

# **Badische Landesbibliothek Karlsruhe**

**Digitale Sammlung der Badischen Landesbibliothek Karlsruhe**

## **Una Cosa rara - Don Mus.Ms. 1281a-f**

**Martín y Soler, Vicente**

**[S.l.], 1790 (1790c)**

6. Duetto. Allegro con brio

**urn:nbn:de:bsz:31-100520**

*crco.*

Handwritten musical score for the first piece, consisting of six staves. The notation includes various note values, rests, and dynamic markings such as 'p' and 'pp'.

*N. 6 Duetto*  
*Allegro*  
*Con brio*

Handwritten musical score for the second piece, consisting of six staves. The notation includes various note values, rests, and dynamic markings such as 'p' and 'f'.



*Alto Solo*

The musical score consists of 13 staves. The notation includes various rhythmic values, primarily quarter and eighth notes, with some rests. Dynamic markings are used throughout, including *cres.* (crescendo), *p* (piano), *sf* (sforzando), and *pp* (pianissimo). The score concludes with the initials *J. S.* written below the final staff.



Handwritten musical score on page 18, featuring 12 staves of music. The notation includes various dynamics and articulations:

- Staff 1: *pp*
- Staff 2: *pp*
- Staff 3: *pp*
- Staff 4: *pp*
- Staff 5: *pp*
- Staff 6: *pp*
- Staff 7: *pp*
- Staff 8: *pp*
- Staff 9: *pp*
- Staff 10: *pp*
- Staff 11: *pp*
- Staff 12: *pp*

The score is written in a single system across 12 staves. The notation includes various note values, rests, and dynamic markings such as *pp* (pianissimo) and *crs.* (crescendo). The music appears to be a single melodic line with some accompaniment.



*Alto Virole*

Handwritten musical score for Alto Virole, consisting of seven staves of music. The notation includes various note values, rests, and dynamic markings. The first staff begins with a treble clef and a key signature of one flat. The music is written in a cursive hand.

*S. L. N. 7.*

Four empty musical staves at the bottom of the page, arranged in two pairs. The paper shows signs of age and wear, including a large tear at the bottom edge.