

Violoncell und Bass.

Violoncell and Bass. First system of music. The upper staff (Violoncell) starts with *pizz.* and *arco* markings, followed by dynamics *f*, *p*, *pp*, and *arco*. The lower staff (Bass) starts with *f* and *p*. A section marker **B** is placed above the staff.

Violoncell and Bass. Second system of music. The upper staff features *crese.* (crescendo) markings and dynamics *f*, *p*, *f*, *p*, and *f*. The lower staff also features *crese.* markings and dynamics *f*, *p*, *f*, *p*, and *f*. *pizz.* and *arco* markings are interspersed throughout.

Violoncell and Bass. Third system of music. The upper staff includes *arco* markings and dynamics *f*, *p*, *f*, and *fz* (forzando). The lower staff includes *arco* markings and dynamics *f*, *fz*, and *fz*.

Violoncell and Bass. Fourth system of music. The upper staff features *dim.* (diminuendo) markings and dynamics *pp*, *f*, *dim.*, *f*, *dim.*, and *pp*. The lower staff features *dim.* markings and dynamics *p*, *dim.*, *f*, *dim.*, *f*, *dim.*, and *pp*. A section marker **C** is placed above the staff.

Violoncell and Bass. Fifth system of music. The upper staff features dynamics *f*, *fz*, and *p*. The lower staff features dynamics *f*, *fz*, and *p*. A first ending bracket labeled **1** is shown at the end of the system.

Violoncell and Bass. Sixth system of music. The upper staff features dynamics *mf*, *fz*, *fz*, *fz*, *fz*, *p*, *dim.*, and *pp*. The lower staff features dynamics *mf*, *fz*, *fz*, *fz*, *fz*, *p*, *dim.*, and *pp*. A section marker **D** is placed above the staff.