

Viola

# Se, mørket vinner aldri over lyset

Sindre Eide  
Tim Harry Blomberg

$\text{♩} = 76$  **2** *mp* *mp* pizz arco

9 Ritardando a tempo **10** 11 - 20

21 *mp*

29 **3** 29 - 31 *mp*

37 pizz arco  $\text{♩} = 76$  *mf* *p > pp* *mp*

45 *mf* Ritardando *pp*

Violin I

# Se, mørket vinner aldri over lyset

Sindre Eide  
Tim Harry Blomberg

♩ = 76

**2**

1 - 2 *mp* *pizz* *arco* *mp*

9 *Ritardando* *a tempo* **10**

11 - 20

21 *mp*

29 **3**

29 - 31 *mp*

37 *pp* *mp* ♩ = 76

45 *mf* *Ritardando* *pp*

51

Cello

# Se, mørket vinner aldri over lyset

Sindre Eide  
Tim Harry Blomberg

♩ = 76 **2** *mp* *8va* *pizz* *arco* *mp*

1 - 2

9 *Ritardando* *a tempo* **10** 11 - 20

21 *mp*

29 *pizz* *arco* *mf* *mp*

35 *pizz* *pp*

42 ♩ = 76 *arco* *mp* *< mf*

48 *Ritardando* *pp*

Detailed description: This is a musical score for Cello in 4/4 time, marked with a tempo of quarter note = 76. The score is divided into systems. The first system (measures 1-2) starts with a dynamic of *mp* and includes an *8va* (octave) marking. The second system (measures 9-20) features a *Ritardando* (ritardando) instruction followed by *a tempo* (return to tempo) and a measure rest for measures 11-20. The third system (measures 21-28) begins with *mp*. The fourth system (measures 29-34) starts with *mf* and *pizz* (pizzicato), then transitions to *arco* (arco) and *mp*. The fifth system (measures 35-41) begins with *pp* (pianissimo) and includes *pizz* markings. The sixth system (measures 42-47) starts with a tempo of ♩ = 76, *arco*, and *mp*, followed by a crescendo leading to *mf*. The seventh system (measures 48-54) begins with *Ritardando* and ends with *pp*.

# Kontrabass

## Se, mørket vinner aldri over lyset

Sindre Eide  
Tim Harry Blomberg

♩ = 76   **3**   pizz   arco

1 - 3   *mf*   *mp*

9   Ritardando   a tempo   **10**   11 - 20

21   *mp*

29   **3**   29 - 31   *mp*

37   **3**   ♩ = 76   39 - 41   *mp*

45   Ritardando   < *mf*   *pp*

Detailed description: The image shows a musical score for Contrabass in 4/4 time. It consists of six systems of music. The first system (measures 1-3) starts with a tempo of ♩ = 76 and a 3-measure rest. The second system (measures 9-10) includes a Ritardando marking and a 10-measure rest. The third system (measure 21) features a mezzo-forte (mf) dynamic. The fourth system (measures 29-31) includes a 3-measure rest and a mezzo-forte (mf) dynamic. The fifth system (measures 37-41) includes a 3-measure rest, a tempo of ♩ = 76, and a mezzo-forte (mf) dynamic. The sixth system (measure 45) includes a Ritardando marking, a mezzo-forte (mf) dynamic with an accent (<), and a piano-piano (pp) dynamic.

Fløyte

# Se, mørket vinner aldri over lyset

Sindre Eide  
Tim Harry Blomberg

$\text{♩} = 76$   
legato  
*mf*

6  
Ritardando a tempo  
9  
11 - 19

20  
*mp* *mp*

25

29  
*mp* *mf*

34

38  
2  $\text{♩} = 76$   
40 - 41 *mf*

45  
Ritardando

Piano

# Se, mørket vinner aldri over lyset

Sindre Eide  
Tim Harry Blomberg

♩ = 76

8<sup>va</sup>

*mp* *p* *p*

*mp*  
*Red.*

5 8<sup>va</sup>

Ritardando

a tempo

10 8<sup>va</sup>

*mp*  
*Red.*

15 8<sup>va</sup>

*mp* *port* *mp* *mp*

Se, mørket vinner aldri over lyset  
Piano

20 (8) 1

mf

mf

26

mp

mp

31

mf

mf

Ped.

35

39

$\text{♩} = 76$

mp

mf

mp

mf

Se, mørket vinner aldri over lyset  
Piano

43

Musical notation for measures 43-46. The right hand plays chords and the left hand plays a rhythmic pattern of eighth notes.

Ritardando

47

8va

*mp*

Musical notation for measures 47-50. The right hand plays chords and the left hand plays a rhythmic pattern of eighth notes. The tempo is marked *Ritardando*. Dynamics include *mp* and *8va*.

51

8va

*ppp*

*ppp*

Musical notation for measures 51-54. The right hand plays chords and the left hand plays a rhythmic pattern of eighth notes. Dynamics include *ppp* and *8va*.

Violin II

# Se, mørket vinner aldri over lyset

Sindre Eide  
Tim Harry Blomberg

♩ = 76

**2**

1 - 2 *mp* pizz *mp* arco

9 Ritardando a tempo **10** 11 - 20

21 *mp*

28 **3** 29 - 31 *mp*

36 ♩ = 76 *pp*

43 *mp* *mf*

48 Ritardando *pp*