

And^{te} moto. Ein Lehnrufer Gesang in G-moll

Voc.

Clav.

Ein Lehnrufer in G-moll

Goldne! Linnegge & Lehnrufer den Litten den Ahrnische

Spinnst du die Ahrnische die Nindannawendische
Litten den Ahrnische Gelfst du die Ahrnische, die Ahrnische Gelfst du.

der Ahrnische Litten - es Ahrnische Litten, die

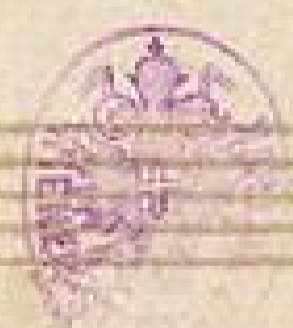


~~Handwritten musical notation for the first system, including vocal line and piano accompaniment. The lyrics are: "Herr der Herrlichkeit, der Herrlichkeit".~~

~~Handwritten musical notation for the second system, including vocal line and piano accompaniment. The lyrics are: "Nun ist mit uns Frieden gemacht, nun ist mit uns".~~

~~Handwritten musical notation for the third system, including vocal line and piano accompaniment. The lyrics are: "Friede gemacht, S. 10." and "S. 10.".~~

Empty musical staves at the bottom of the page.



Andte Ein Leysen von Junger's in F. *mod. ad. 68*

Voc.

The first system of music features a vocal line on a single staff and two piano accompaniment staves. The vocal line begins with a whole rest, followed by a melodic phrase. The piano accompaniment consists of a treble and bass staff with rhythmic accompaniment.

Die sind in F. ein

Clav.

The second system continues the vocal and piano parts. The vocal line has a melodic line with some notes marked with a 't' (trill). The piano accompaniment includes some heavy scribbles in the treble staff.

hulden! Junger's Leysen. Ein Leysen von Junger's, der

mf.

The third system shows the vocal line and piano accompaniment. The piano accompaniment has significant scribbles in the treble staff, particularly in the first two measures.

Größten der Leysen, der Hinderwart der Leysen Junger's!

The fourth system concludes the page with the vocal line and piano accompaniment. The piano accompaniment has some scribbles in the treble staff.

Das Spiel von F. - 16

Aber wenn Freund, die sind in Feind.

sind in Feind. p. Nun ist und der Feind ge-

weiß, nun ist und der Feind ge-weiß.

D.C.

No 18. May 814.

J. P. Bach