

SAMUEL COLERIDGE-TAYLOR

Four Characteristic Waltzes
Vier charakteristische Walzer

Op. 22

for Violin and Piano
für Violine und Klavier

ALLE RECHTE VORBEHALTEN · ALL RIGHTS RESERVED

EDITION PETERS

PUBLISHED BY FABER MUSIC

LEIPZIG · LONDON · NEW YORK

Contents · Inhalt

Introduction	III
Einführung	IV
1. Valse Bohémienne	1
2. Valse Rustique	5
3. Valse de la Reine	10
4. Valse Mauresque	16

© 2025 by Faber Music Ltd
Brownlow Yard, 12 Roger Street, London WC1N 2JU

Alle Rechte vorbehalten · All rights reserved
Vervielfältigungen jeglicher Art sind gesetzlich verboten.
Any unauthorized reproduction is prohibited by law.

Printed in England by Caligraving Ltd

ISMN 979-0-57702-554-4

fabermusic.com

Four Characteristic Waltzes Op. 22

1. Valse Bohémienne

Samuel Coleridge-Taylor (1875–1912)

op. 22

Allegro ma non troppo $\text{♩} = 64$

The musical score is arranged for Violin and Piano. It begins with a key signature of one sharp (F#) and a 3/4 time signature. The tempo is marked 'Allegro ma non troppo' with a quarter note equal to 64 beats per minute. The score is divided into four systems, each containing a Violin staff and a Piano staff. The Piano part is marked 'Led.' (Led.) at the beginning. The first system (measures 1-5) features a melody in the Violin starting on G4, moving up stepwise to B4, then down to G4, and finally to E4. The Piano accompaniment consists of a steady eighth-note bass line in the left hand and chords in the right hand. The second system (measures 6-11) shows dynamic markings of *dim.*, *p*, *mf*, and *f*. The third system (measures 12-17) continues with a *p* dynamic. The fourth system (measures 18-23) features a *sf* (sforzando) dynamic. The score concludes with a final cadence in the Piano part.

poco meno mosso

25

33

41

poco rit.

Tempo primo

48

55

cresc. *ff*

cresc. *ff*

Ped. * Ped. * Ped. Ped. Ped.

62

ff *dim.* *rall.*

ff *dim.* *rall.*

* Ped. Ped. Ped. * Ped. Ped.

Poco meno mosso

69

dolce *f*

dolce *f*

Ped. Ped. Ped. Ped.

77

f

f

Ped. Ped. *sempre*