

TRIO.

Cello.

Allegro.

C. Bohm, Op. 818.

1

f

p

mf

mf

f

pizz.

p

arco

con passione

p

mf

f

mf

p

ff

f

1. 2.

ff

p

Cello.

3

Musical score for Cello, page 3. The score is written in bass clef with a key signature of two flats (B-flat and E-flat). It consists of ten staves of music. The dynamics and performance instructions are as follows:

- Staff 1: *mf*
- Staff 2: *mf*, *p*
- Staff 3: *f*, *pizz.*, *arco*, *f*
- Staff 4: *con passione*
- Staff 5: *p*, *ff*, *ff*
- Staff 6: *mf*, *f*, *f*
- Staff 7: *mf*, *f*, *ff*, *ff*
- Staff 8: *f*, *ff*, *ff*
- Staff 9: *ff*, *ff*, *f*, *ff*
- Staff 10: *ff sempre*, *ff*, *f*, *ff*

The score includes various musical notations such as slurs, accents, and dynamic markings. A first ending bracket is present at the top of the first staff, and a second ending bracket is present at the top of the sixth staff.

Cello.

Thema mit Variationen.

Poco Andante.

8 *Piano.*

Var. I. Più mosso.

Var. II. Con moto.

Solo *mf* *p* *tr* *mf* *p*

Var. III. Moderato espressivo.

p *mf* *Più mosso.* *mf* *Tempo I.* *rit.*

Cello.

5

Var. IV. Allegro.

p

p *ff*

p

Var. V. Moderato.

pp

rit. *a tempo* *rit.*

p *pp*

Var. VI. Tempo di marcia.

f

f

Coda.
Poco Andante.

ten. *Cadenz.* *p*

pizz. *arco*

p *poco rit.* *pp* *pp*

Scherzo.

Cello.

Allegro.

Pizz.

mf
p cresc.
pp 1. 2.
cresc. *f*
f *p*
p
mf *p cresc.*
pp *ff*
p cresc. *ff*

Finale.
Allegro giusto.

Cello.

7

8 Viol.
f
cresc. *f*
mf dolce
pp *f* *ritard.* *a tempo* 3
mf *ff* *mf*
mf
p *cresc.* *p cresc.*
f
p *ril.* *pp* *a tempo* *f*
pizz. 3 *mf*
f 2

Cello.

Musical score for Cello, page 8. The score consists of 12 staves of music in a single system. The key signature has two flats (B-flat and E-flat), and the time signature is 3/4. The music features various dynamics including *mf*, *f*, *dim.*, *cresc.*, *fz*, *p*, *ff*, and *pp*. There are also performance markings such as "10" and "7" above the third staff, and "2" above the fifth staff. The score ends with a double bar line and a repeat sign.