

# DRUMETIE (AUSFAHRT)

(Romanesc-Baritone or Basso)

Lyrics by: Viktor Scheffel

Music by: Ionel Perlea

(Op. 10, Nr.3)

Orchestration by: Sabin Pautza

**Allegro** *f*

Voce

Pe pis-curi se'n-alt - ta

**Allegro**

Piano

*f* *mf*

Ped. Ped.

3

co - pa-cii in floa - re \_\_\_\_\_ par-fum de pri - -

Ped. Ped.

5 **A**

ma - veri. Pa - sari ca - la - toa - re

Ped.

7

se'a-van-ta spre soa - re In lu - me'am ple-

Ped.

9 **B** *ff* *mp* **B**

cat! As vrea un to -

*f* *p*

11

va - - ras in stra - - ie de

13

a - - ur, Si soa - re - le che

15

mat, a - run - ca, a mea

*fp* *p*

17 **D** *mf*

um - bra. Pe pa - jisti in

19 *f*

floa - re. In lu - me'am ple

21 *ff* **E** *p*

cat! Un

23

tran - da - fir pe pa - la - ri - e, e lo - cul mu - zei

26

me - - - - - le.

*fp* *mf* *f*

28 **F**

lar cor - tul imi e ce - rul, cand trist \_\_\_\_\_ cand

**F**

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

30 *f*

ve - sel, In - chis cand ii pla - ce.

32 **G** *f*

**G** In lu - me'am ple

35 *accel.*

cat!

38 Più mosso

Musical score for measures 38-39. The piece is in a key with one flat (B-flat major or D minor) and 3/4 time. Measure 38 is a whole rest in the bass clef. Measure 39 features a piano introduction with a forte (*ff*) dynamic. The right hand plays chords and moving lines, while the left hand plays a rhythmic accompaniment of eighth notes.

40

Musical score for measures 40-42. Measure 40 is a whole rest in the bass clef. Measure 41 features a piano introduction with a forte (*ff*) dynamic. Measure 42 features a piano introduction with a piano (*p*) dynamic. The right hand plays chords and moving lines, while the left hand plays a rhythmic accompaniment of eighth notes.

43

Musical score for measures 43-45. Measure 43 is a whole rest in the bass clef. Measure 44 features a piano introduction with a mezzo-forte (*mf*) dynamic. Measure 45 features a piano introduction with a forte (*ff*) dynamic. The right hand plays chords and moving lines, while the left hand plays a rhythmic accompaniment of eighth notes.

2'30"