

Ingo Höricht (1994)

Stimmungslagen

5 Stücke für Violine Solo

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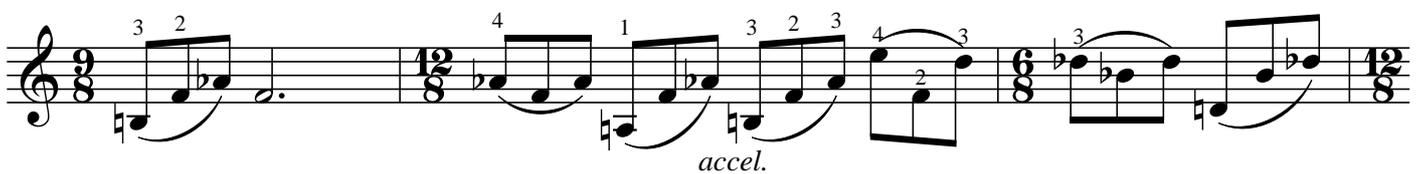
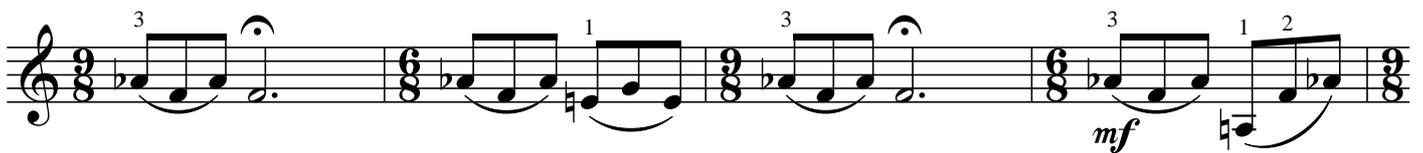
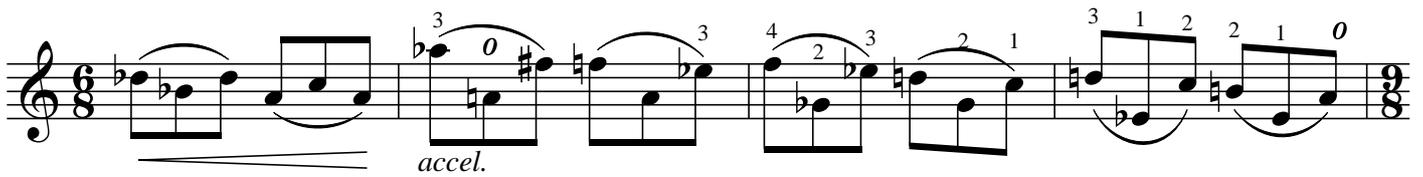
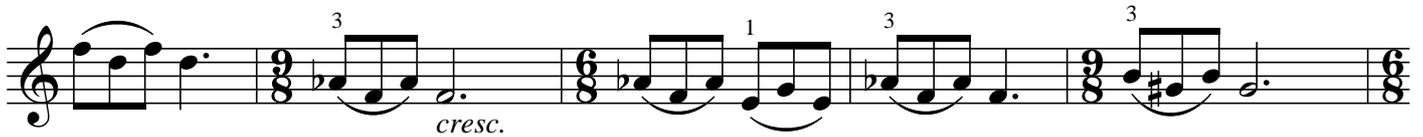
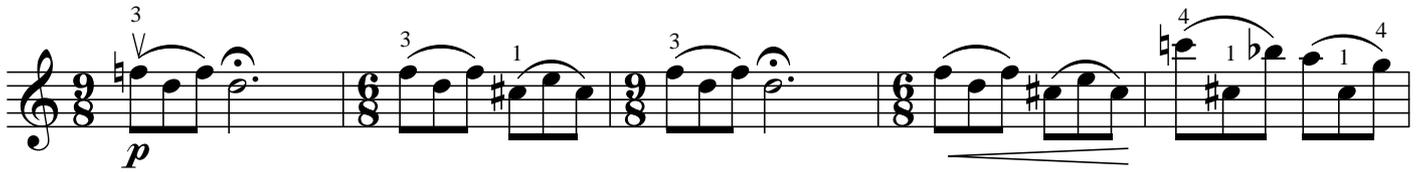
Ingo Höricht (1994)

Bei guter Laune zu spielen

f *p* *mp* *f* *mp* *p* *cresc.* *f*

The musical score consists of six staves of music in treble clef. The first staff begins in 2/4 time with a piano (*p*) dynamic, followed by a forte (*f*) section, and ends with a mezzo-piano (*mp*) section. The second staff continues with a forte (*f*) section and concludes with a decrescendo (*decresc.*). The third staff features a mezzo-piano (*mp*) section. The fourth staff starts with a crescendo (*cresc.*) and includes several triplet markings (*3*) and a forte (*f*) dynamic. The fifth staff contains more triplet markings and concludes with a mezzo-piano (*mp*) section. The sixth staff begins with a mezzo-piano (*mp*) dynamic, includes triplet markings, and ends with a glissando (*gliss.*) and a mezzo-piano (*mp*) dynamic.

