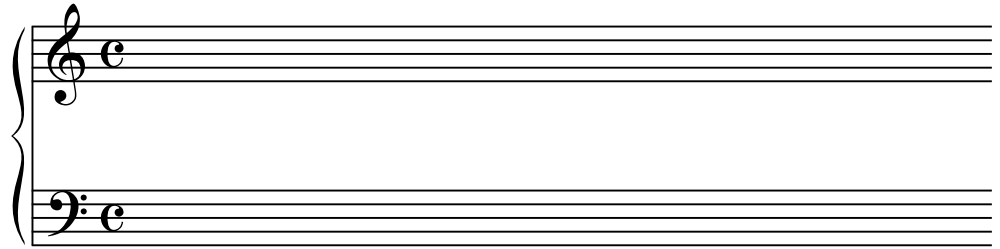
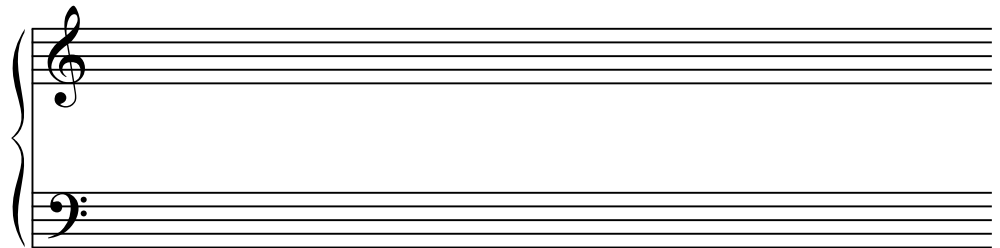


For each question, write a short musical illustration and one clear sentence in the space below the staves.

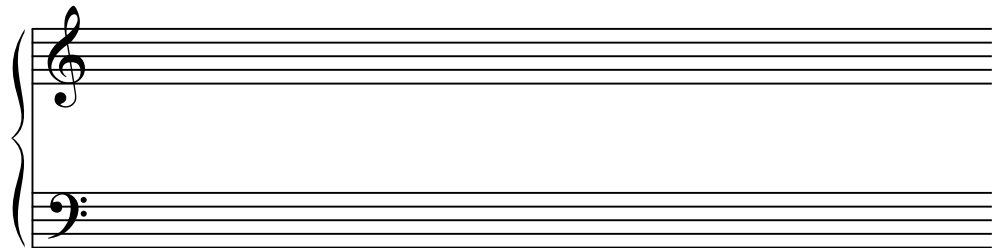
1) Describe the sonority in m. 32 of Schubert's "Die Stadt"; what does Schubert reveal about the nature of this chord?



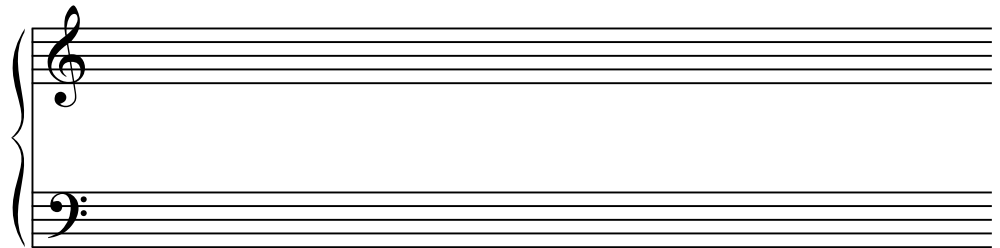
2) Describe the key in mm. 47-50 of Schubert's "Doppelgaenger". What is the key's relation to B minor?



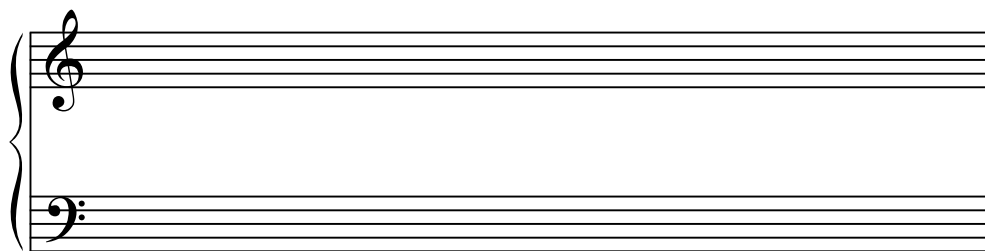
3) What are the last three chords of measure 4 of Beethoven's Opus 110? How do they relate to A-flat minor?



4) Describe the last chord of measure 4 of Schumann's "Ich grolle nicht"



5) Show how Beethoven modulates from tonic C minor to E-flat in the attached mystery progression. Measures 52 to 63.



NOTE: The Horn is in E-flat; it sounds a major sixth lower than written (think a minor third higher, if you wish).

Handwritten musical score for "The Rose Tree". The score is written for a woodwind quintet and piano accompaniment. The instruments are Flute (Fl.), Oboe (Ob.), Clarinet (Cl.), Bassoon (Fag.), Cor Anglais (Cor.), Trumpet (Tr.), and Piano (Tp.). The music is in 3/4 time with a key signature of one flat (B-flat). The score includes various dynamics such as *ff* (fortissimo), *f* (forte), *p* (piano), and *p dolce* (piano dolce). There are also circled numbers 52 through 64 above the woodwind staves, likely indicating measure numbers. The piano part features a prominent bass line with triplets and chords. The woodwind parts have various dynamics and articulations.

Handwritten musical score for "The Rose Tree" featuring Flute, Clarinet, Bassoon, and Horns. The score is in 3/4 time, key of B-flat major, and includes a "p" (piano) dynamic marking. The music is written on ten staves, with the first four staves labeled Fl., Cl., Fag., and Cor. The score shows a melodic line for the Flute and Clarinet, a bass line for the Bassoon and Horns, and a supporting bass line for the Bassoon and Horns. The music is in 3/4 time, key of B-flat major, and includes a "p" (piano) dynamic marking.