

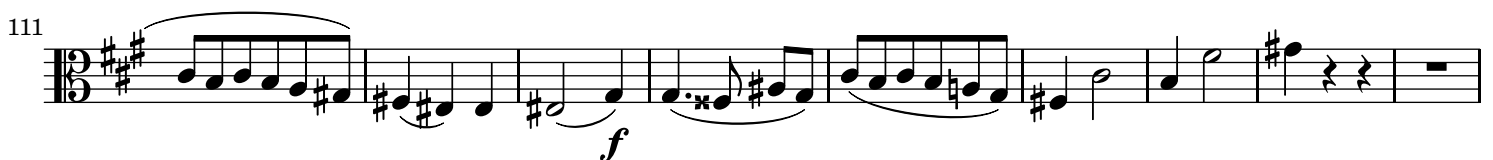
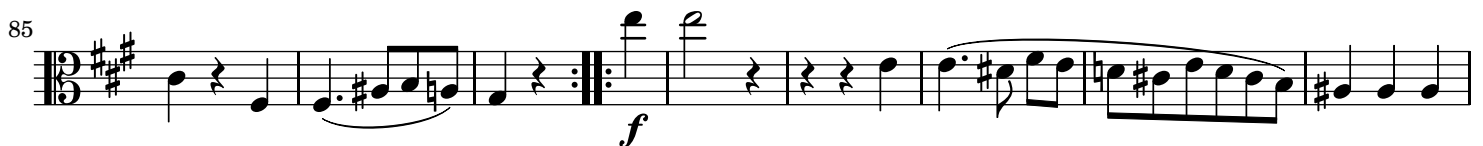
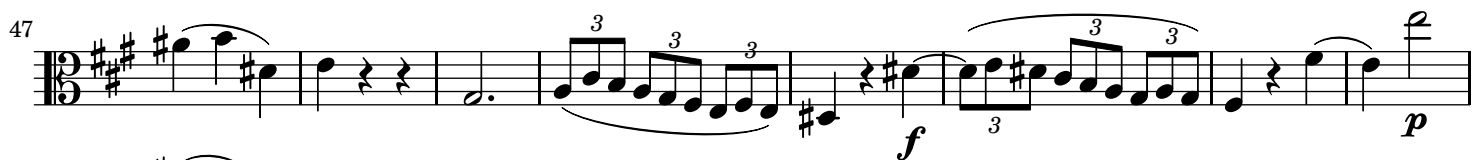
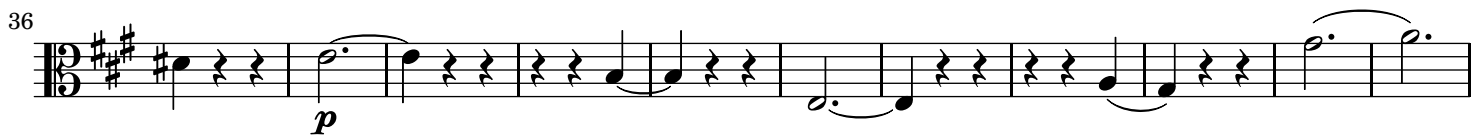
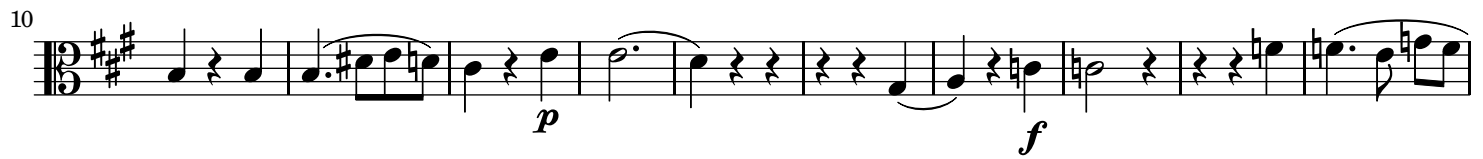
# String Quartet KV. 464 (nr. 18)

for 2 violins, viola and cello

Viola.

