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1 Landesmusikjugend-Rheinland-Pfalz



1 PRAKTISCHE 

1 PRÜFUNG

1 zum Erwerb

1 des Musik-

1 leistungs-

1 abzeichen

1 in »Bronze«



1 Violine



1 Ablauf der 1 Praktischen Prüfung

1 **1. Prüfungsstücke**
1 Von den drei Musikstücken auf diesem
1 Bogen sind zwei Stücke vorzubereiten. Die
1 Prüfungskommission legt am Prüfungstag
1 fest, welches von den beiden gewählten
1 Stücken Du vorträgst.

1 **2. Tonleitern**
1 Nenne Deine fünf Lieblings-Dur-
1 Tonleitern. Dann erfährst Du von der
1 Prüfungskommission, welche Tonleiter Du
1 spielst. Die Tonleiter und deren Tonika-
1 Dreiklang sind mindestens im Tempo 60
1 (pro Note) vorzutragen.

1 **3. Prima-Vista-Spiel**
1 Nach einer kurzen Durchsicht spielst
1 Du ein Dir unbekanntes Musikstück
1 »vom Blatt«.

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Romanze

op. 86, Nr. 1

Goby Eberhardt

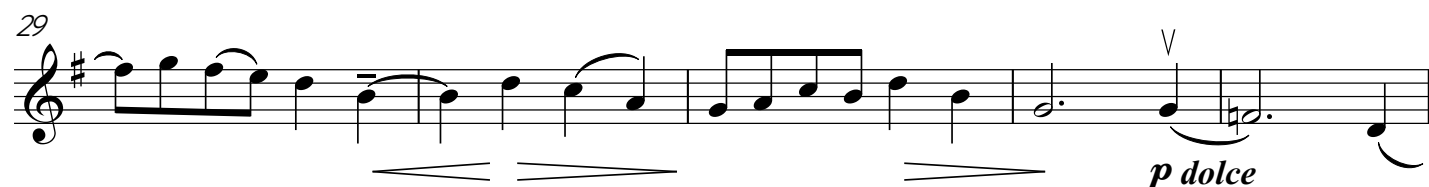
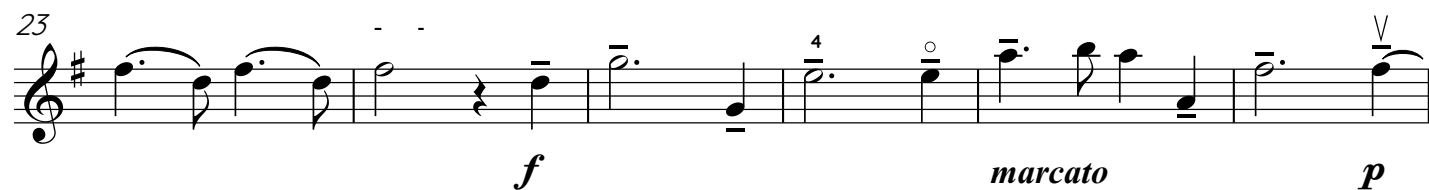
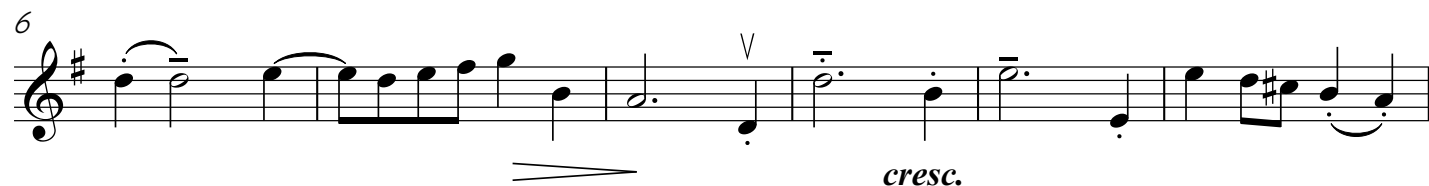
Andante



Song without Words

George Dyson

Allegretto



Rondino

nach Ludwig van Beethoven und Fritz Kreisler

Bearb. K.S.

Allegretto

The musical score for 'Rondino' is written in 3/4 time and consists of 63 measures. The notation includes various musical symbols such as notes, rests, slurs, and dynamic markings. The score is divided into systems of five measures each, with measure numbers 6, 12, 20, 27, 34, 41, 49, 57, and 63 indicated at the beginning of their respective systems. The key signature is one sharp (F#), and the time signature is 3/4. The score includes various musical notations such as notes, rests, slurs, and dynamic markings. The dynamic markings include *p* (piano), *mf* (mezzo-forte), and *f* (forte). The score also includes various musical symbols such as notes, rests, slurs, and dynamic markings. The score is divided into systems of five measures each, with measure numbers 6, 12, 20, 27, 34, 41, 49, 57, and 63 indicated at the beginning of their respective systems. The key signature is one sharp (F#), and the time signature is 3/4. The score includes various musical notations such as notes, rests, slurs, and dynamic markings. The dynamic markings include *p* (piano), *mf* (mezzo-forte), and *f* (forte). The score also includes various musical symbols such as notes, rests, slurs, and dynamic markings.

p

mf

p

mf

f

p

mf

poco a poco decresc.