

1 Player Triangle
Cymbals
Bass Drum

Vallée d'Obermann

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Lento assai ♩ = 112 **poco rit.** ♩ = 120 ♩ = 112 **rit.**

9 **A** ♩ = 116 ♩ = 124 ♩ = 132 **accel.**

20 ♩ = 92 **rit.**

26 **B** **Più lento** ♩ = 112 ♩ = 124 **rit.**

rit.

34 **C** Lento ♩ = 112

D ♩ = 120

♩ = 128

50 *smorzando* - ♩ = 144

cresc.

p

mf

col bagheta molle di timp

mf

59 **E** Più lento ♩ = 112

rit. ♩ = 124

6

2

7

6

2

7

6

2

7

74 *Lunga Pausa*

F Un poco più di moto ma sempre ♩ = 80

Lento ♩ = 72

4

5

4

5

4

5

84 rit. **G** ♩ = 84

95 **H** 8 **I** 4 **J** 3 2 ♩ = 88 *crescendo, più appassionato* ♩ = 92

112 ♩ = 96 2 ♩ = 100 2 ♩ = 104 rit.

secco
secco f
f

Recitativo

119 **K** ♩ = 84 *cresc. molto*

col bagheta molle di timp
ppppp
pppp
ppp

tr

4
4
4

128 **L** Più mosso

ord. secco
f.
mf

secco
f.
mf

f.
mf

134

sf
f.
f

sf
f.
f

139 **M** Presto ♩ = 144

f.
f.
f

f.
f.
f

f.
f.
f

148

f.
f.
f

f.
f.
f

f.
f.
f

153

Musical notation for measures 153-155. The notation is arranged in three staves: Triangle (top), Cymbals (middle), and Bass Drum (bottom). The pattern consists of eighth notes with accents and rests, repeated across three measures.

156 **N** ♩ = 92 *rall.* **Lento** ♩ = 70 **G.P**

Musical notation for measures 156-159. The notation is arranged in three staves: Triangle (top), Cymbals (middle), and Bass Drum (bottom). Measure 156 starts with a cymbal roll (G.P.) and a triangle note. Measure 157 has a triangle triplet (3). Measure 158 has a cymbal triplet (4). Measure 159 has a triangle triplet (4). The tempo markings are *rall.*, **Lento** ♩ = 70, and **G.P**.

166 **G.P** *accel.* *rit.* **Lento** ♩ = 40 ♩ = 44 *rit.*

Musical notation for measures 166-170. The notation is arranged in three staves: Triangle (top), Cymbals (middle), and Bass Drum (bottom). Measure 166 has a triangle triplet (3). Measure 167 has triangle notes with accents. Measure 168 has a triangle triplet (3). Measure 169 has a triangle triplet (3). Measure 170 has a triangle triplet (3). The tempo markings are *accel.*, *rit.*, **Lento** ♩ = 40, ♩ = 44, and *rit.*.

175 **Lento** ♩ = 44

p *mp*

180 **O** ♩ = 50 **poco rit.** ♩ = 50 ♩ = 52 **rit.**

pp

184 ♩ = 50 **rit.**

rit.

Sempre animando sin al Fine ♩ = 50 *crescendo* **poco rit.**

188 **P** ♩ = 54 **4**

P **4** **4** **4**

196 **Q** ♩ = 58 poco rit. ♩ = 58 poco rit. ♩ = 58 ♩ = 64

p *mp* *mf* *f* *sf*

202 ♩ = 68 **R** ♩ = 72 rit.

sf *tr* *sf* *sf* *mp* *tr*

mf < > > > >

S ♩ = 70
For 1 player, triangle tacet

208 *tr* *tr*

f *f*

sf *tr* *sf* *tr* *sf* *tr* *sf*

sf *mp* < *sf* *sf* *mp* < *sf*

212 **T** molto accel. molto crescendo ♩ = 80 accel. . . Largo ♩ = 72 rit.

secco

sf secco

sf