

# Divertimento.

## Oboe.

### I.

Paul Juon, Op. 51.

*Allegretto.*  
Fl. 3 *mf*

*cresc.* *f* *stacc.* 1

*dim.* 1

10 Klar. *dolce.* 2

6 3 Fl. *p* 3

*p cresc.* 3 5

*p cresc.* 3 1 4 4

*cresc.* *ff* 1

Oboe.

Fl. *p cresc. mf* 1

Fag. *f cresc. pesante. ff* 4 3 3

Fag. *p cresc.* 2 6 5

*f* > > >

7 2

Fag. *solo cantabile.* 2

8 5 *mf*

4 9 Fl. 3 *p*

3 *poco rit.* *f p*

## II. Intermezzo I.

Moderato.

Horn

*f* *f* *p* *p* *f* *3* *Hrn.* *f* *più f* *rall.* *dim.* *3* *altempo.* *p* *cresc.* *f* *sempre f* *4* *p* *p* *p* *rall.* *2.*

The musical score is written for Oboe in 3/4 time. It begins with a *Moderato* tempo and includes a *Horn* part. The score features various dynamics such as *f* (forte), *p* (piano), *più f* (pianissimo), *rall.* (rallentando), *dim.* (diminuendo), and *sempre f* (sempre forte). It also includes articulation like *altempo.* (ad libitum) and a *4* measure rest. The piece concludes with a *rall.* marking and a final *2.* measure rest.

Oboe  
III.  
Fantasia.

Andante.

IV.  
Intermezzo II.

Tempo di minuetto.

# V. Rondino.

*Allegro assai*

*f* >

6 *Marier.* *f* sempre marcato. 1

2 *p*

4 *Fg.* *mf*

*Fl.* *poco f*

3

1 4 *Mar.*

*poco f*

*cresc.* *f*

2

4 5 *Fag.* 3

Musical score for Oboe, measures 6-11. The score is written on ten staves. Measure 6 is marked with a box containing the number 6 and the instrument name 'Klar.'. The music begins with a dynamic marking of *f*. Measure 7 includes a *cresc.* marking. Measure 8 is marked with a box containing the number 8 and the instrument name 'Klar.', with a dynamic marking of *f*. Measure 9 is marked with a box containing the number 9 and the instrument name 'Fl.', with a dynamic marking of *poco f*. Measure 10 is marked with a box containing the number 10 and the instrument name 'Klar.', with a dynamic marking of *p*. Measure 11 is marked with a box containing the number 11 and the instrument name 'Klar.', with a dynamic marking of *sempre sf*. The score includes various musical notations such as notes, rests, slurs, and dynamic markings.