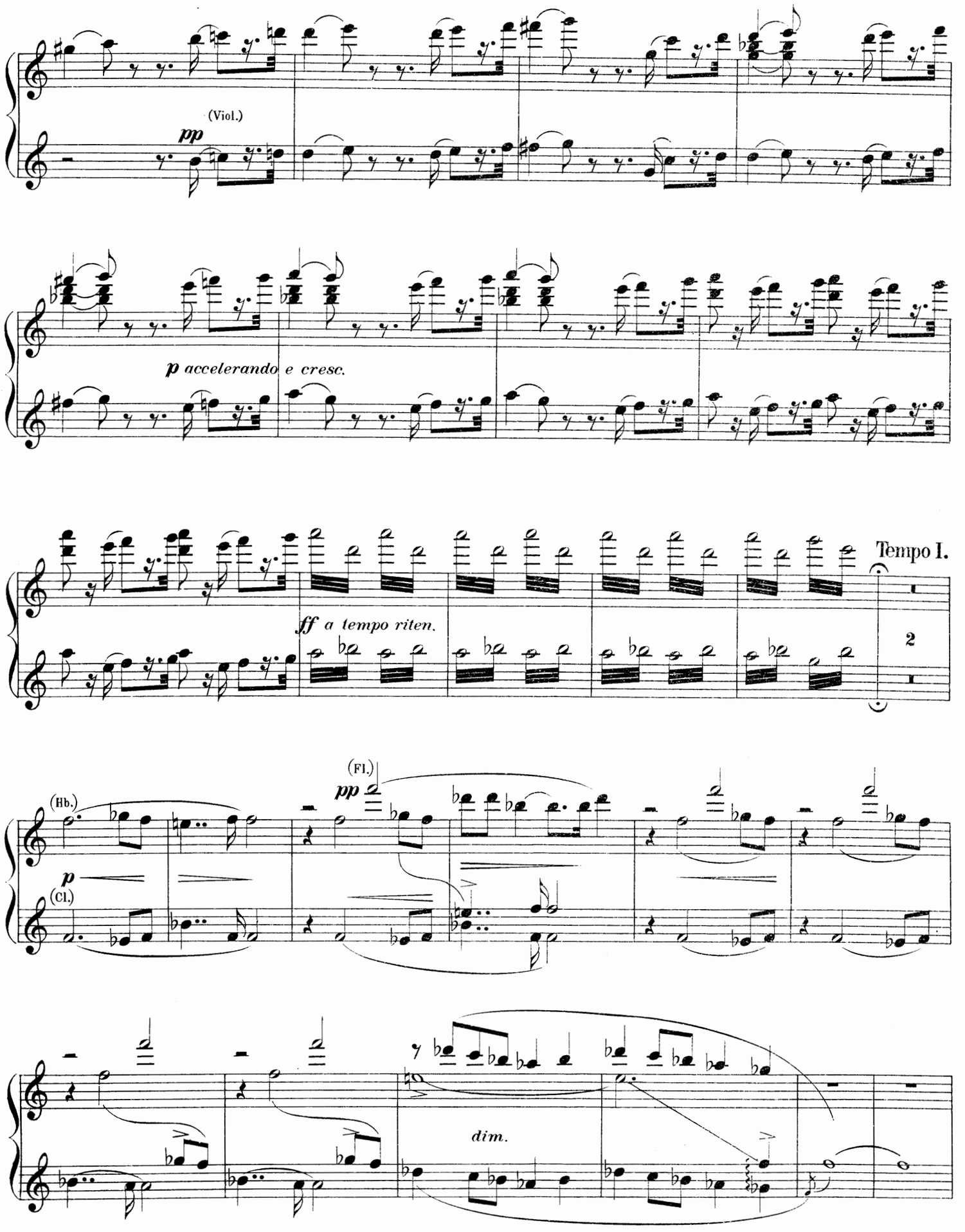


Erster Spieler.

