

# Quintett.

## Violoncello I.

L. Cherubini.

Grave assai.

ff détaché

tr

1

tr

1

dim.

p

mp cresc.

f

2

4

4

Allegro comodo.

Viol. I.

p dolce

4

4

3

1

II<sup>a</sup> f

I<sup>a</sup> p

mp cresc.

f

sempre f

A

1

p cresc.

f

dim.

pizz.

arco

p

1

pfz

p

espress. 3

1

2

4

1<sup>a</sup>

dim.

pp

dolce

cresc.

mf

sf

3

1

1

1<sup>a</sup>

dim.

pp

cresc.

mf

p

Violoncello I.

The musical score for Violoncello I consists of ten staves of music. The notation includes various rhythmic values, slurs, and dynamic markings. The dynamics range from *p* (piano) to *ffp* (fortissimo piano) and *f* (forte). Performance instructions include *cresc.* (crescendo), *con fuoco* (with fire), *tranquillo* (calmly), *con fuoco*, *tranquillo*, *p dolce* (piano dolce), *poco cresc.* (a little crescendo), *più cresc.* (more crescendo), *sempre f* (always forte), *dim.* (diminuendo), and *f sempre* (always forte). The score also includes fingering numbers (0, 1, 2, 3, 4) and articulation marks like accents and slurs. A section marked 'E tranquillo' begins on the seventh staff. The piece concludes with a *f sempre* instruction.

Violoncello I.

*f* *pizz. tranquill.* *poco dim.* - *mf*

*G* *a tempo* *poco rall.* *arco* *4* *1* *p*

*dim.* - *pp* *1* *Viola* *1* *2* *4* *mp cresc.* -

*II<sup>a</sup>* *sf* *I<sup>a</sup>* *p* *Viola* *cresc.* *mp cresc.* -

*f* *sempre f* *H* *1* *p cresc.*

*f* *dim.* - *p* *pizz.* *arco*

*pfz* *p* *espress.* *4* *dim.* -

*p* *mf* *p* *1* *2* *3* *4*

*pfz* *dim.* - *I<sup>a</sup>* *dolce* *cresc.* - *sf*

*dim.* - *II<sup>a</sup>* *pp* *cresc.* - *mf* *1* *p*

*p* *sf* *II<sup>a</sup>* *p* *sfp* *f* *1*

*cresc.* - *ffp*

*cresc.* - *f* *tranq.* *L* *5* *1*

Violoncello I.

4

*pp* *pp dim.* *ppp* *cresc.* *f* *f sempre* *fz* *fp* *ff* *p* *ff dim.*

I<sup>a</sup> II<sup>a</sup>

M 2

Andante.

*p dol. assai* *mp* *dim.* *pp* *dolce* *sf* *dim.* *pp* *mf* *ritard.*

A

Violoncello I.

Poco animato.

**B** *espress.*

Viol. I. *cresc. ed acceler.*

First system of music, bass clef. Dynamics: *p*, *pp leggiero*. Includes fingerings 1, 4, 4, 5, 6.

Second system of music, bass clef. Tempo: **C** *Tempo I.* Dynamics: *f*, *p dolce*. Includes fingerings 3, 1, 1, 3.

Third system of music, bass clef. Dynamics: *mf*, *dim.*, *pp*. Includes fingerings 2, 0, 4, *tr*.

Fourth system of music, bass clef. Dynamics: *cresc. poco a poco.*. Includes fingerings 1.

Fifth system of music, bass clef. Dynamics: *f*. Includes fingerings 4, 4, 2, 1.

Sixth system of music, bass clef. Dynamics: *f*, *poco dim.*. Includes fingerings 4, 2, 1.

Seventh system of music, bass clef. Dynamics: *mf*, *cresc.*. Includes fingerings 2, 4, 0.

Eighth system of music, bass clef. Dynamics: *f*, *sciolto*. Includes fingerings 1, 0.

Ninth system of music, bass clef. Dynamics: *dim.*, *pp*. Includes fingerings 3, 1, 1.

Tenth system of music, bass clef. Dynamics: *cresc.*, *mp*, *dim.*, *pp*. Includes fingerings 2, 1, 2.

Eleventh system of music, bass clef. Dynamics: *dim.*, *pp*, *sempre pp*, *per-*. Includes fingerings 1, 1.

