

# "The Flying Dutchman" Overture.

The story which lies at the base of Wagner's opera "The Flying Dutchman" is an old legend, with modern additions introduced for the purpose of illustrating the principle which Wagner proclaimed in his "Tannhaeuser" as well as in his "Ring of the Nibelung."

The melodic material used by Wagner in this overture consists of a theme descriptive of the Dutchman and his doom; a second subject delineative of the loving woman and her sacrifice, and the music of a sailors' chorus. The violin parts of this overture are exceedingly difficult.

Allegro con brio.

1st Violins.

2nd Violins.

*ff* *f*

*ff*

*ff* *ff* *ff*

*f* *f* *p* *f* *p*

*f* *dim.* *p* *f*

*f* *dim.* *p* *p*

*f* *f*

*f* *ff*

*f* *ff*

The musical score is written for two violin parts in 4/4 time, with a key signature of one flat (B-flat). The tempo is marked 'Allegro con brio'. The score begins with a double bar line and a repeat sign. The first system shows the 1st and 2nd Violins parts, both starting with a fortissimo (*ff*) dynamic. The 1st Violins part has a melodic line with a fermata, while the 2nd Violins part provides a harmonic accompaniment. The second system continues the melodic development, with both parts marked *ff*. The third system shows a dynamic shift, with the 1st Violins part starting at *f*, moving to *p*, and then back to *f*, while the 2nd Violins part remains at *f*. The fourth system features a first ending marked '1' and a dynamic change from *f* to *dim.* and then *p*. The fifth system shows a second ending marked '2' and a dynamic change from *f* to *dim.* and then *p*. The sixth system continues the melodic line with a dynamic change from *f* to *f*. The seventh system shows a dynamic change from *f* to *ff*. The eighth system continues the melodic line with a dynamic change from *f* to *ff*. The score concludes with a final dynamic of *ff*.



*p* *cresc. poco a poco*

*f*

*f* *G. P.* *f*

*ff* *p*

*cresc.* *ff* *p* *cresc.*

*ff* *Viol. II.* *f*

*f* *Viol. I.*

*ff* *ff*

*sempre f*