

Preludio II.

Allegro. (♩ = 132.)

The musical score consists of five systems, each with a piano (right) and bass (left) staff. The key signature is two flats (B-flat and E-flat), and the time signature is common time (C). Fingerings are indicated by numbers 1-5 above or below notes. Dynamics include *p* (piano), *cresc.* (crescendo), *f* (forte), and *dimin.* (diminuendo). The first system starts with a piano (*p*) dynamic and includes fingerings such as 2, 3, 1, 2, 3, 4, 2, 3, 1, 2, 1, 2. The second system features a crescendo (*cresc.*) and a forte (*f*) dynamic, with fingerings like 1 5, 1 5, 1 2 4 5 1 5, 4 1 2 3 5 3, 5, 4 1 2, 5 1 2 1, 2 3 4. The third system includes a diminuendo (*dimin.*) and a *w* (trill) marking, with fingerings such as 1 2 1, 5 1 2 1, 5 1, 2. The fourth system starts with a piano (*p*) dynamic and includes a crescendo (*cresc.*) marking, with fingerings like 4 5, 4, 4 3 1 4, 1, 1 2 3 2, 1, 4 2, 1 2, 1 2, 1 3, 2 1 3. The fifth system begins with a diminuendo (*dimin.*) and piano (*p*) dynamic, followed by a piano (*p*) and crescendo (*cresc.*) section, and ends with a forte (*f*) dynamic, with fingerings such as 2 3 5, 1 4 5 5, 5 4 2, 2 3 5, 4 2, 5, 5 4 2, 3 1 2 1, 5 1, 4 2.

5 2 4 2 5 2 5 4 2 5 4 2 1 2 4 2 4 1 4 2 4 1

fp *cresc.* *f*

1 2 5 5 1 3 1 2 1 4 2 5 3 4 4 2 5 3 2 1

sf *sf*

3 2 1 4 2 1 3 5 1 2 3 5 2 4 5 5

sf *ff*

2 1 3 1 3 2 5 4 2 1 5 1 3 2 2 1 4 2 4 5 1 2 5 4 2 1 2 1

dimin. *p*

2 3 5 3 2 1 5 2 1 5 2 1 5 4 2 5 3 3 3 2 1

cresc. *f*

Fuga II.

a 4 Voci.

Moderato quasi Andante. (♩ = 69.)

p sempre ben legato

cresc.

f *dimin.*

p *cresc.* *sf* *sf*

sf *p* *cresc.*

3 1 2 3 7 3 2 4 1 2 3 4 3 5 4 3 2 4 2

p *cresc.*

2 3 1 1 1 2 3 4 1 2 5 4 2 5 5

5 3 5 4 2 4 5 3 2 1 5 3 2 5 5 5 5 2 5 4 1 5 3 2 1 3 5 4 5 5 4 3 4 3 1 3

sf *sf* *f* *dim.*

4 2 2 2 5 5 4 3 5 4 1 5 5 5 4 5 4 5 4 3 4 3 1 5 5

5 1 2 1 5 3 1 5 4 3 2 1 5 4 5 2 3 5 3

p *cresc.* *f*

3 5 2 4 1 5 2 1 1 1 3 4 3 1 2 3

5 4 3 5 3 1 3 2 1 3 2 1 3 1 2 1 3 2 4 1 5 2 1 4 2 3 2 3 1 4 2 3 4

p *f* *p* *f* *p* *cresc.*

2 5 2 5 2 5

3 1 4 5 2 1 4 1 5 1 5 2 4 1 2 3 2 3 1 5 4 1 3 2 3 4 1 5 4 3 2 1 7 8 1 3 5

sf rallent. *ff*

5 1 4 5 2 5 1 3 1 2 3 4 3 2 5 1 3 1 3