

Il stocco

Francesco Bendusi (??-c.1553)

Cantus (part 1 of 4)

Opera nova de balli (Venice, 1553)

Musical score for the Cantus (part 1 of 4) of 'Il stocco'. The score is written in G major (one sharp) and 2/4 time. It consists of five staves of music. The first staff begins with a treble clef, a key signature of one sharp (F#), and a 2/4 time signature. The music is a single melodic line. Measure numbers 5, 10, 15, 20, 25, and 30 are indicated above the staves. The piece concludes with a double bar line at the end of the fifth staff.

Il stocco

Francesco Bendusi (??-c.1553)

Opera nova de balli (Venice, 1553)

Altus (part 2 of 4)

The musical score is written in 4/4 time and consists of five staves. The first staff begins with a treble clef, a 4/4 time signature, and a key signature of one sharp (F#). The music is primarily composed of eighth and sixteenth notes, with some rests. Measure numbers 5, 10, 15, 20, 25, and 30 are indicated above the staves. The sixth staff contains a 6/2 time signature, indicating a change in the piece's tempo and meter. The score concludes with a double bar line.

Il stocco

Francesco Bendusi (??-c.1553)

Altus (part 2 of 4)

Opera nova de balli (Venice, 1553)

5

10

15

20

25

6
2

30

Il stocco

Francesco Bendusi (??-c.1553)

Tenor (part 3 of 4)

Opera nova de balli (Venice, 1553)

5

10

15

20

25

6
2

30

Il stocco

Francesco Bendusi (??-c.1553)

Tenor (part 3 of 4)

Opera nova de balli (Venice, 1553)

5

10

15

20

25

6
2

30

Il stocco

Francesco Bendusi (??-c.1553)

Bassus (part 4 of 4)

Opera nova de balli (Venice, 1553)

The musical score is written in bass clef with a 4/2 time signature. It consists of five staves of music. The first staff begins with a treble clef and a key signature of one flat (B-flat), which is then changed to a bass clef. The music is composed of eighth and sixteenth notes, with some rests. Measure numbers 5, 10, 15, 20, 25, 30, and 35 are indicated above the staves. The piece concludes with a double bar line at the end of the fifth staff.