

Francesco Corbetta - The Best of All

Contents

Section I

- 0. Introduction** p.1
- 1. Biography** p.3
- Bibliography** p.23

Section II

- 2. De gli Scherzi Armonici (1639)** p.27
- 3. Varii Capriccii per la Ghittara spagnvola (1643)** p.49
- 4. Varii Scherzi di Sonate per la Chitarra spagnola (1648)** p.58
- 5. The method of stringing suitable for Corbetta's first three books** p.65

Section III

- 6. La Guitarre royale (1671)** p.69
- Appendix – The “Key” System used in Corbetta's La guitarre royale (1671)** p.95
- 7. La Guitarre royale (1674)** p.97

Section IV

- 8. Dissonance in the guitar music of Francesco Corbetta** p.100

Section V

- 9. Rules for accompanying a bass line** p.136
- 1643 and 1648** p.136
- 1671** p.147
- Appendix – Examples of vocal music with guitar accompaniment** p.165

Section VI Part 1

- 10. Music in manuscript sources - Introduction** p.171

11. Alternative Printed Sources – Introduction	p.173
1648	p.175
Carré	p.184
12. The Gallot Manuscript	p.186
13. The Liège Manuscript	p.203
14. Santiago de Murcia	p.212
Section VI Part 2	
15. Alternative versions of pieces from La Guitarre royale (1671) Introduction	p.214
15A. Comparison between Corbetta1671, Gallot, Carré. Castillion & Murcia	p. 217
15B Comparison between Corbetta1671, Castillion & Murcia	p.225
15C-D. Parallel Transcription of the Printed Versions and the Versions in GB-Ob Ms.Mus.Sch.C94 (Separately paginated)	
C. Staff	p.1
D. Tablature	p.16
Section VI Part 3	
16. Gallot’s Riddles uUnravelled p. 229	
17. Pandora’s Lyre Unpicked	p.237
Section VI Part 4	
18. The Modena manuscripts	p.250
Tables	p.263
19. Appendix – Allemande “Le Kark”	p. 271
Staff transcription	p.273
Tablature versions	p.275
Section VI Part 5	

20.	Miscellaneous manuscripts	
	Introduction	p.276
	Sources in French tablature	p.276
	Sources in Italian tablature	p.296
	Conclusion	p.315
Section VI Part 6		
21.	I-Rsc Ms.AS A 4912	p.316
Section VI Part 7		
22.	Thematic Index to Manuscript Sources	p.331
	Introduction	p.331
	Thematic Index	p.333
	Appendix	p.356