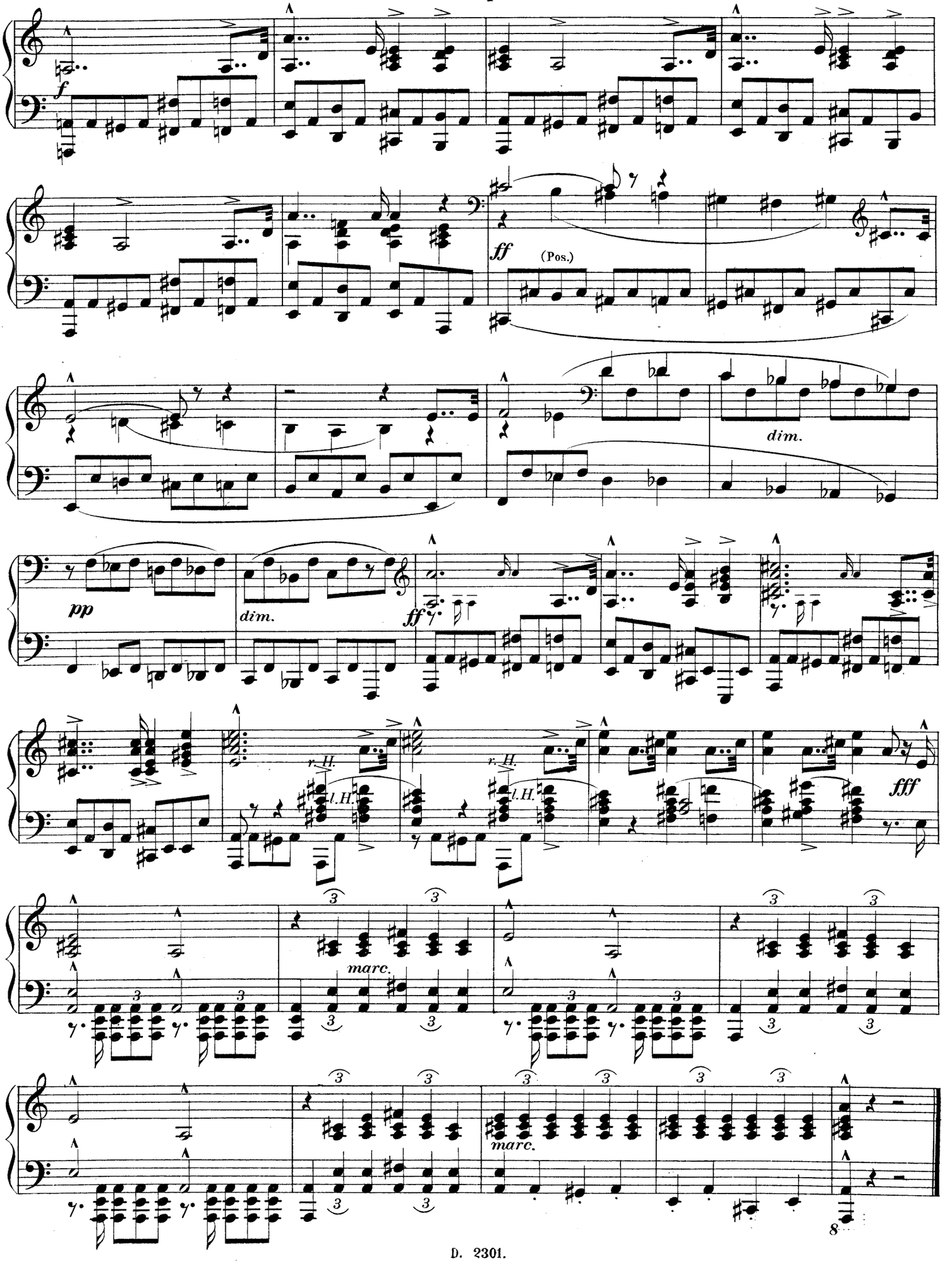
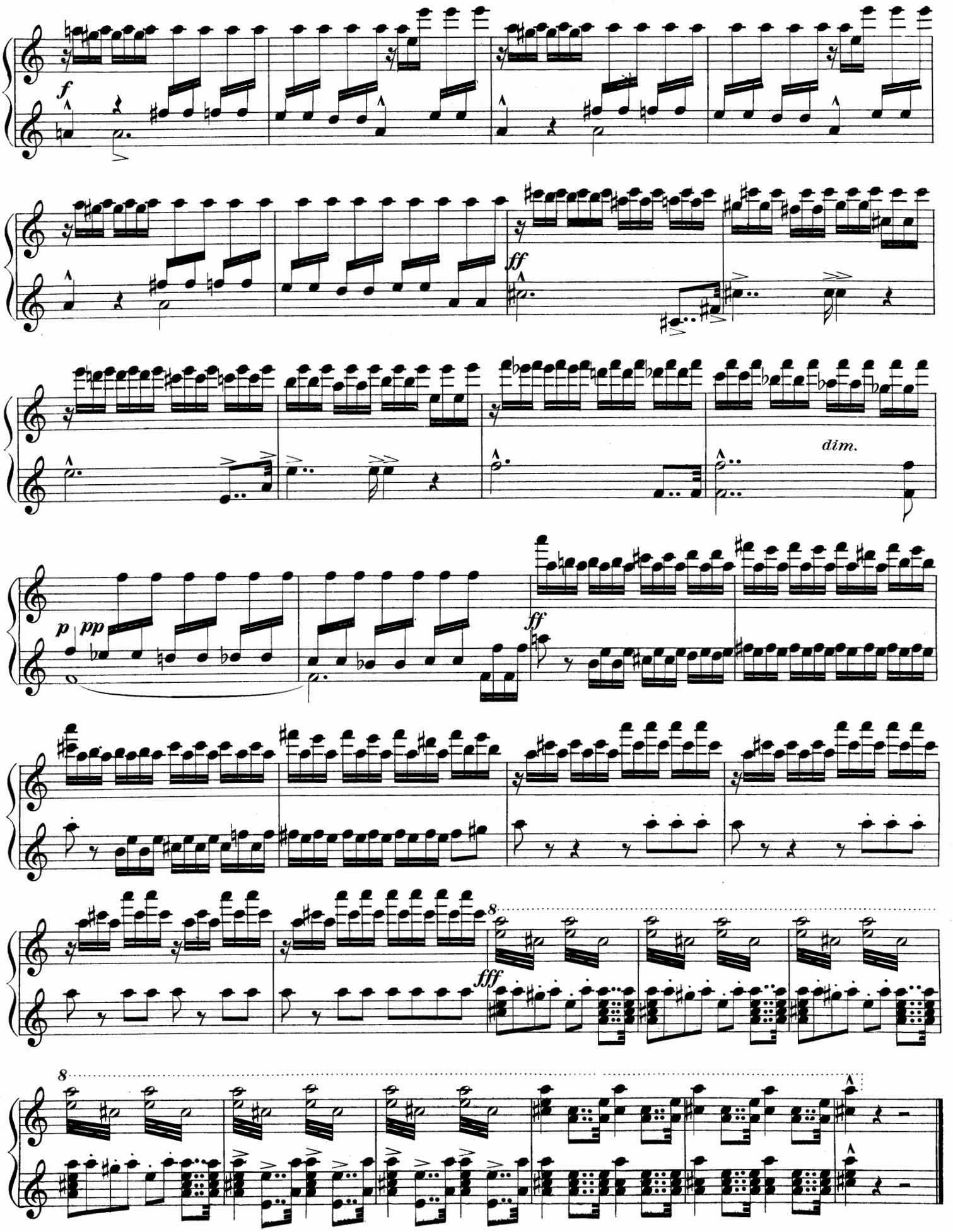


Zweiter Spieler.




(Viol.)
pp
p accelerando e cresc.
ff a tempo riten.
Tempo I.
2
(Hb.)
(Fl.)
pp
p
(Cl.)
dim.

Zweiter Spieler.



Erster Spieler.