

# Concert pour

# La...

pour Flûte contrebasse renaissance

## I

Philippe RAYNAUD

A Pierre BORAGNO, en toute amitié

♩ = 48

Flûte basse

D T D T D D

*mp* *f* *mp* *f* *mp* *mf* *f* *mf*

0123 467

*f* (*soutenu*) *mf* *f* *mf* *f* *mf* *f*

0123 468 0123 4568

*Sputtato*

D T D T T D

*vib. ord.* *flatt.* *flatt.* *vib. ord.* *amp.*

*mf* *ff* *mp* *f* *mf* *ff*

0123 467 0123 456

*mf* *f* *ff* *fff sans dim.*

013 48 0 45678 0 45678 8

# II

*Sputtato* ♩ = 184

Flûte basse

*ff*

♩ = 120

*mf subito*

0128      01278      0238      013  
478      0138

♩ = 184

*ff*

♩ = 120

*mf subito*

0128      01278      01246

♩ = 184

♩ = 120

*Plus vif encore*

Flûte basse

*mf subito*

012368

012478

0138

*ff*

♩ = 108

0123  
467

0123  
457

*f* 0123  
456

*Frénétique*

♩ = 96

*mf subito*

123  
56

0123  
568

*Déchaîné!*

7"

4"

2"

3"

3"

4"

n.v.

vib. ord.

flatt.

n.v.

*p*

0123  
467

*mf*

*mf*

*f*

*mf*

∅

III

♩ = 48

*Expressif*

Flûte basse

*mf*

*p sub.*

The musical score for Bass Flute, titled 'III', is set in a 4/8 time signature with a tempo of 48 beats per minute. The piece is marked 'Expressif'. The score consists of five staves of music. The first staff begins with a dynamic marking of *mf* and includes a quintuplet (5) and a triplet (3). The second staff continues with a quintuplet (5) and a triplet (3). The third staff features a triplet (3) and a sextuplet (6). The fourth staff contains three triplet (3) markings. The fifth staff concludes with dynamic markings of *f*, *ff*, and *pp*, followed by a final *ff* marking. The score includes various musical notations such as slurs, ties, and fingerings. At the bottom of the page, there are four sets of fingering numbers: 0123/7, 0123/56, 0123/7, and 0123/45678.

♩ = 56

Flûte basse

*p* *p sub.* *mp* *flatt.*

0123 0123 012 012  
46 56 45 46

♩ = 48

*mf* *molto* *fff*

012567

(utiliser si possible la respiration continue)

*mf* *mp* *poco* *p*

0123 0123 0123  
4567 4568 468

*vib. amp.* *flatt.* *ord.* *n.v. immensément long*

*sans altérer la justesse*