

INTERMEZZO

(CAVALLERIA RUSTICANI.)

MASCAGNI.

1ST MANDOLIN

VIOLIN.

By SEP. WINNER.

Andante.

The musical score consists of ten staves of music. The first staff begins with a treble clef, a key signature of one sharp (F#), and a 3/4 time signature. The tempo is marked 'Andante.' and the dynamics include 'p' (piano) and 'pp' (pianissimo). The music features various melodic lines with slurs and accents. The fifth staff includes a 'cresc.' (crescendo) marking and a 'f' (forte) dynamic. The sixth staff has a 'f' dynamic and a '2' marking above a double bar line. The seventh staff ends with a repeat sign.

* *Organ Solo. (ad lib.)*

The organ solo section consists of two staves of music. The first staff begins with a treble clef and a key signature of one sharp (F#). The dynamics include 'p' (piano).

The organ solo section continues with two staves of music. The first staff begins with a treble clef and a key signature of one sharp (F#). The dynamics include 'p' (piano).

* *Substitute this part instead of repeating.* *rall. - - e - - dim. pp*

MANDOLINI II (A)
(W/ QUARTETTE ONLY)

INTERMEZZO

CAVALLERIA RUSTICANA

P. MASCAgni

pp cresc. mf p rit f p rit morendo pp

MANDOLINA A

CAVALLERIA RUSTICANA INTERMEZZO

MASCAGNI

ANDANTE SOST.

pp

pp

mf

p

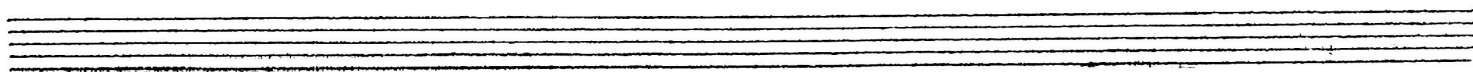
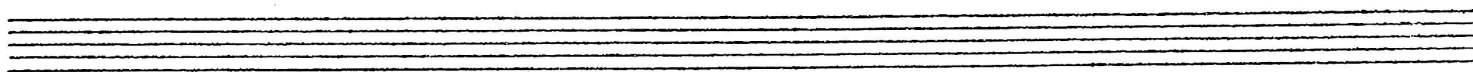
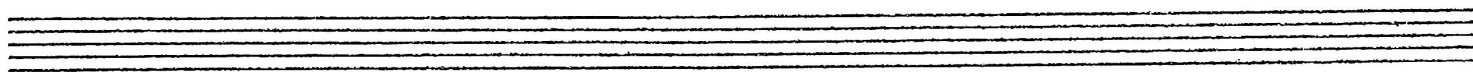
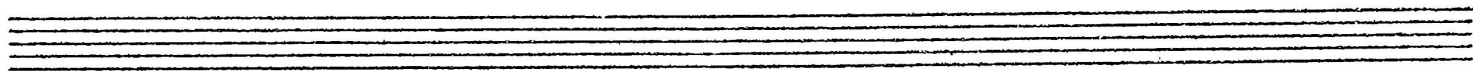
p

p

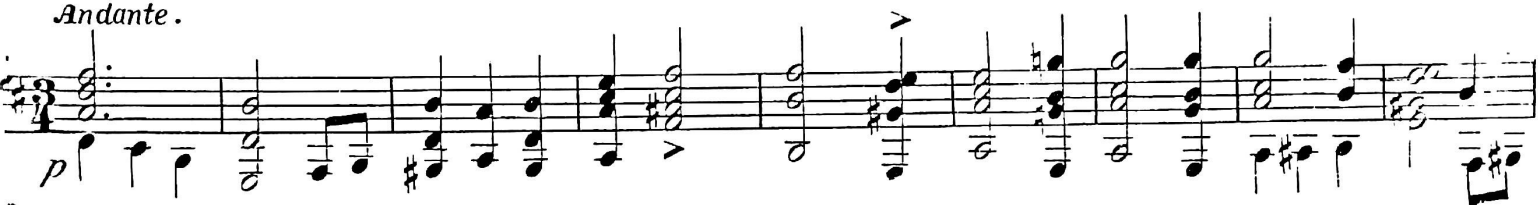
p

morendo

pp



Andante.



INTERMEZZO

(CAVALLERIA RUSTICANA.)

MASCAGNI.

Arr: for Violin, Cornet and Piano

By SEP. WINNER.

Andante.

The musical score is written for Violin, Cornet, and Piano. It is in 3/4 time and the key of D major (two sharps). The tempo is marked "Andante." The score consists of five systems of music. The first system begins with a piano (*p*) dynamic, followed by an accent (>) and an accent (^). It includes a repeat sign. The second system features a pianissimo (*pp*) dynamic. The third system includes a piano (*p*) dynamic and a repeat sign. The fourth and fifth systems continue the melodic and harmonic development of the piece.



Organ Solo . ad lib. (Substitute this part instead of repeating.)