Bei Sehnsucht zu spielen



Bei Ärger zu spielen

The musical score is written for a single melodic line in 3/4 time. It consists of ten staves of music. The key signature has one sharp (F#), and the time signature is 3/4. The score includes various dynamic markings: *mf*, *f*, *mp*, *cresc.*, *sempre cresc.*, *ff*, and *f*. It also features the instruction *spiccato*. The music is characterized by frequent triplets and sixteenth-note patterns. Fingerings are indicated by numbers 1, 2, and 3 above the notes. Slurs and accents are used throughout to shape the phrasing. The piece concludes with a final triplet and an accent.

The musical score consists of ten staves of music in a single system. The notation includes various dynamics and performance instructions:

- Staff 1: *mf*, *p*
- Staff 2: *pp*, *ppp*
- Staff 3: *cresc.*, *cresc.*, *sempre cresc.*
- Staff 4: *sempre cresc.*
- Staff 5: *sempre cresc.*, *ff*, *sub. p*
- Staff 6: *cresc.*
- Staff 7: *sempre cresc.*, *fff*, *f*
- Staff 8: *ff*, *p*, *sempre cresc.*
- Staff 9: *fff*, *pp*

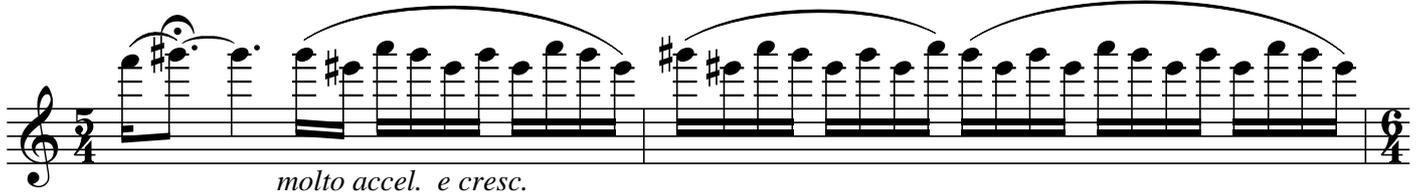
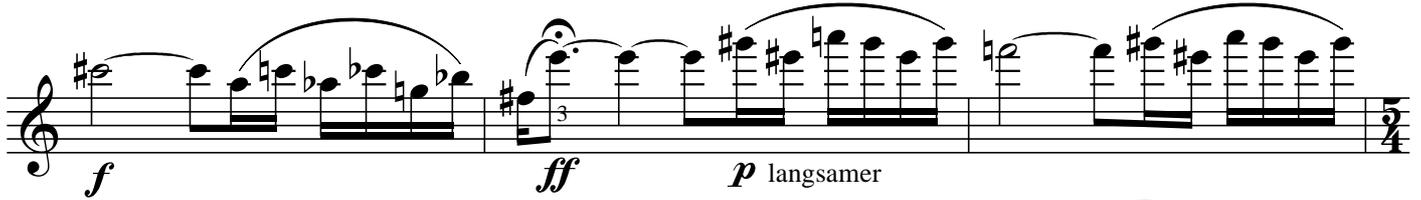
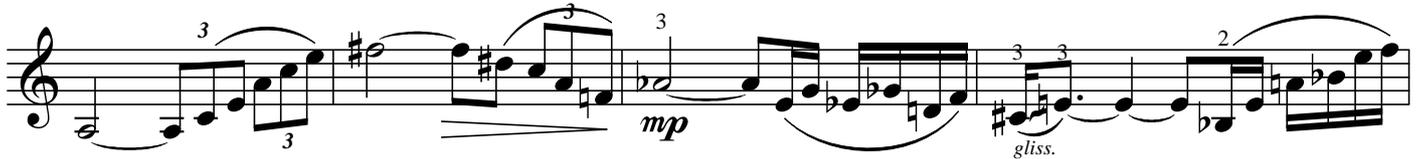
The score features numerous fingerings (e.g., 1, 2, 3, 4, 0, 1, 2, 3, 4) and articulation marks such as accents (>) and slurs. A section marker 'II' is placed above the staff containing the first measure of the seventh staff.

