

DANZA CALABRESE

Italian Folk Dance

1st Bassoon

HARMONIE DE L'ACHINE

Pietro Morelli

Arr. by Charles J. Roberts

Allegro ma non troppo

P.B.149

First line of musical notation for the 1st Bassoon part. It begins with a dynamic of *f* and ends with *mf*. The music features eighth and sixteenth notes with various articulations.

Second line of musical notation. It starts with a dynamic of *mf* and includes fingerings 1, 2, 3, and 4. The music continues with eighth notes and slurs.

Third line of musical notation. It begins with a dynamic of *f* and features a repeat sign. The music consists of eighth notes with slurs.

Fourth line of musical notation. It starts with a dynamic of *f* and includes a first ending bracket. The music continues with eighth notes and slurs.

Fifth line of musical notation. It begins with a dynamic of *fz*, moves to *ff*, and ends with *mf*. A 'Fine' marking is present above the first few notes. The music features eighth notes and slurs.

Sixth line of musical notation. It starts with a dynamic of *ff* and ends with *mf*. It includes a fourth ending bracket. The music continues with eighth notes and slurs.

Seventh line of musical notation. It begins with a dynamic of *f* and includes first and second ending brackets. The music concludes with a 'D.S. al Fine' marking.

Trio Allegretto Cantabile

Eighth line of musical notation, the start of the Trio section. It begins with a dynamic of *mf* and moves to *mp*. It includes fingerings 2, 3, and 4. The music features eighth notes and slurs.

Ninth line of musical notation. It starts with a dynamic of *p* and includes a fifth ending bracket. The music continues with eighth notes and slurs.

Tenth line of musical notation. It begins with a dynamic of *f* and includes a sixth ending bracket. The word 'Animato' is written above the staff. The music concludes with eighth notes and slurs.

1st Bassoon

1 *fz* *fz*

7 *rit.* *mf* **Allegretto Cantabile**

8

f *>* *mf*

f *>* *mf* *f* **Allegro ma non troppo**

9 *f*

10 *ff*

11 *mf* *ff*

mf *f*

ff **piu animato**

ffz