

Violin I

Adagio

A. Sokolov

Adagio $\text{♩} = 48$

Violin I score for Adagio by A. Sokolov, measures 1-62. The score is written in treble clef with a key signature of one sharp (F#) and a 2/2 time signature. The tempo is Adagio, with a quarter note equal to 48 beats. The score consists of ten staves of music. The first staff (measures 1-7) begins with a fermata over a whole note, followed by a half note and a quarter note, with a dynamic marking of *mf*. The second staff (measures 8-13) continues with a half note and a quarter note. The third staff (measures 14-19) features a half note and a quarter note, with a dynamic marking of *dim.* and a first fingering box labeled '1'. The fourth staff (measures 20-25) continues with a half note and a quarter note, with a dynamic marking of *mp*. The fifth staff (measures 26-31) features a half note and a quarter note, with a dynamic marking of *cresc.* and a second fingering box labeled '2'. The sixth staff (measures 32-38) continues with a half note and a quarter note, with a dynamic marking of *p*. The seventh staff (measures 39-44) features a half note and a quarter note, with a third fingering box labeled '3'. The eighth staff (measures 45-50) continues with a half note and a quarter note. The ninth staff (measures 51-56) features a half note and a quarter note, with a dynamic marking of *mp* and a fourth fingering box labeled '4'. The tenth staff (measures 57-62) continues with a half note and a quarter note, with a dynamic marking of *cresc.* and a fifth fingering box labeled '5'. The score concludes with a fermata over a whole note, followed by a half note and a quarter note, with a dynamic marking of *f* and a sixth fingering box labeled '6'. The tempo changes to Inquieto, with a quarter note equal to 84 beats.

85 *mp*

91 *cresc.*

96 *accelerando*

7 Un poco meno mosso. Quasi Cadenza

101 *f* *mp* *p*

115 *pp* *mp*

8 Tempo I

125 *mp*

132

9 largamente

138

143

10 poco a poco slentando al fine

149 *mp* *mf* *dim.*

11

164 *pp*

172 *morendo*