Grendel Sonata

In F Major / minor

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Allegro J = 120



























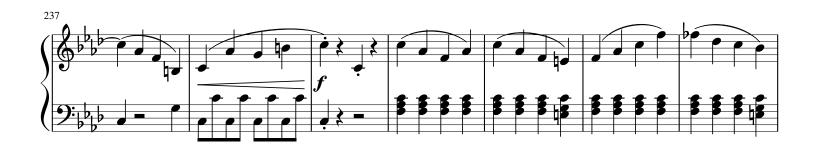














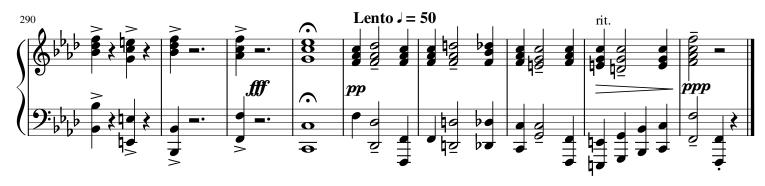












Movement 1, Allegro

- 1 play legato; sweetly and innocently
- 10-13 do not play the quarter notes too long
- 14 note the break between the two phrases.
- 15-16 the accompaniment should be almost staccato
- 19-20 again, do not play the quarter notes too long
- 21-27 make sure the melody in the bottom note of the right hand and the left hand comes out
- 32-35 more quarter notes followed by rests
- 41 more of playful, staccato feel
- 41-49 the two notes slurs here must be played
- 55-57 note the accents that do not fall on strong beats land differ between each measure
- 64-65 play out the left hand melody on the lower notes of the broken chords
- 67-70 keep in mind that the melody shifts from right hand to left hand
- 85-88 more hidden left hand melody
- 101 epic, but not too epic, as that should be reserved for the third movement

Movement 2, Largo

- 102 with an epic and slow feeling; liberally add pedalling
- 102-105 play as legato as possible
- 116-110 even more epicly; note the syncopation; key change from F Major to f minor
- 127-133 accelerate quickly for the first two measures, but continue to accelerate
- 134 quickly deccelerate
- 138 marked 60, but should be played slightly more slowly (but not too slowly, as this is movement 2).

Movement 3, Finale

- 144 with epic finale, but also a darker flair
- 144-150 accompaniment almost staccato
- 151-152 more rests following notes that must be obeyed
- 153-155 play the arpeggios from bottom to top; top note should line up with the right hand
- 158 note the sforzando; do not play the second note too loud
- 178-192 play the staccatos and two note slurs with extreme precision and sharpness
- 196 place emphasis on the left hand G
- 203,205-206 do not syncopate the left hand; strong beat should be on the first note
- 209-210 right hand B and C are optional
- 211 immediately quiet
- 215-218 as before in this movement, play staccato notes with extreme precision
- 219-222 do not connect the two note slurs with the next note.
- 227 one trill; C-Db-C- (hold the C for the tie)
- 288 create as much of an ending feeling as possible
- 292-293 play as loud as possible without sacrificing tone quality
- 294 play as quiet as possible while maintaining precision
- 298 play as quiet as humanly possible