

Lotusland

1879 - 1880

Cyril Scott, op. 47¹

Andante languido.

4

5

mf

simile

cresc.

cresc.

stringendo.

3

8

ritard.

3

f

1
a tempo
p quasi cadenza
2d.

This section starts with a dynamic *p* and a instruction *quasi cadenza*. The first measure consists of six eighth-note chords. The second measure begins with a bass note followed by a series of eighth-note chords. Measure 2 ends with a bass note and a fermata over the next measure.

3
5
string.
4
5
* 2d.

Measure 3 features eighth-note chords in the upper voices and sixteenth-note patterns in the bass. Measure 4 continues this pattern. The instruction *string.* appears between the two measures. Measure 4 ends with a bass note and a fermata over the next measure.

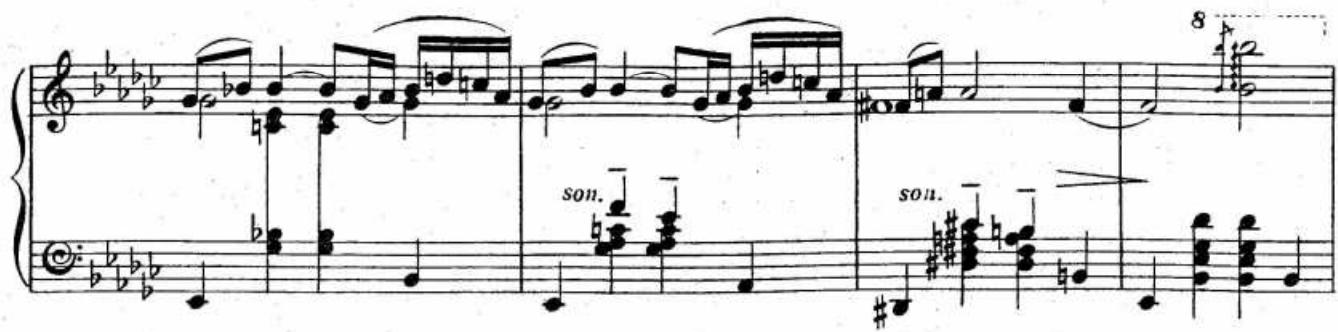
5
cres
cen
do
6
*

Measures 5 and 6 show eighth-note chords in the upper voices and sixteenth-note patterns in the bass. The instruction *cres* (crescendo) is placed above the first measure, and *cen* and *do* are placed below the second measure. Measure 6 ends with a bass note and a fermata over the next measure.

7
f
glissando
8
8
2d.

Measure 7 starts with a forte dynamic *f* and a *glissando* instruction. The measure ends with a bass note and a fermata over the next measure. Measure 8 begins with a bass note and a fermata over the next measure.

A handwritten musical score for piano, page 6, featuring four staves of music. The score is in common time and uses a key signature of one flat. The music includes dynamic markings such as *f*, *mp*, *ritard.*, *a tempo primo*, *espress.*, and *simile*. Articulation marks like accents and slurs are also present. The score consists of two systems of music, each starting with a forte dynamic (*f*) and followed by a piano dynamic (*mp*). The first system ends with a fermata over the bass staff. The second system begins with a ritardando instruction (*ritard.*) and ends with an *espress.* instruction. The final system begins with a dynamic marking *simile*.



poco string.

a tempo

poco string.

a tempo

mf

mp

mf

mp

dim.

8

p

pp

glissando.

ff

8

mp

cresc.

f

p

*