

2. To thee all angels

Oboe

Basson

Violino 1 *pp*

Violino 2 *pp*

Viola *pp*

Soprano

Alto solo

Alto

Tenore

Basso

B.c. *pp*

8

The musical score is for the piece "2. To thee all angels". It is written in G major (three sharps) and common time (C). The score includes parts for Oboe, Basson, Violino 1, Violino 2, Viola, Soprano, Alto solo, Alto, Tenore, Basso, and B.c. (Bassoon). The strings (Violino 1, Violino 2, Viola, and B.c.) play a rhythmic accompaniment of eighth notes, marked *pp* (pianissimo). The woodwinds (Oboe and Basson) have melodic lines, with the Basson part featuring a long, sustained note in the first measure. The vocal parts (Soprano, Alto solo, Alto, Tenore, Basso) are currently silent, indicated by rests. A rehearsal mark "8" is placed at the beginning of the Tenore part.

3

5

tr

Solo

8

To thee all an- gels cry a-

8

the

the

the

loud, cry

Tutti

a- loud, the

the

Piano accompaniment for the first system, consisting of two treble staves and one bass staff. The music features a melodic line in the upper treble staff and a supporting bass line. Dynamics include *p* (piano) and *pp* (pianissimo). There are slurs over several phrases and a fermata at the end of the system.

Vocal staves with lyrics: heav'ns and all the pow'rs there- in, Solo to thee all. The lyrics are repeated across four vocal parts. The fourth part includes the word "Solo" above the notes "to thee all". The music is in a major key with three sharps (F#, C#, G#).

Piano accompaniment for the second system, consisting of one bass staff. It continues the bass line from the first system, ending with a *p* (piano) dynamic and a fermata.

The musical score consists of several systems. The first system includes a vocal line and two instrumental staves. The second system includes two instrumental staves. The third system includes three instrumental staves. The fourth system includes a vocal line with lyrics and two instrumental staves. The fifth system includes one instrumental staff. The key signature is three sharps (F#, C#, G#) and the time signature is 8/8.

| | | | | | | | | | |
|--------------|-------|---------|---------|-----|-----|--------|--------|--------|-----|
| | the | heav'ns | and | all | the | pow'rs | there- | in. | |
| | the | heav'ns | and | all | the | pow'rs | there- | in. | |
| | the | heav'ns | and | all | the | pow'rs | there- | in. | |
| ⁸ | loud, | the | heav'ns | and | all | the | pow'rs | there- | in. |
| | the | heav'ns | and | all | the | pow'rs | there- | in. | |