

mk/42

# Symphony No. 3

BASSO.

Robert Schumann, Op. 97

Lebhaft.

I.

The musical score is written for Bassoon, I, in 3/4 time with a key signature of two flats. It begins with the tempo marking 'Lebhaft.' and the first movement indicator 'I.'. The score is divided into four sections labeled A, B, C, and D. Section A spans the first two staves, Section B the third and fourth, Section C the fifth and sixth, and Section D the seventh and eighth. The music features a variety of dynamics, including fortissimo (f), fortissimo (ff), mezzo-forte (mf), piano (p), and pianissimo (pp), as well as crescendos and decrescendos. There are numerous slurs and accents throughout. Performance markings include 'A', 'B', 'C', and 'D' circled in some places, and first endings marked with '1'. The score concludes with a final dynamic of fortissimo (f) and a first ending marked '1'.

VS

VS

EDWIN F. KALMUS

PUBLISHER OF MUSIC

NEW YORK, N. Y.

BASSO.

1

1

2

3

4

5

*sf* *ff*

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

*f* *sf* *sf* *sf* *sf* *sf* *sf* *sf* *dim.* *p*

*fff* *sfz* *ff* *p*

*fff* *sfz* *f* *p* *espr.*

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

*fp* *fp* *pp*

*f* *f* *f* *f* *dim.* *p*

*cresc.* *fp*

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

Handwritten musical score consisting of ten staves of music in bass clef. The score includes various dynamics such as *sfz*, *f*, *p*, *pp*, *cresc.*, *dim.*, and *ppp*. It also features numerous articulations like accents (*^*), slurs, and fingerings (e.g., 1, 2, 3, 4, 5). Performance instructions include *p espressivo*, *Play*, and *CUT*. The score is heavily annotated with handwritten notes and symbols, including *n*, *v*, and *3*. The music is written in a single system across ten staves, with some staves containing multiple measures of music.

VS,

VS

1

BASSO.

The main musical score for Bass consists of 11 staves. It begins with a dynamic marking of *p* and includes several *cresc.* (crescendo) markings. The score features a variety of note values, including eighth and sixteenth notes, and rests. There are numerous performance markings such as accents (*v*), slurs, and dynamic changes. A handwritten box labeled "PLAY" is present in the upper right area of the first staff. The piece concludes with a first ending bracket.

II.

Sehr mässig.

The second section, labeled "II.", begins with the tempo instruction "Sehr mässig." and a dynamic marking of *p*. The music is written in a 3/4 time signature. It includes a *poco rit.* (ritardando) marking followed by "Im Tempo." (allegretto). The section concludes with a first ending bracket.



BASSO.

III.

Nicht schnell.

Clar. I

arco

The musical score is written for Bassoon (BASSO.) and includes the following elements:

- Tempo:** Nicht schnell.
- Instrument:** Clar. I
- Section:** III.
- Staff 1:** Starts with a 3-measure rest, followed by a triplet of eighth notes. Dynamics include *p* and *pizz.* (pizzicato). An *arco* marking is at the end.
- Staff 2:** Features a *pp* dynamic and various slurs.
- Staff 3:** Includes *fp* (fortissimo piano) dynamics and slurs.
- Staff 4:** Contains *p* dynamics and slurs.
- Staff 5:** Starts with a *fp* dynamic, followed by *pizz.* and *arco* markings.
- Staff 6:** Includes *pp* dynamics, *arco* markings, and a *cresc.* (crescendo) marking.
- Staff 7:** Features *pp* dynamics and slurs.
- Staff 8:** Includes *pizz.* and *arco* markings, with a *cresc.* marking.
- Staff 9:** Contains *fp*, *pp*, and *ppp* dynamics, along with slurs and a circled 'F' marking.
- Staff 10:** Ends with *pizz.* and *ppp* dynamics, and a circled 'F' marking.

50 ←



CM

BASSO.

2

Lebhaft.

V.

*mf dolce*

B pizz.



Handwritten musical score for bass clef instruments, featuring 12 staves. The score includes various musical notations such as notes, rests, and slurs. Dynamics include *cresc.*, *f*, *sf*, *p*, and *ff*. Performance instructions include *pizz.* (pizzicato) and *tr.* (trill). Chord letters **D**, **E**, **F**, and **G** are written above the staves. The notation is dense and includes many accents and slurs.

VS

BASSO.

(Pizz)

arco

*p stacc.*

*cresc.*

*f*

*cresc.*

*SO RALL (K) V*

*Tempo*

*f*

*Schneller.*

*1*

*accell*

*sp*