Bei Verzweiflung zu spielen

♩ = 68 (am Anfang)



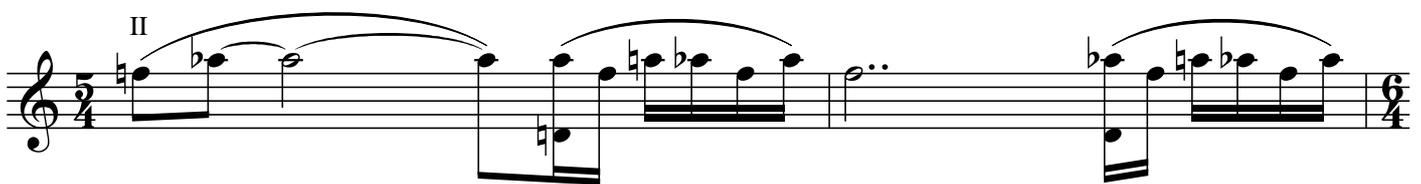
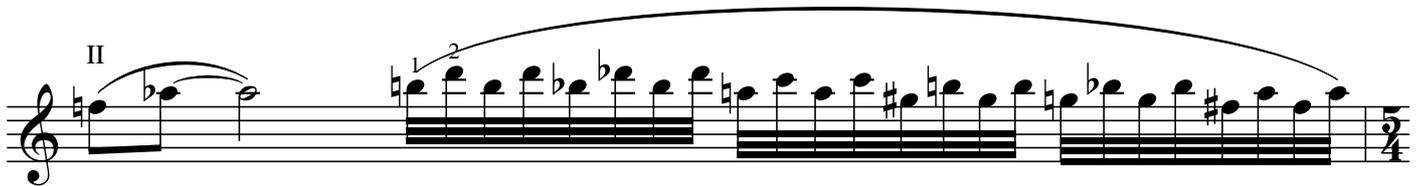
mf Sehr frei im Tempo kadenzierend, Dauer ca. 4-5 Minuten



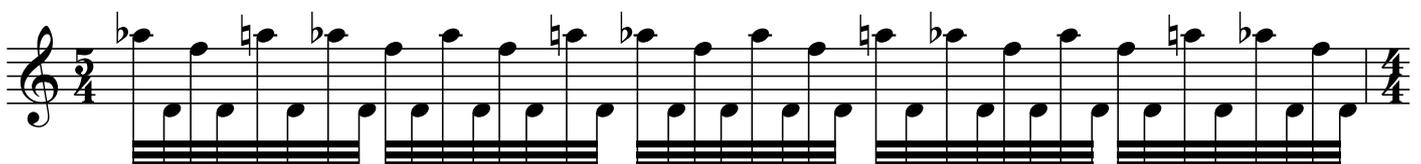
molto accel. e cresc.



(Glissando mit dem 1. Finger und gleichzeitig die kleine Terz trillern)



langsam beginnen und *molto accel. e cresc.*



III
2
III
1 3
rit.
1 3
III
decresc. mf cresc.

II
1
3 3
f
3 3
3 3
ff 3 sehr breit

3 3
fff 3 3
mp

1 2 0
molto accel. e cresc.

rit.
1 2 0
2 3 2 1
mf

3 3 2 1
3 3 3

2 3 2 3
decresc. p

Bei wechselnden Gefühlen zu spielen

$\text{♩} = 78$

The musical score consists of ten staves of music in 2/2 time. The first staff begins with a dynamic marking of *f* and a tempo marking of $\text{♩} = 78$. The second staff has a dynamic marking of *mf*. The third staff has a dynamic marking of *pp*. The fourth staff has a dynamic marking of *f*. The fifth staff has a dynamic marking of *mp* and a *cresc.* marking. The sixth staff has a *poco a poco accelerando* marking. The seventh staff has a *sempre accelerando* marking. The eighth staff has a *a tempo* marking. The ninth staff has a *dolce* marking. The tenth staff has a *gliss. und trem.* marking. The score includes various musical notations such as trills (*tr*), slurs, and dynamic markings.

f *mf* *pp* *f* *mp* *cresc.* *poco a poco accelerando* *sempre accelerando* *a tempo* *dolce* *gliss. und trem.*

♩ = 156

f

ff brutal

fff

p sul ponticello

