

8

mp *mf* *p* *mp*

4:3 4:3 4:3 4:3

10

B

mp *p* *mp*

5 5 5 5

3

plunger

0 + 0 +

tr tr tr tr

5 5

12

mp *p* *mp*

5 7 5 5

0 + 0 +

tr tr

5 5

14

mp *p* *mp*

5 5

(tr) 0 + 0 +

tr tr

5 5

16

sfz *p* *sfz* *p* *sfz* *p* *sfz* *p*

5 5 5

0 +

tr tr tr