

IX

Pasillo

Jairo Cardona

♩ = 132

Flauta

Guitarra

Esterilla (Percusión)
Tambora

mf

mf

aro parche

Fl.

Gtr.

perc.

f

mp

mf

f

mp

mf

Fl.

Gtr.

perc.

mf

mp

mp

mf

mp

19

Fl. *mf* *mp* *f*

Gtr. *mf*

perc.

25

Fl. *> mf* *f* *mf*

Gtr.

perc.

31

Fl. *f* *f*

Gtr. *mf* *f* *mf*

perc.

37

Fl. *mf* *p* *mf*

Gtr. *p* *mp*

perc.

43

Fl.

Gtr.

perc.

49

Fl.

Gtr.

perc.

Nube-Lenta

arpeggio

Putumayo

54

Fl.

Gtr.

perc.

60

Fl.

Gtr.

perc.

mf

mp

p

66

Fl.

Gtr.

perc.

Pasillo *accel.*

p *mp* *mf* *f* *mp*

mf *IIpos.*

72

Fl.

Gtr.

perc.

mp *f*

VIIpos. *VIpos.*

p *mf*

78

Fl.

Gtr.

perc.

mf

mp

84

Fl.

Gtr.

perc.

f *mp* *mf* *f* *mf*

IXpos.

mf *p* *mp* *mf*

91

Fl.

Gtr.

perc.

This musical system covers measures 91 to 97. It features three staves: Flute (Fl.), Guitar (Gtr.), and Percussion (perc.). The key signature is three sharps (F#, C#, G#) and the time signature is 8/8. The Flute part begins with a melodic line of eighth notes, marked with a *mf* dynamic. A hairpin indicates a crescendo to *mp* by measure 95, followed by a decrescendo to *f* by measure 97. The Guitar part provides a rhythmic accompaniment with chords and eighth notes, starting at *mf* and ending at *mf*. The Percussion part consists of a steady eighth-note pattern, marked with a *p* dynamic in measure 95. Measure 91 includes a dashed line above the guitar staff, and measure 97 has a repeat sign.

98

Fl.

Gtr.

perc.

This musical system covers measures 98 to 104. It features three staves: Flute (Fl.), Guitar (Gtr.), and Percussion (perc.). The key signature is three sharps (F#, C#, G#) and the time signature is 8/8. The Flute part starts with a melodic line marked *mf*, which then transitions to *mp* and *p* dynamics. The Guitar part continues with rhythmic accompaniment, marked with *mp* and *p* dynamics. The Percussion part maintains its eighth-note pattern, marked with *p* and *mp* dynamics. Measure 98 includes a dashed line above the guitar staff. Measure 104 has a repeat sign.