

Phantasiestücke

für Pianoforte, Violine und Violoncell

(Sophie Petersen geb. Petit zugeeignet)

von

ROBERT SCHUMANN.

Op.88.

974

Violoncell.

componirt 1842.

1. Romanze.

Bezeichnet von Ch. Davidoff.

Nicht schnell, mit innigem Ausdruck.

Lebhaft.

2. Humoreske.

Violoncell.

Etwas lebhafter.

The musical score for the Cello part consists of ten staves. It begins with a dynamic marking of *p* (piano) and includes various articulations such as *cresc.* (crescendo), *pizz.* (pizzicato), and *arco* (arco). The score features several first and second endings, marked with '1.' and '2.'. Dynamics range from *p* to *ff* (fortissimo). The piece concludes with a final *f* (forte) dynamic.

Violoncell.

The musical score consists of ten staves of music. The first staff begins with a treble clef and contains a melodic line with various fingerings (e.g., 2 4 1 4, 1, 4) and dynamics such as *f* and *sf*. The second staff continues with a bass clef and features a melodic line with slurs and dynamics like *f*. The third staff is in bass clef and includes complex chordal textures with dynamics *sf* and *ff*. The fourth staff is in bass clef and contains a melodic line with dynamics *p*. The fifth staff is in bass clef and features a melodic line with dynamics *f* and *p*. The sixth staff is in bass clef and contains a melodic line with dynamics *sf* and *f*. The seventh staff is in bass clef and features a melodic line with dynamics *sf* and *f*. The eighth staff is in bass clef and contains a melodic line with dynamics *f* and *sf*. The ninth staff is in bass clef and features a melodic line with dynamics *f* and *sf*. The tenth staff is in bass clef and concludes with a melodic line and dynamics *dim.* and *pp*.

Violoncell.

3. Duett.

Langsam und mit Ausdruck.

①

Handwritten annotations include circled numbers 1, 2, 3, 4 and letters A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z. Performance markings include *p*, *pp*, *cresc.*, *dimin.*, *f*, *pizz.*, *arco*, *ritard.*, and *mf*. The score is written in bass clef with a 6/8 time signature.

4. Finale.

Im Marschtempo.

The score is written in bass clef with a common time signature. Performance markings include *f*, *mf*, and *mf*. Handwritten annotations include circled numbers 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100.

Violoncell.

The musical score for Violoncell consists of ten staves of music. The first staff begins with a forte (*f*) dynamic and includes a *ritard.* marking. The second staff is marked *Im Tempo.* and starts with a piano (*p*) dynamic, followed by a *cresc.* and a final *f*. The third staff features a piano (*p*) dynamic, a *cresc.*, and a first ending bracket. The fourth staff continues with a piano (*p*) dynamic, a *cresc.*, and a final *f*. The fifth staff starts with a piano (*p*) dynamic, a *cresc.*, and a final *f*. The sixth staff begins with a forte (*f*) dynamic, followed by *mf*, *p*, *mf*, and *p*. The seventh staff starts with *mf*, *p*, *cresc.*, and *f*, including first and second ending brackets. The eighth staff begins with a piano (*p*) dynamic, a *cresc.*, and a final *f*, followed by a piano (*p*) dynamic. The ninth staff starts with a piano (*p*) dynamic, a *cresc.*, and a final *f*, followed by a piano (*p*) dynamic. The tenth staff begins with a piano (*p*) dynamic, a *cresc.*, and a final *p*, followed by a piano (*p*) dynamic. The score includes various musical notations such as slurs, accents, and dynamic markings.

Violoncell.

3
cresc. *p* 3

f

p

cresc. *f* *p*

Dasselbe Tempo.

cre

scen

f *do* *f*

f

1 2 3 4 5 6 7 8 9 10 11 12

13 14 15 16 *nach und nach schwächer*

1 2 3 4 5 6 7 8 *dimin.*

ritardanto *Presto.*

mp

pp

f

f

ff

3

Fine.