

II. Intermezzo.

Vivace.

17

p

A 1

cres.

B 15

p

C L'istesso tempo.

p

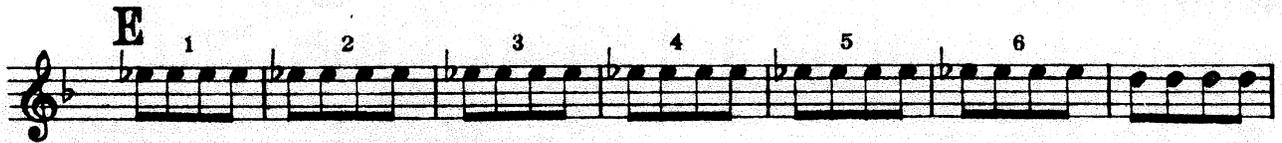
D

2

3

stacc.

E



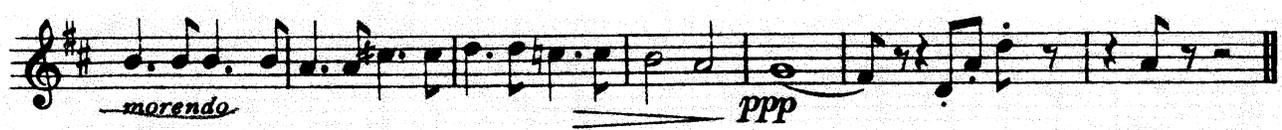
F *L'istesso tempo.*
6 3 *One player only.*
pp



Tutti.

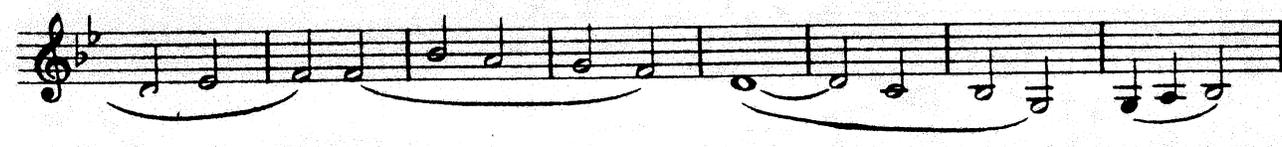
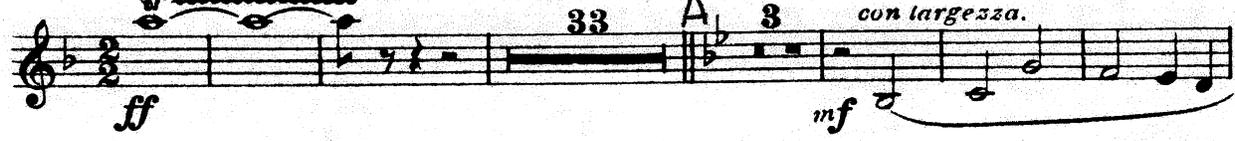


morendo *ppp*

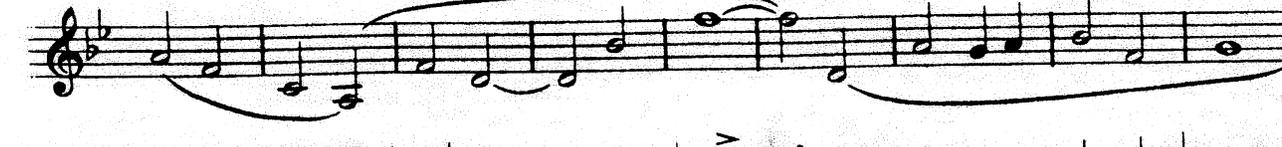


Tempo di marcia. **III. March.**

33 **A** 3 *con larghezza.*
ff *mf*



B



p



C 1

