



## Mike Magatagan

United States (USA), SierraVista

### Aria: "Sich in Gott und Jesu freuen" for String Ensemble (BWV 220 No. 4) Bach, Johann Sebastian

#### About the artist

I'm a software engineer. Basically, I'm computer geek who loves to solve problems. I have been developing software for the last 25+ years but have recently rekindled my love of music.

Many of my scores are posted with individual parts and matching play-along however, this is not always practical. If you would like individual parts to any of my scores or other specific tailoring, please contact me directly and I will try to accommodate your specific needs.

**Artist page :** <https://www.free-scores.com/Download-PDF-Sheet-Music-magataganm.htm>

#### About the piece



<b>Title:</b>	Aria: "Sich in Gott und Jesu freuen" for String Ensemble [BWV 220 No. 4]
<b>Composer:</b>	Bach, Johann Sebastian
<b>Arranger:</b>	Magatagan, Mike
<b>Copyright:</b>	Public Domain
<b>Publisher:</b>	Magatagan, Mike
<b>Instrumentation:</b>	4 Violins, 2 Violas, Cello, and Bass
<b>Style:</b>	Baroque
<b>Comment:</b>	Lobt ihn mit Herz und Munde (Praise him with heart and voice), BWV 220,[a] is a church cantata by an unknown composer, formerly attributed to Johann Sebastian Bach (1685 – 1750) was a German composer, organist, harpsichordist, violist, and violinist of the Baroque period. He enriched many established German styles through his skill in counterpoint, harmonic and motivic organisation, and the adaptation of rhythms, forms, and... (more online)

#### Mike Magatagan on [free-scores.com](https://www.free-scores.com)



- listen to the audio
- share your interpretation
- comment
- contact the artist



# Aria: "Sich in Gott und Jesu freuen"

Anonymous

formerly attrib. J. S. Bach (BWV 220 No. 4)

Arranged for String Ensemble by Mike Magatagan 2016

Aria (♩ = 60)

Violins 1 *mf* *tr*

Violins 2 *mf* *pizz.* *mp*

Violas *mf* *mp* *pizz.*

Cellos *mf* *mp*

8

V1a

V1b

V2a

V2b

Va1 *arco.* *pizz.*

Va2 *p*

Vc *p*

14

V1a

V1b

V2a

V2b

Va1

Va2

Vc

*arco.*

*mp*

*mp*

20

V1a

V1b

V2a

V2b

Va1

Va2

Vc

*arco.*

*mf*

*mf*

*mf*

26

V1a  
V1b  
V2a  
V2b  
Va1  
Va2  
Vc

*tr*  
*tr*  
*mp*  
*mp*  
*mf*

To Coda

31

V1a  
V1b  
V2a  
V2b  
Va1  
Va2  
Vc

*tr*  
*mf*  
*mf*  
*tr*  
*mf*

37

V1a

V1b

V2a

V2b

Va1

Va2

Vc

*tr*

*tr*

*mp*

*pizz.*

*mp*

*pizz.*

*mp*

44

V1a

V1b

V2a

V2b

Va1

Va2

Vc

*pizz.*

*arco.*

50

V1a

V1b

V2a

V2b *pizz.*

Va1 *p* *crescendo*

Va2 *p* *crescendo*

Vc

55

V1a *tr*

V1b

V2a *tr*

V2b *arco.* *mp* *mf* *tr*

Va1 *arco.* *mp* *mf* *pizz.*

Va2 *mp* *arco.* *mf* *pizz.*

Vc *mf*

61

V1a

V1b

V2a

V2b

Va1

Va2

Vc

*arco.*

*mp*

*pizz.*

*mp*

*pizz.*

*mp*

*p*

67

V1a

V1b

V2a

V2b

Va1

Va2

Vc

*arco.*

*mp*

*mp*

*crescendo*

*mf*

*arco.*

*p*

*arco.*

*p*

73

V1a  
V1b  
V2a  
V2b  
Va1  
Va2  
Vc

*mf*  
*tr*  
*mf*  
*mp*  
*mp*

81

D.C. al  $\text{\textcircled{C}}$

V1a  
V1b  
V2a  
V2b  
Va1  
Va2  
Vc

*tr*  
*mp*  
*p*  
*pizz.*  
*p*  
*p*  
*p*



89

V1a

V1b

V2a

V2b

Va1

Va2

Vc

*arco.*

*dim.*

*tr*

98

V1a

V1b

V2a

V2b

Va1

Va2

Vc

*rit.*

*tr*

*molto*

*mp*

*crescendo*

*mp*

*crescendo*

*mp*

*crescendo*

*mp*