

VOLONCELLO.

Ferdinand Hiller Op. 76.

Allegro vivace.

TRIO.  
No 5.

The musical score is written for Violoncello and consists of 15 staves. It begins with a key signature of two sharps (F# and C#) and a 3/4 time signature. The tempo is marked 'Allegro vivace'. The score is divided into sections by first and second endings. Dynamics range from *pp* (pianissimo) to *ff* (fortissimo). Articulations include *dol.* (dolce), *espress.* (espressivo), *dim.* (diminuendo), *cresc.* (crescendo), *f* (forte), *mf* (mezzo-forte), and *pp* (pianissimo). The score includes various musical notations such as slurs, accents, and dynamic hairpins. The first ending is marked with a '1' and the second ending with a '2'. The piece concludes with a first ending marked with a '1' and a *dim.* (diminuendo) marking.

VOLONCELLO.

The musical score consists of 14 staves. The first two staves are in bass clef, and the remaining 12 staves are in alto clef. The score includes various dynamic markings such as *dol.*, *cresc.*, *dolce*, *f*, *ff*, *espress.*, *dim.*, *p*, *pp*, and *scen*. There are also first and second endings marked with '1' and '2'. The piece concludes with a *cresc.* marking.

VOLONCELLO.

1  
dolce  
pp  
ff  
dolce  
cresc.  
Pizz.  
Arco  
dolce  
cresc.  
f  
dolce espress.  
f  
dim.  
p  
espress.  
piu f  
f  
dolce cresc. f  
f  
dim.  
p  
sempre cresc. f  
ff  
ten. ten.  
sempre cresc.  
p  
1  
f  
espress.  
pp  
p  
ff

VIOLONCELLO.

ALLEGRO  
VIVACE  
E SCHERZOSO.

VIOLONCELLO.

*Pizz.* *Arco* **1**

**1** **2**

*cresc.* *f* *Pizz.* *Arco.* *Pizz.*

*Arco.* **2** *espress.*

*dim.*

*dolce* *sempre dim.*

**1** *sempre cresc.*

*f* **1** **1** **1** **1**

**VIOLONCELLO.**

*dolce*

2 3 3 1

*f* *f* *pp*

*ff* *meno f* *dolce*

*Pizz.* *Arco*

*Pizz.* *Arco.*

*pp* *Pizz.* 1

**ANDANTE  
MOSSO.**

*p* *cresc.*

*f* *dim.* *p* 1 *Pizz.*

1 *Arco* *dolce*

*dim.* *f*

VOLONCELLO.

dim. pp

p pp

f

fp dolce espress.

f cresc. f p

dolce p sempre cresc.

pp

espress.

2

4

dolce f pp

cresc. f

dim. pp pp

VOLONCELLO.

Allegro molto vivace.

**FINALE.**

3 4

ff ff

rit. p a tempo 3 4

rit. a tempo 2 1

dol. dol. ff

1 ff mf

dolce dolce

p

espress. p

1

2 f

dolce dim.

pp sempre cresc.



VOLONCELLO.

The musical score consists of ten systems of staves. The first system features a treble clef staff with a dynamic marking of *f* and a finger number **5** above the final measure, and a bass clef staff with a dynamic marking of *p* and *f*. The second system has a bass clef staff with a dynamic marking of *dol.*. The third system has a treble clef staff with markings for *espress.* and *cresc.*. The fourth system has a treble clef staff with dynamics *f*, *ff*, and *pp*, and a *rit.* marking. The fifth system has a bass clef staff with a dynamic marking of *p* and the tempo marking *al tempo*. The sixth system has a bass clef staff with dynamics *f* and *cresc.*. The seventh system has a bass clef staff with dynamics *ff*, *mf*, and *ff*. The eighth system has a bass clef staff with dynamics *ff* and *dol.*. The ninth system has a bass clef staff with dynamics *cresc.* and *dolce*. The tenth system has a bass clef staff with dynamics *cresc.*, *p*, and *ff*, and includes finger numbers **1** and **3**.

VIOLONCELLO.

The musical score for the Violoncello part on page 10 consists of 12 staves. The key signature is two sharps (F# and C#), and the time signature is 3/4. The score begins with a forte (*f*) dynamic and features a variety of rhythmic patterns, including eighth and sixteenth notes, often beamed together. There are several first endings marked with a '1' above the staff. The dynamics fluctuate, including *ff*, *mf*, *f*, *rit.*, *p*, *dol.*, and *espress.*. The tempo is marked *a tempo* in the seventh staff. The score concludes with a *dolce* marking and a final first ending.

VOLONCELLO.

1

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

*a tempo* *cresc.* *f*

*ff* *dol.*

2

*cresc.*

*f* *ff*

1

1 2 3 4 5

*ff*

1 2 3 4 5

*ff*

*f f f f f*

*f f f f f f f* *rf*

*f* *rf* *sempre ff*

*f* *rf*

*f* *rf*

FINE.