

Stradella
Col mio sangue comprerei
from Il Floridoro

Andante doloroso

pp

Musical notation for the piano introduction, featuring a treble and bass clef with a 3/4 time signature. The music is in a minor key and consists of four measures of arpeggiated chords.

p

Col mio san - gue com - pre - re - i,
I would spend my blood un - heed - ing,

Musical notation for the piano accompaniment corresponding to the first vocal line, featuring a treble and bass clef with a 3/4 time signature. The music is in a minor key and consists of four measures of arpeggiated chords.

pp

Col mio san - gue com - pre - re - i
I would spend my blood un - heed - ing

ppp

Musical notation for the piano accompaniment corresponding to the second vocal line, featuring a treble and bass clef with a 3/4 time signature. The music is in a minor key and consists of four measures of arpeggiated chords.

p

Quel - la vi - ta a me si ca -
 Could it buy the dear life thus ta -

pp

ra, Quel - la vi - ta a me si ca - ra!
 ken, Could it buy the dear life thus ta - ken.

ppp

mf cresc.

S'au - na per - di - ta, s'au - na per - di -
 For in los - ing thee, for in los - ing

mf cresc.

dim. *pp*

ta si a - ma - ra Son dye fiy -
 thee I'm. for - sa - ken, And my pour

dim. *pp*

poco rall.

Ossia: } gli oc -
 } bled -
 } *p a tempo*

mi
torn

gli oc -
heart

chi,
ties

gli oc -
bled -
a tempo

poco rall.

chi,
ing,

gli oc -
bled

chi,
ing,

gli oc -
bled -

chi,
ing,

gli oc -
bled

chi,
ing,

poco riten.

gli oc -
bled -

chi,
ing,

gli oc -
bled

chi,
ing,

gli oc -
bled -

chi,
ing,

gli oc -
bled

chi,
ing,

poco riten.

a tempo p

S'a - na per - di - ta si - ma - ra
In thy loss I am for - sa ken,

a tempo

p

p cresc poco a poco

Son dye fiy - mi - gli oc -
And my poor torn heart

p cresc.

molto cresc.

chi mi - i,
lies bleed - ing,

molto cresc.

f cresc.

ff

> tutto ff

Son dye fiy - mi, dye fiy - mi gli oc -
And my poor heart, my poor heart - e'r

f

ff

allargando ma non troppo

chi mi - i.
lies bleed - ing.

in tempo

col canto

ff