Twelfth system of music, bass clef. Dynamics: *dendosi*, *pp*, *smorzando*, *ppp*. Includes fingerings 1, 1.

Scherzo.

Allegro ma non troppo.

arco

*p* *cresc.* *f* *p* *cresc.*

*f* *ff* *p leggiere*

*mp* *p* *p dol. ed espress.* *pp* *marc.*

*mp* *cresc.*

*f* *p* *cresc.* *ff* *marc.*

*p dol. ed espress.* *pp* *mp*

*p* *cresc.* *f* *3 B 1*

*p dolce* *mp* *pp* *pp* *marc.*

*p* *mp* *cresc.*

*f* *dim.* *e rallent.*

*C* *a tempo* *p* *cresc.* *f* *p* *cresc.*

*f* *p* *cresc.* *ff* *Fine.*

Violoncello I.

*Poco più lento.*  
 Vcl. II. *con sordino*  
 III<sup>a</sup> *p* *p leggiero*

*pp* III<sup>a</sup>

*pfz* *mf*

*pp* I<sup>a</sup> *f* *dim.*

*p* *p* *cresc.* *mf*

*f* *poco* *f* *poco* *poco rall.* *a tempo*  
 Viol. I. Viola  
 Viol. II. *p* *sf*

*dim.* III<sup>a</sup> III<sup>a</sup> *p*

*pp* III<sup>a</sup> *mfz*

*mf*

*pp* I<sup>a</sup>

*p* *cresc.* *f* *dim.* *senza sordino*

Vcl. II. *p poco* *pizz.* *1 accel.* *1* *2*  
*pp* *mf*

Scherzo D. C.  
 ma più moto e  
 senza ripetizione.

Finale.  
Allegro.

The musical score is written for a single Violoncello I part. It begins with a dynamic of *f* and includes markings for *mf*, *cresc.*, and *f*. The second staff introduces a *p* dynamic and features a *Vcl. II.* marking above it. The third staff has *fp* dynamics and a *cresc.* marking. The fourth staff starts with *f*, then *p*, *f*, and *p*. The fifth staff begins with *cresc.* and *f*. The sixth staff has *p* and *pp* dynamics. The seventh staff starts with *p*, *cresc.*, *mf*, and *pp*. The eighth staff, marked **B**, begins with *p*, *cresc.*, *mf*, and *pp*. The ninth staff has *p* and *dim.* markings. The tenth staff starts with *pp*, *cresc.*, and *f*. The final staff, marked **C**, begins with *p*, *cresc.*, *f*, and *pp*. The score includes various fingering numbers (1, 2, 3, 4) and accents throughout.



Violoncello I.

*cresc.*

*f* *mf* *pp* *cresc.* *f*

*mf* *cresc.* *f*

*p* *p*

*p* *poco cresc.* *più cresc.*

*f* *fz* *sempre f*

*fz* *sempre f* *fp* *cresc.*

*f* *Larghetto.* *II<sup>a</sup> sempre f* *ff* *I<sup>a</sup> p*

*dolce* *p* *dim.* *pp*

*p* *dolce* *cresc.* *mf* *dim.* *pp*

*p* *poco* *più* *sf* *II<sup>a</sup> p dolce* *Viola*

*Tempo I.*

*dim.* *e poco rall.* *pp*

Violoncello I.

Musical score for Violoncello I, page 10. The score consists of ten staves of music in bass clef with a key signature of two sharps (F# and C#). The music features various dynamics (p, pp, f, cresc., dim., pizz., arco), articulation (accents), and fingering (1, 2, 3, 4, 0). It includes section markers 'F', 'G', and 'H'. The piece concludes with 'poco cresc.' and 'più cresc.' markings.

Violoncello I.

The musical score for Violoncello I consists of ten staves of music. The notation includes various rhythmic values, slurs, and fingerings. Dynamics range from *p* (piano) to *ff* (fortissimo). Performance instructions include *cresc.* (crescendo), *dim.* (diminuendo), *riten.* (ritardando), *Larghetto.*, *Tempo I.*, *a tempo*, *poco rall.*, *dolce*, and *pesante*. The score is divided into sections labeled I, II<sup>a</sup>, III<sup>a</sup>, K, and L. A key signature change to three sharps (F#, C#, G#) occurs in the middle of the piece. The piece concludes with a *ff* dynamic and a *pesante* instruction.

2

1000