

# Divertimento

za pihala, trobila in tolkala/for woodwinds, brass and percussion

Ivo Petrić  
(1956)

Maestoso  $\text{♩} = 96$

Flauto 1. *f marcato*

Flauto 2. (Piccolo) *f marcato*

Oboe 1. *f marcato*

Oboe 2. (Corno ingl. Fa) *f marcato*

Clarinetto 1. Sib *f marcato*

Clarinetto 2. Sib *f marcato*

Fagotto 1. *f marcato*

Fagotto 2. *f marcato*

1.2. Corni in Fa *f*

3.4. Corni in Fa *f*

2 Trombe Do *f marcato*

Timpani

Percussione

10

Fl. 1. *ff*

Fl. 2. *ff*

Ob. 1. *ff*

Ob. 2. *ff*

Cl. 1. *ff*

Cl. 2. *mp espr.* *ff*

Fg. 1. *mp espr.* *ff*

Fg. 2. *mp espr.* *ff*

1.2. Cor. *ff*

3.4. Cor. *ff*

2 Trbe. *mp espr.* *f*

Timp. *p* *f*

Perc.

20

Musical score for page 20, measures 1-8. The score includes parts for Flute 1 and 2, Oboe 1 and 2, Clarinet 1 and 2, Bassoon 1 and 2, Cor Anglais 1 and 2, Trumpet 2, and Percussion. Dynamics include *p*, *p quieto*, *pp*, *p espr.*, and *mf*. The percussion part features a steady rhythmic pattern.

29

Musical score for page 29, measures 1-8. The score includes parts for Flute 1 and 2, Oboe 1 and 2, Clarinet 1 and 2, Bassoon 1 and 2, Cor Anglais 1 and 2, Trumpet 2, and Percussion. Dynamics include *f*, *mf espr.*, *mp*, *pp*, *mf cantabile*, and *con sord.*. The percussion part features a steady rhythmic pattern.

Musical score for measures 38-46. The score includes parts for Flute 1 & 2, Oboe 1 & 2, Clarinet 1 & 2, Bassoon 1 & 2, Cor Anglais 1 & 2, Trumpet 2, Trombone 3 & 4, Trumpet 1, Trombone 1 & 2, and Percussion. Dynamics include *p*, *sf*, *mf espr.*, *cresc.*, *f*, and *f espr.*. The Cor Anglais parts are marked *sf p senza sord.* and *p*. The Trombone 1 & 2 part has a *p* dynamic.

Musical score for measures 47-55. The score includes parts for Flute 1 & 2, Oboe 1 & 2, Clarinet 1 & 2, Bassoon 1 & 2, Cor Anglais 1 & 2, Trumpet 2, Trombone 3 & 4, Trumpet 1, Trombone 1 & 2, and Percussion. Dynamics include *mf*, *f marcato*, *ff*, *dim.*, *f*, *mp*, *f marcato*, and *ff*. The score concludes with a *rallent.* marking. The Trombone 1 & 2 part has first and second endings marked *1.* and *a 2.* with dynamics *mf* and *f*. The Percussion part ends with a *f* dynamic.