

Eridanus

Marta Lambertini

1. Beid

♩ = 69

Flute

Guitar

Fl.

Gtr.

p *pp* *mf*

p *pp*

p *sf* *f*

agitato *rit.* *a tempo*

3 *3* *pp subito* *a tempo* IV

f *pp*

Fl.

Gtr.

pp *f* *3*

pont 5 *tasto 5*

f *pp*

Fl. *pp* *mp* *mf*

Gtr. *mp* ord 5 3

Fl. *f* *p* *pp*

Gtr. *pp* *tasto*

Fl. *pp* *f* *p* *mp* *f* *p*

Gtr. *pp* III II I

Fl. *pp* *pp* *rit.*

Gtr. *pp*

Fl. *a tempo* *f* *pp* *pp* *pp* *ppp*

Gtr. *p* IV III V VI V I

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2. Keid

Allegro giusto ♩=108

rubato

Fl. *f* *p* *f* *p* *p*

Gtr.

The first system of music shows the Flute (Fl.) and Guitar (Gtr.) parts. The Flute part begins with a forte (*f*) dynamic, followed by a piano (*p*) section, then returns to forte (*f*), piano (*p*), and finally piano (*p*) with a *rubato* marking. The Guitar part follows a similar dynamic contour, with *f*, *p*, *f*, *p*, and *p* markings.

Fl. *pp* *p*

Gtr. *f* *f*

The second system continues the Flute and Guitar parts. The Flute part features piano-piano (*pp*) and piano (*p*) dynamics. The Guitar part includes triplets and dynamic markings of forte (*f*).

Fl. *f*

Gtr. *f* *sf* *sf* *ff*

The third system shows the Flute and Guitar parts. The Flute part is marked forte (*f*). The Guitar part features dynamic markings of forte (*f*), sforzando (*sf*), and fortissimo (*ff*).

Fl.

Gtr. *sf*

The fourth system continues the Flute and Guitar parts. The Guitar part is marked sforzando (*sf*).

Fl.

Gtr. *sf*

The fifth system shows the Flute and Guitar parts. The Guitar part is marked sforzando (*sf*).

Fl. *f p*

Gtr.

cresc ed accel

Fl. *f*

Gtr.

a tempo *lento*

Fl. *f* *p*

Gtr.

accel *rit.*

Fl.

accel *rit.*

Gtr.

a tempo *pp* *p* *ff*

Fl.

pp *Glissando* *ff*

Gtr.

3.Theemim

Lento ♩=60

Fl. *p*

Gtr. *p*

Fl.

Gtr.

Fl.

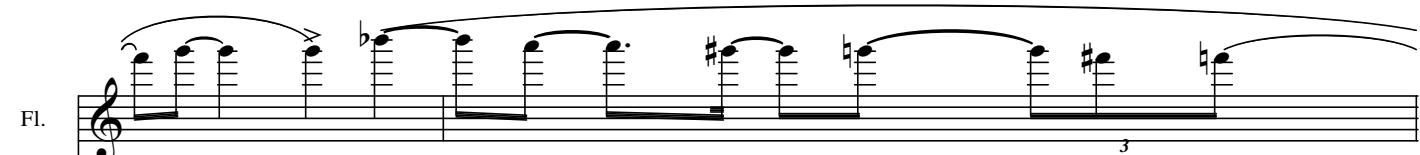
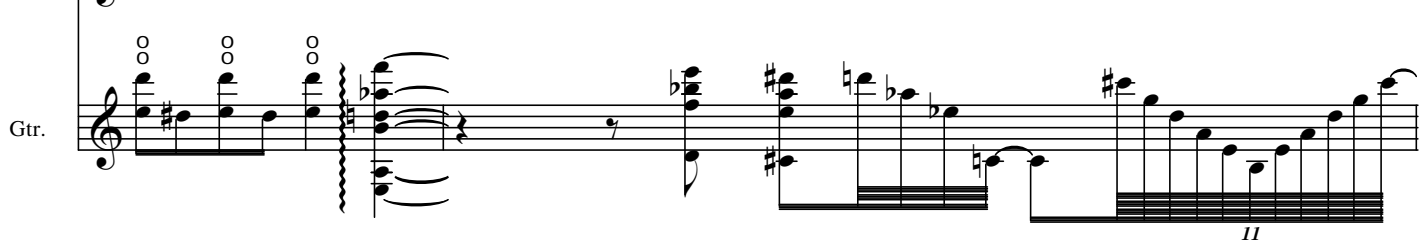
Gtr.

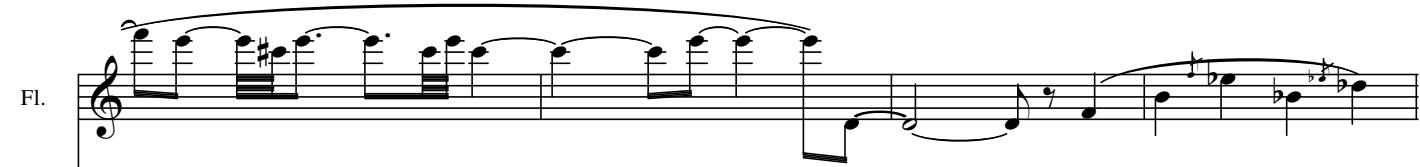
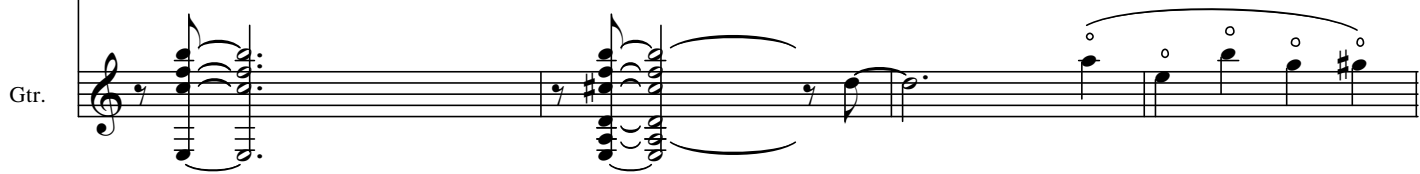
Fl.

Gtr.

Fl.

Gtr.

Fl. 
Gtr. 

Fl. 
Gtr. 

Fl. 
Gtr. 

Fl. 
Gtr. 

Fl. 
Gtr. *gliss de clavija* 