



2 Flûte 2&3

Noël Noël

92

99 100

106

113

120

127 *rit.* **O holy night** *p* **Andante** ♩ = 76 *mf* Unis.

134 *mf* *mf*

140 *mf* *mp*

146 *f* *mf*

152 *p* *mf* *f*

158 Div. *mf* *mp* *rit.* *rit.* *p*

164 **Joy to the World** **Allegretto** ♩ = 114 (♩ = ♩ précédente) *f*

The image shows a musical score for Flute 2&3. It consists of ten staves of music. The first staff starts at measure 92. The second staff starts at measure 99 and includes a first ending bracket labeled '100'. The third staff starts at measure 106. The fourth staff starts at measure 113. The fifth staff starts at measure 120 and includes a first ending bracket labeled '127'. This staff begins the 'O holy night' section with a tempo change to 'Andante' (♩ = 76) and a key signature change to two flats. The sixth staff starts at measure 134. The seventh staff starts at measure 140. The eighth staff starts at measure 146. The ninth staff starts at measure 152 and includes a first ending bracket labeled '158'. This staff begins the 'Joy to the World' section with a tempo change to 'Allegretto' (♩ = 114) and a key signature change to two flats. The tenth staff starts at measure 164. The score includes various dynamics such as *p*, *mf*, *f*, *mp*, and *rit.*, as well as performance instructions like 'Unis.' and 'Div.'. The key signature changes from one sharp (F#) to two flats (Bb, Eb) at measure 127.

171

178 *mf*

185

192

199 **9** *f*

214

221

228 *rit.*

235 *subito p* *f* *ff*

Detailed description: This is a musical score for Flute 2&3, titled 'Noël Noël', page 3. The score consists of nine staves of music, numbered 171 to 235. The key signature is B-flat major (two flats). The music is primarily composed of eighth and sixteenth notes, often in pairs. There are several dynamic markings: *mf* at measure 178, *f* at measure 199, *rit.* at measure 228, and a crescendo from *subito p* to *f* to *ff* starting at measure 235. A fermata is placed over a note in measure 235. A rehearsal mark '9' is placed above measure 199.