W. A. Mozart (1756-1791)

**Allegro.**



120

129

138

147

157

167

177

185

193

202

212

222

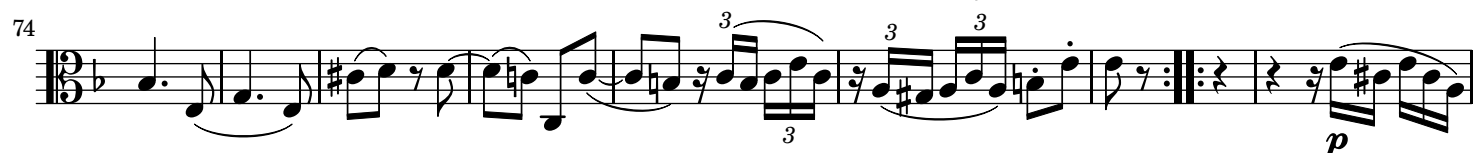
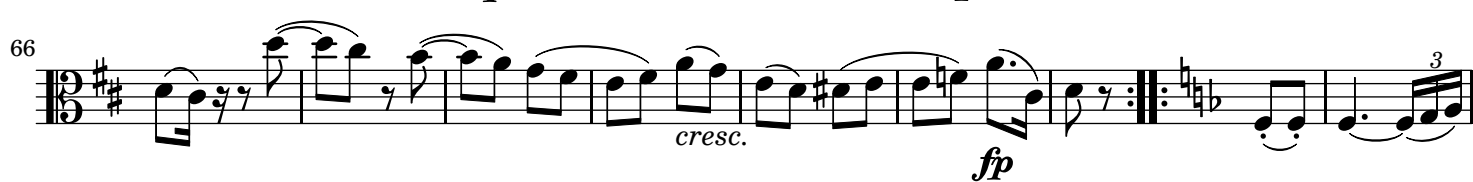
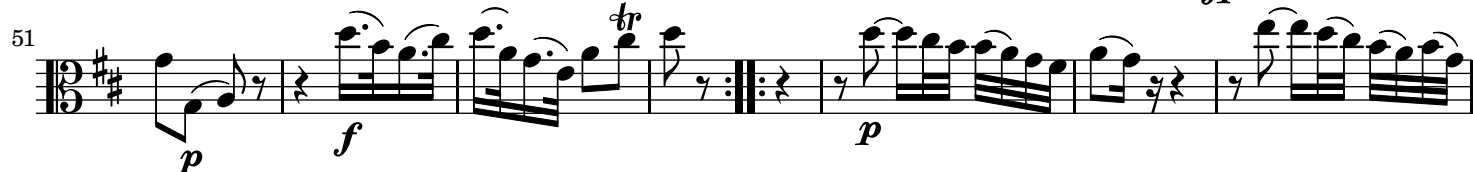
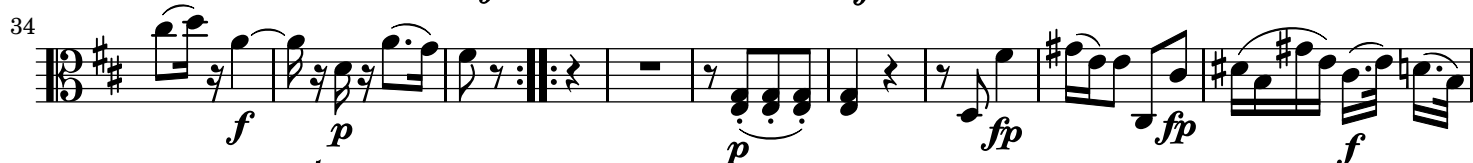
233

This musical score for Viola, measures 120-233, is written in 3/8 time with a key signature of two sharps (F# and C#). The notation includes various dynamics such as *p* (piano), *f* (forte), and *cresc.* (crescendo). It features a variety of note values, including eighth, sixteenth, and thirty-second notes, as well as rests. Slurs and ties are used to connect notes across measures. Trills are present in measures 202 and 212. The score is divided into systems, with measure numbers 120, 129, 138, 147, 157, 167, 177, 185, 193, 202, 212, 222, and 233 marking the beginning of each system.

[illegible]



## Andante.



95 *2* *p* *f*

105 *tr* *p*

113 *f*

121 *p* *p*

129

137 *f* 1. 2.

150 *cresc.*

159 *f* *p* *f*

169 *p* *cresc.* *f* *3* *p*

177 *f* *p*

**Allegro.** *2* *p* *2*

11 *f*

## Viola.

6  
19



26



34



41



49



56



65



74



82



90



98



104



110



118



Detailed description: This is a musical score for the Viola part, spanning measures 19 to 123. The key signature is D major (two sharps) and the time signature is 3/8. The score is written on 14 staves. It features a variety of rhythmic patterns, including eighth and sixteenth notes, often beamed together and slurred. Dynamic markings such as *sf* (sforzando), *p* (piano), and *f* (forte) are used to indicate changes in volume. A second ending bracket is present in measure 64, leading to a repeat sign at the end of measure 81. The notation includes many accidentals (sharps and naturals) and rests.

128 *cresc.*

136 *f* *p*

143 *(f)* *p* 2

152

159 *f*

166

174

181 *sf* *p* *f* *p*

189

197 *f*

204 *p* *sfp* *f* 2 2

216 *p*

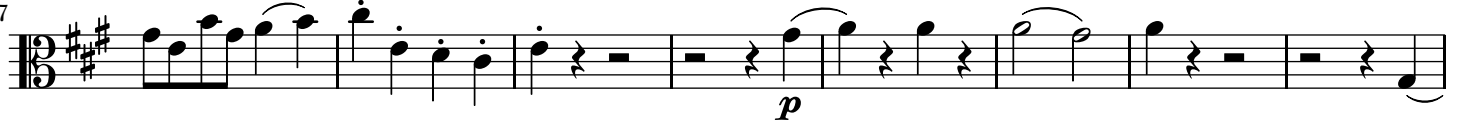
225 1. 2. *p*

233

240



247



255

