

Badische Landesbibliothek Karlsruhe

Digitale Sammlung der Badischen Landesbibliothek Karlsruhe

XII. OFFERTORIA SOLEMNIA DE COMMUNI SANCTORUM, â IV. Vocibus, Canto, Alto, Tenore, Basso, II. Violinis necessariis, II. Lituus ac Tymp. ex diversis Clavibus, ad Libitum concurrentibus, & Organo

Kayser, Isfrid

Augustae Vindelicorum, 1748

IX. De Confessore Pont.

urn:nbn:de:bsz:31-38542

Musical score for the first section, consisting of seven staves of music. The notation includes various rhythmic values, accidentals, and dynamic markings such as 'p.' and 'f.'. The music is written in a single system across the staves.

IX. De Confessore Pont. *Brevius.*

E Aria. 3 forte

Cce Sacerdos magnus.

Musical score for the second section, starting with a large 'E' time signature. It consists of four staves of music. The notation includes various rhythmic values, accidentals, and dynamic markings such as 'p.', 'f.', and 'tr.'. The music is written in a single system across the staves.

A handwritten musical score consisting of 12 staves. The notation is in a single system, likely for a keyboard instrument. The score includes various musical notations such as notes, rests, and ornaments. Key annotations include:

- Dynamic markings: *p.* (piano) and *f.* (forte).
- Trills: *tr.*
- First finger indications: *1*
- Triplets: *3*
- Ornaments: *✿*
- Accents: *ˆ*
- Slurs: *()*
- Repeat signs: *||*
- Final cadence symbols: *∞*

The manuscript shows signs of age, including some staining and wear on the paper.

p.

Tutti. Gravè.

2

Ideo jurejurando. *p.* *f.*

p. *f.*

p. *f.*

Vivace. *tr.*

Crescere in plebem.

tr.

tr.

tr.

p.

f.

Two staves of musical notation. The first staff contains a series of eighth and sixteenth notes with various dynamics. The second staff continues the melody with trills and dynamic markings.

X. De Confessore non Pontifice.

Aria. *Allegro.*
D vireta.

A series of ten staves of musical notation for an aria. It begins with a large 'A' and includes dynamic markings like 'p.', 'f.', and 'piano'.