

Les Berceaux

by

Gabriel Fauré

Arranged for Violin and Guitar

by

José Beato

Signs and symbols

$\bar{1}^3$ = bar on the first fret comprising the first three strings
(The diamond-shaped note indicates what is the exact pitch to be plucked and the sign "arm.5" shows the exact fret to produce the harmonic sound, "natural" or "artificial", in this case the fifth)

(à Mademoiselle Alice Boissonnet)

Arrangement for
Violin and Guitar by:
José Beato

Les Berceaux

Trois mélodies, Op. 23, N° 1

Musique: Gabriel Fauré
Poème: Sully Prudhomme
(Original key: B flat minor)

Andante ♩ = 58

Guitar

p *sempre*

ar.5

Detailed description: This system shows the beginning of the guitar part. It is in 12/8 time and starts with a treble clef. The tempo is marked 'Andante' with a quarter note equal to 58 beats per minute. The music begins with a series of eighth notes, some with fingerings like 3, 1, 4, and 3. There are also some chords and rests. The dynamic is marked 'p' (piano) and 'sempre' (always). There are two instances of 'ar.5' (arpeggio) indicated by a wavy line and a circled 5.

Vln.

Gtr.

p

Detailed description: This system shows the first system for the violin and guitar. The violin part (Vln.) is in a treble clef and starts with a dynamic marking of 'p'. The guitar part (Gtr.) is in a treble clef and continues from the first system. It includes fingerings like 3, 4, 0, 1, 4, 0, and 2. There are also some rests and a circled 2.

Vln.

Gtr.

Detailed description: This system shows the second system for the violin and guitar. The violin part (Vln.) continues with a series of eighth notes and a slur. The guitar part (Gtr.) continues with fingerings like 3, 2, 2, 4, 2, 1, and 2. There are also some rests and a circled 2.

Vln.

Gtr.

Detailed description: This system shows the third system for the violin and guitar. The violin part (Vln.) continues with a series of eighth notes and a slur. The guitar part (Gtr.) continues with fingerings like 1, 4, 3, 0, 1, 4, 0, and 2. There are also some rests and a circled 2.