

GR: Stopped Flute 8', Flute Harmonique 8',  
Twelfth 2-2/3'  
SW: Rohrflute 8', Koppelflute 4', SW to CH 8'  
CH: Gedackt 8', Rohrflute 4', Nazard 2-2/3'  
Ped: Subbass 16', Lieblich Gedackt 16', Gedackt 8',  
Violone 8', CH to Ped. 8'

# Invention No. 214

Paul F. Page  
ASCAP

Andante (♩ = c. 80)

The first system of the score consists of three staves. The top staff is for the Grand Recorder (GR) in G major, 4/4 time, starting with a mezzo-forte (*mf*) dynamic. The middle staff is for the Chamber Flute (CH) and the bottom staff is for the Pedal. The GR part features a melodic line with a slur over the first four measures and a fermata over the fifth. The CH and Pedal parts are mostly rests, with some notes appearing in the final measure of the system.

The second system of the score consists of three staves. The top staff (GR) continues the melodic line with a slur over the first four measures and a fermata over the fifth. The middle staff (CH) has a melodic line with a slur over the first four measures and a fermata over the fifth. The bottom staff (Pedal) has a simple accompaniment with a slur over the first four measures and a fermata over the fifth.

The third system of the score consists of three staves. The top staff (GR) continues the melodic line with a slur over the first four measures and a fermata over the fifth. The middle staff (CH) has a melodic line with a slur over the first four measures and a fermata over the fifth. The bottom staff (Pedal) has a simple accompaniment with a slur over the first four measures and a fermata over the fifth.

Invention No. 214

16

*phrasing is similar for the rest of the piece.*

21

25

30

r a l l e n t a n d o

GR: tempo primo

+ Gamba 8', Open Flute 4'

CH: SW: - Koppelflute 4', + Viola 8', Vox Celeste 8', Orch. Str. 8'  
SW to CH 8' CH: - Rohrfl. 4', Nazard 2-2/3', + Erzähler + Celeste 8'

Invention No. 214

35

35

40

poco rall. , a tempo

+ Oboe 8'

40

45

poco rall. a tempo

( - Ob. 8', Gamba 8', Open Fl. 4')

45

50

ten. *p*

*rallantando al fine*

50